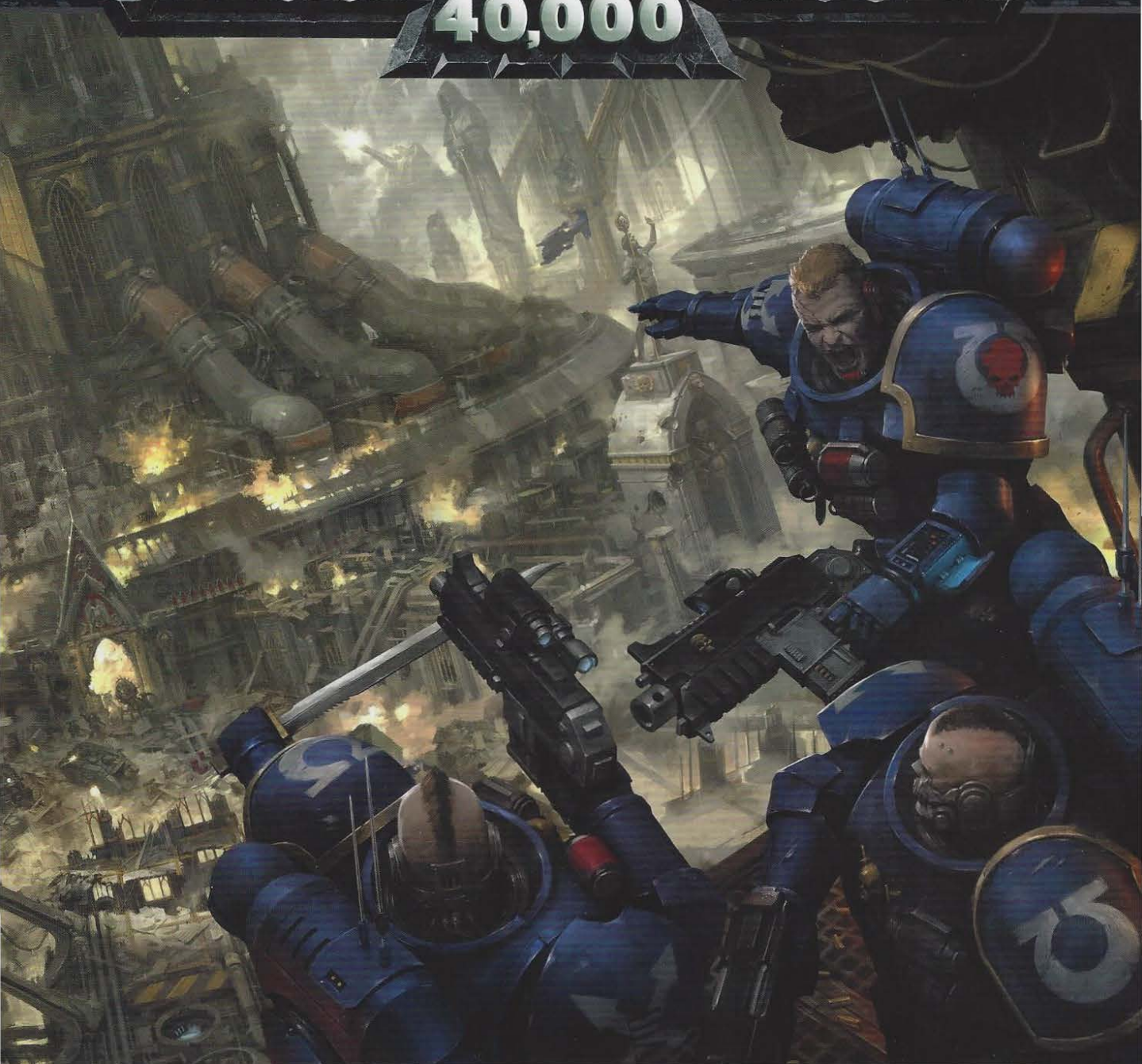# WARHAMMER
40,000

URBAN CONQUEST

CITYFIGHTING CAMPAIGNS IN THE 41st MILLENNIUM

URBAN CONQUEST

There is no battle primer that can prepare a soldier for the horrors of an urban war zone. Forget notions of 'the front' – all is compromised and death threatens from every side. There is no safe flank, and so long as the enemy remains, there never will be. Cover is both salvation and bane, for it is there that your foe is hidden. Attack from above or below is as likely as from any other quarter, and ambush is inevitable. The unwary are either lucky or corpses. You must learn that any route which looks easy is probably booby-trapped. Experience alone teaches that you will not see the next assault coming. These are lessons that only the hardiest survive.

War within the gates of an Imperial hive city is a hell of blood, stone and dust. All who enter must abandon hope, for there is only extreme hardship and catastrophic loss. It is a foolish commander indeed who relies on any perceived edge, be it technological, numerical, or a superiority of troops or tactics. As the tallest edifice is reduced to ruin, so too is any advantage ground down to nothing and rendered null. With the claustrophobic confines as the great equaliser, such urban environments make the bloodiest of battlefields. With every step contested, which side has the will to endure? Only the boldest can abandon reason and embrace the tenacity required for victory. All others will be buried in the rubble.

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PRODUCED BY GAMES WORKSHOP IN NOTTINGHAM

INTRODUCTION

In the nightmare future, armies battle one another to mutual annihilation amidst the ruins of civilisation. *Urban Conquest* brings to the tabletop the challenge of fighting in the urban environments of the 41st Millennium, where every building has the potential to become a bastion of resistance or an unmarked and rubble-covered grave.

Within the tightly packed confines of an Imperial hive, every streetway is a chokepoint, every rooftop a sniper's nest. No flank is ever safe within such a labyrinth of metal and machinery. Foes lurk behind every archway, or slink through the sewers to burst forth from some new and unexpected direction.

Doughty defenders stand firm behind barricades and seething xenos swarms prepare to storm out of cover. Deadly traps lie hidden in the rubble awaiting the unwary, and every new step might bring you under the crosshairs of the enemy. Yet there can be no retreat, no surrender: this is *Warhammer 40,000: Urban Conquest,* the bloodiest of all battlefields.

The contents of this box allow players to recreate the brutal, close-confines nature of urban warfare. Building upon the *Warhammer 40,000* rulebook, *Urban Conquest* provides everything you need to take your games into the tangled mazes of hive cities, where Sector Imperialis and Sector Mechanicus buildings provide interactive new dimensions to your tabletop battlefields.

The background section and Citadel Miniatures showcase in the first part of this book are great sources of inspiration for your own city-based battles, and offer insights into the buildings and infrastructure of an Imperial hive, as well as some of the most famous battles fought in these grim environments. Inside the *Urban Conquest* box you will find plastic scenery and objective markers, along with a range of gaming resources in the form of cards, markers and a modular map template. Used alongside the detailed guides in this book, these tools allow you to generate your own Imperial hive and then fight a dynamic campaign with fellow players for control of it.

This book also contains the Cities of Death rules expansion, which includes Warlord Traits, Stratagems, Key Building upgrades, Tactical Objectives and Battlezone rules. Furthermore, you will find updated and expanded rules for battlefield terrain that can be used in any game of Warhammer 40,000, not just Cities of Death games. Now you can build your city, and then either heroically defend it or grind it to ruin beneath your tread!

To make full use of the contents of Urban Conquest *you will need a copy of the* Warhammer 40,000 *rulebook. To find out more about* Warhammer 40,000, *visit* warhammer40000.com.

Everywhere the hive city burned, and not just with flames but with heresy. The Chaos cults had risen. Supported by Heretic Astartes, they had seized vital installations – promethium refineries, the governor's palace, the atmospheric recyclers. In doing so they controlled not just the hive, but also the world. The Ultramarines arrived with surgical precision, striking hard and fast to begin the Battle of Proximal. Soon death stalked the ruins, and no quarter of the hive – from the undersump to the highest spire – was safe.

NO QUARTER

In a galaxy in which every planet is a bitterly contested war zone, urban environments make for the bloodiest of battlefields. Threats lurk behind every pile of rubble, and every shattered building can become a firebase. Even the mightiest armies can be ground to nothing in brutal close-quarters combat.

An Ork power klaw punches through rockcrete, opening a new pathway through the ruins. An Adeptus Astartes Repulsor tank smashes through a crumbling archway, grinding bricks and bodies alike with its anti-gravitic field. T'au Sniper Drones rise above piled wreckage, their rail rifles spitting death before the remote machines dip back into cover. Aeldari War Walkers pick their way through the rubble, weapons tracking back and forth to cover every doorway. From around a corner storm Khorne Berzerkers, their whirring chainblades eager to make the streets run red with blood.

Warfare within the dense terrain of a city involves battles like no others. Tight confines and restricted sightlines ensure that opponents draw their front lines perilously close to one another, often separated only by a street, a building or even a single wall. Ruined structures and debris provide superlative cover from which to launch sudden attacks, and ideal ambush sites abound. Warriors stalking through the gothic sprawl of an Imperial hive city know each step could be their last…

When fighting within an urban environment potential threats are everywhere. The blasted remains of rooftops serve as sniper nests where unseen foes wait, lining up targets in the crosshairs of their scopes. Anti-tank mines lie buried in the rubble piles. What appears to be only a half-collapsed building is revealed as a strongpoint housing a squad bristling with heavy weaponry. Twisted architectural wreckage and toppled war machines clutter the streets, slowing movement and concealing troops. Infiltrators, such as Ork Kommandos, Tyranid Genestealers and Aeldari Striking Scorpions, move unobserved through secret passageways

or slink out of underground transit tunnels. Squadrons of close-combat warriors surge forward before their quarry can even fire a shot in defence.

In the 41st Millennium, city fighting takes all the horrors of war and magnifies them. Territory is bitterly contested for the tactical supremacy it provides, lives are spent indiscriminately by high command to secure the most meagre advantage, and survival is all but impossible.

URBAN WARFARE

Commanders that have experienced the horrors of battle within the tangled maze of a hive city have learned that even their army's greatest strengths can be countered. The swiftest of Drukhari raider forces can find their hit-and-run tactics bogged down amongst the ferrocrete canyons. Holed up in reinforced ruins, a lone squad can stave off massed attack waves, negating an enemy's numerical advantage as quickly as the corpses fall before well-defended killzones. Similarly, a column of Leman Russ Battle Tanks accustomed to spearheading assaults can instead find themselves reduced to smoking wreckage by a few infantry squads equipped with heavy weapons.

In a city battle, victory can only be won through ruthless determination. An army must be willing to scour the foe from every collapsed building, to root out and destroy each firebase, to seek and destroy each ensconced sniper. Around every corner awaits some new danger, and a commander is forced to adopt tactics to meet each threat in turn.

Terrain features are focal points in any battle, but even more so in a city, where every building becomes the

'The foe outnumbers us many thousands to one, but let them come. We will not meet them in the open, where they can crush us with their multitudes. To get to us they will have to enter the hive. There, we will fight them for every street. We know every turn, every tunnel, and will make them pay in blood for each step they take. Let them come…'

- Commissar Ferox,
Hero of Hive Sorbidus

next objective. However, not all structures are alike, and holding a certain building can be the difference between triumph and defeat. Even ruins can be fortified into breakpoints, makeshift bunkers upon which enemy attacks can be shattered. Other edifices become emergency medicae stations, munitions dumps or forward command centres. Imperial sanctums offer hope for those with faith in the Emperor, yet they can also stir rage in his enemies. In the built-up and dense terrain there are few areas that offer a clear line of sight, but these too are coveted by all forces. Rival armies rush to deploy sentries overlooking these spaces, as a single well-placed lascannon or railgun shot from an elevated position can inflict crippling damage.

Desperate firefights break out around key objectives. Here is combat at its most brutal, and no tactic is too underhanded, no ruse too devious. The same battered manufactorum is taken, lost and retaken in turn as both sides commit their reserves in an all-out offensive. Small skirmishes escalate, growing into conflagrations – meatgrinder battles that leave the ground carpeted with casualties.

Each leader strives to deploy the right troops or engines of war at the right time. Where streets narrow to chokepoints, indomitable Dreadnoughts stand guard. Genestealers hunker down in cover, awaiting the moment when their foe approaches close enough to launch their ambush. A squad carrying demolition charges scurry to the base of a multi-storey ruin, the ensuing blast levelling it. Even as the dust swirls, the grinding tracks reveal a Land Raider moving into the rubble, the fallen building creating a perfect new fire lane for its lascannons. An Aggressor Squad advances,

their twin boltstorm gauntlets unleashing a hail of mass-reactive rounds that fills the narrow street before them. With perfect timing, Inceptors bound across rooftops to loose scything bursts of fire into foes waiting to launch a counter-attack against their advancing allies.

The battle rages not only upon street level, upper storeys and rooftops, however. Anti-grav vehicles and ground-support aircraft duel overhead, each side attempting to win supremacy of the skies. Although dense city terrain can hide infantry from prowling flyers, there are still chances to catch enemy assets in the open. A single well-timed strafing or bombing run can stop an oncoming offensive in its tracks, leaving only blood-soaked and smoking craters where massed foes once stood.

In the debris-laden confines of a hive city, air support, armour, beasts of war and even cavalry have all proven effective, yet the brunt of most battles falls upon the infantry. With grenades and flamers they force their way into building after building, reducing the occupants to screaming casualties.

Even amongst the most bloodthirsty and elite, the strain of such harrowing close-ranged combat takes its toll. There can be no rest, for the foe might turn a corner or emerge from an unseen entrance at any time. With battered ceramite armour and faces stained with ash and dust, the troops press onwards. Every doorway and hallway becomes its own battle – a microcosm of the bitter fighting that ebbs and flows. Long after ammunition is spent they fight on, using rifle butts to bludgeon their foes, hacking and stabbing in a frenzy to survive. From such hellish environs, only the strongest and most committed warriors will ever emerge alive.

URBAN WAR ZONES OF THE 41ST MILLENNIUM

Scattered across the galaxy are many different types of urban environments. All such cities are strategically valuable, if only for their prodigious populations. When turned into war zones, however, they make battlefields that will test even the bravest of warriors to their limits.

Densely packed hab-blocks, industrial sectors full of clanking machinery or the gantry-filled mazes of underhives – the composition of urban sectors are as varied as the different planet types themselves. The majority of cities in the 41st Millennium belong to the Imperium, for they are the largest empire in the galaxy. Therefore, in an age rife with war, most urban conflicts occur in the cities of the Imperium, or within their ruins.

IMPERIAL CITIES

The Imperium's population is so vast as to be unimaginable in scale. A high percentage of this uncountable number is concentrated in enormous urban sectors. These cities grow so large that their borders overlap other metropolises, sprawling until there is no more space in which to expand save upwards or downwards. The largest of these conglomerations are known as hive cities, layered constructions of plasteel and rockrete stacked endlessly upon each other. Many are thousands of years old, their earliest foundations dating to before the rise of the Imperium. Over time these cities have grown until they tower over the landscape, man-made mountains whose spires pierce the atmosphere.

Within each vaulted layer of a hive city stands edifice after edifice, linked by narrow streets and punctuated with billowing smokestacks. The high levels tend towards opulence and riches, the homes of the rulers and nobles. The middle tiers throb with the machinery of immense industrialisation, while the lowest levels are another world altogether – dank places, full of toxic sludge pools, and inhabited by the most desperate of wretches.

It is estimated by the Estate Imperium that over eighty-five per cent of the million worlds under Imperial control have at least one hive city cluster. Planets whose surfaces are primarily covered with such structures are classified as hive worlds, and they are estimated to comprise between ten to twenty-five per cent of the total. More accurate numbers are not possible due to the multiple codification systems, varying tracking agencies, and the endless strata of bureaucracy that are endemic within the Imperium. Additionally, due to incessant war and colonisation, worlds are lost, re-conquered or discovered on a daily basis across the galaxy.

For every hive city that might be called typical, there are others that defy the senses – perhaps built atop an unknown power source, drowned by a polluted sea, or constructed using materials unidentifiable to the Adeptus Mechanicus. Some are devoted to a single cause, such as those found on a shrine world dedicated to the worship of the God-Emperor, or penal hives where prisoners toil to rapid deaths working in the most dangerous of manufactorums.

All hives are defended to the utmost by the Imperium. Standard military doctrine states that under no circumstances shall a domain be relinquished to the foe, and the more heavily populated the planet, the more this maxim applies. They would rather feed billions of their soldiers into a conflict that could last decades or even centuries than abandon a hive; even if one is reduced to ruin the Imperium will seldom give up the right to rule over the rubble.

The 'not a step backwards' approach adopted by the Imperium partly stems from a desire to preserve the hives' vast quantities of manpower and industry, but there are also other, less quantitative reasons. Although massive in scale, the empire of Mankind hangs precariously, beset on all sides by predatory xenos, and the omnipresent threat of Chaos. No world is safe from the tendrils of corruption. Even the most loyal bastions can be gnawed from within by traitors, and the threat from the warp grows stronger with every passing year. Each city that falls sends waves of sedition rippling across the stars. Every Imperial holding is a symbol, a sign of Mankind's Might, of the Emperor's divine rule. The hive cities must hold fast.

INVADERS

Of all the war zones across the galaxy few present the tactical challenges of assailing an enemy within the confines of an urban environment. Despite this, an Imperial hive makes an irresistible objective to many xenos races, a target beyond merely scouring enemy assets or securing a strategically vital location. Tyranids crave to harvest a hive's vast reserves of genetic stock, while the Drukhari seek endless supplies of slaves to

torment in order to prolong their own unnatural lives. Necrons wish to destroy all signs of those who would usurp that which is rightfully theirs. Orks simply want to engage in the best battles they can find, and their Mekaniaks covet Mankind's industries, seeking to dismantle them for parts to use in building their own weaponry. It is Chaos, however, that poses the greatest of threats. Hives are the perfect places for the agents of Chaos to spread sedition, and the armies of the Ruinous Powers use captives to even darker purpose.

XENOS CITIES

Vast population centres are not monopolised by the Imperium. Many xenos races also strive for galactic supremacy, and hundreds of thousands of alien-inhabited cities are scattered across the stars. These are often radically different in nature to the hivesprawls of the Imperium, such as the Aeldari's graceful spacefaring nations, known as craftworlds, the continent-sized scrapyards produced by the Orks or the buried catacombs of Necron tomb worlds. No few xenos cities have been erected on the back of human dwellings. Some are parasitic, for example those founded by Genestealer Cults, while others – such as those built by greenskin or Chaos warlords – are raised up from the wreckage of conquered worlds, whether through pure pragmatism or as a vindictive act of superiority over their vanquished foes.

Sergeant Zimm of XXI Company – the Grimshields – could hear the greenskins on the other side of the barricade of rubble and burnt-out tanks. Their howls could mean only one thing: they were working themselves up for yet another charge. Known by the Imperial forces as Fortress Defiant, the position was really only piled debris and sandbags nestled amongst the base of a ruined basilicanum. Still, the Ork dead that littered the street attested to the effectiveness of the Astra Militarum defences.

'Here they come!' shouted Sergeant Zimm, squeezing off shots with his laspistol. 'Get that heavy bolter working,' he screamed, turning to see why their lone heavy weapon was silent. The nest was empty, and Zimm noted the trail of blood leading to the ajar cover-plate of the sewer. It was already too late…
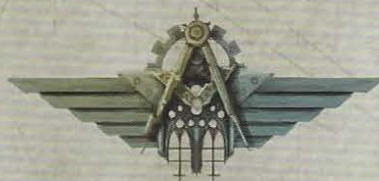
SECTORS IMPERIALIS

At the core of nearly every hive city in the Imperium can be found the Sectors Imperialis. Such precincts are dense with gothic, cathedral-like structures rising impossibly high. Here the gears of bureaucratic powers and manufacturing forces turn the cogs that churn the vast edifice of the Imperium itself.

A typical hive city within the Imperium stretches across hundreds, if not thousands of miles. Standard urban anatomy has dwellings and heavier industry near the base levels. Administration and light manufacturing runs from ground level to the lowest tiers of the upper hive, while the wealthiest classes rule from the spires high above the grime beneath them. The subsurface or underhive is where the poorest dregs inevitably gather, and the further down one travels the more lawless and desperate things become.

As per their remit, the Departmento Genusum – a small branch of the Adeptus Administratum – has affixed official designations to the different sectors found within a hive city. The most common of these classifications are the Sectors Periferus (the outskirts beyond a hive's borders), Imperialis (the main hive levels), Mechanicus (heavy industrial zones), Spirum (the upper spires), Habculum (vast hab-blocks) and Infernus (either the underwastes or the underhive).

Sector Imperialis is by far the most widespread classification, and describes the most varied and populated of divisions within a hive. In such sectors can be found teeming billions of citizens. There, labourers toil for long shifts in workshops, making ammunition, chemical agents, reprocessed food or countless other synthetic wares. The majority of hives are self-sufficient, with all human requirements – nourishment, water and air – produced and recycled within the Sectors Imperialis. It is true that such products, including the atmosphere itself, are gritty, polluted and unwholesome, but they are capable of sustaining life.

In addition to manufacturing, endless branches of the Adeptus Administratum can be found within the warrens of a Sector Imperialis. Scribes huddle in alcoves, their quills scratching out endless records that are collected by augmented servitor-porters that haul the gathered materials into deep storage vaults. All manner of adepts, auto-savants and other menials engage in civil drudgeries. A goodly proportion of these lower-level workers toil themselves to death in meagre conditions to complete tasks that are neither understood nor needed, yet they continue as time-honoured tradition demands.

At the tolling of the bells the shifts change and the narrow streets and avenues of a Sector Imperialis are crammed with human traffic. Some head for mag-trains, others stop to wait in long queues to pay tithes and receive absolution from a preacher of the Imperial Cult. Rest periods, if any, are short, for the Imperium is ever on a war footing, demanding maximum output from all sources on pain of death.

A Sector Imperialis is typically a dark and brooding place. Most buildings and infrastructures are worn with age or worse. It is not unusual for the most unstable of buildings to crumble to ruin, often with workers still toiling within. If the function they performed was an overtly essential one – such as the production of chemicals in a greater supply chain – then the relevant official agents will ratify the rebuilding process quickly. If the structure served no obvious need, such as the office of one of the thousands of misguided branches of the Adeptus Administratum, then the bodies and equipment are left to the innumerable scavengers – both animal and human – that lurk in the pipework, watching for any chance to creep out and seize what they can.

It is common enough to see such ruined buildings even in the midst of the most crowded byways. Some of these dilapidated skeletons of former structures are eventually repurposed, the old edifice serving as a foundation. Other collapsed buildings are sifted through for scrap and usable remains, the piled rubble eventually becoming the abode of vermin that nest in the debris. Those hive cities that have known major insurrections or invasions are worse still, with entire precincts gutted, craters lining the streets, shellholes and blastmarks pocking every wall, and the fire-blackened remnants of equipment too damaged for even the scavengers to make use of.

For the inhabitants of the Sectors Imperialis, their existence is grim in the extreme, the conditions harsh, overcrowded and unsanitary. For all of that, these Sectors are widely viewed by those that have never felt their sun's rays or beheld the upper spires as glorious places, and such they are – at least in comparison to other, infinitely more dismal locales in the hive, such as the Sectors Periferus or Infernus.

AT WAR

Considering the sheer quantity of resources and materiel that can be found within a hive, it is not surprising that they are frequent targets for attacks. When enemy troops enter a hive it is invariably the Sectors Imperialis that bear the brunt of the fighting.

Because of the labyrinthine and heavily cluttered nature of a hive, they offer the perfect tactical ground for defending forces. At the onset of battle it is they that have the better knowledge of routes, hidden access ports, and key terrain features that can provide some type of military advantage. In many cases, however, bombing runs, artillery barrages, Titan-level weaponry, orbital strikes or especially heavy fighting can quickly alter a hive's landscape drastically, changing it to one of rubble and blasted ruins.

To navigate this urban maze, canny commanders organise their massive armies into more manageable and mobile companies, as huge formations are simply too difficult to control, track or manoeuvre once they enter the hive. These forces sweep into the Sectors Imperialis on multiple fronts, scouring out foes and seizing key terrain features.

Unlike a more conventional battle, where enemy contact often happens along a continuous front line, the fighting within a Sector Imperialis is more haphazard. While one squad advances unchecked on one line of attack, another squad along a parallel street are halted as vicious, close-range firefights erupt.

Hive worlds are gloomy places, full of shadows and ambush sites. From out of the darkness of dense cover streak glaring las shots, plasma bursts, and tracer rounds. Distant explosions rock the ground, while dust and smoke fill the already thick and acrid air. Shots ricochet in the cramped environments while explosions along the upper storeys send showers of splintered rockrete raining down. With buildings of various heights and clipped fields of sight, it is a difficult environment for troops on the ground to see the whole picture. Even the sounds are difficult to triangulate, as they echo and reverberate off the canyon-like walls of the steep building faces.
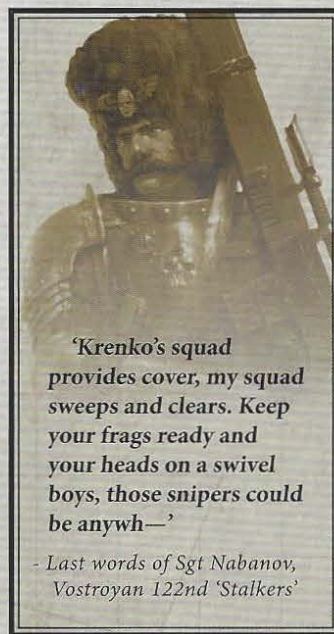
'Krenko's squad provides cover, my squad sweeps and clears. Keep your frags ready and your heads on a swivel boys, those snipers could be anywh—'

- Last words of Sgt Nabanov, Vostroyan 122nd 'Stalkers'

STRUCTURES OF A SECTOR IMPERIALIS

Many different edifices make up a Sector Imperialis, but most are rendered in the classic architectural style adopted by the Imperium – vast and grimly gothic. The following is a guide to the most common structures found within a typical Sector Imperialis.

THE ADMINISTRATUM

The Adeptus Administratum is the largest of all the departments of the Adeptus Terra. It is so impossibly unwieldy that some of the different branches work at odds with each other, pursuing contradictory goals and even supplying contradictory information. An Administratum building could house any number of governmental agencies, such as those that deal with tithe collection, psyker registration or historical revision. Each of those offices might be supported by any number of additional datamills, censoriums or tironemus (recruiting) agencies. There are hundreds of different civil offices for each planet, such as departments which dole out mining permits, track abhuman bylaws or process inner-hive atmospheric discrepancies. The entirety of any world is recorded, filed, indexed and updated daily by a monotonous army of bureaucratic menials.

Administratum buildings are nearly always identified by the sign of the Aquila on or above the doors. As staggeringly inefficient as these structures are, the twin-headed eagle is still perhaps the best living symbol of the Imperium, and so they make ideal rallying points for the armies of Mankind in battle. Indeed, such buildings are often targeted by enemies, and Chaos factions in particular take perverse delight in smashing them down. Ironically, thanks to the massive inconsistency in the importance of each of these structures to the Imperial cause, an enemy can never be sure when destroying an Administratum building if they are crippling a hub of the planetary government or simply wrecking an office that hoarded needless data.

MANUFACTORUMS

Manufactorums are the ubiquitous factories of the Imperium. Each is controlled by one of the varied branches of the Adeptus Administratum, while the Adeptus Mechanicus aids with the supply and maintenance of their machinery. Many manufactorums house production lines that make parts for larger assemblies – for instance, there are hundreds of different buildings that each make one of the myriad components for a specific filtration vent, and another vast structure where the product is finally assembled. Others create items from start to finish, such as the manufactorum lucernus, a forge-plant which processes human corpses and renders them into candles, or the cibureum, a factory that creates biofuel to power stab-lights out of the fungus that proliferates within atmospheric conductors.

Manufactorums are marked by the symbol of the Adeptus Mechanicus, and many bear heavy blastdoors. Clad in ferrosteel, these imposing shutters hermetically seal the building, protecting the precious machinery inside as well as ensuring only a portion of the often highly toxic waste they produce leaks out. Some particularly harsh industries also use the blastdoors to ensure their workforce can never leave.

It is a common superstition within the Imperium that to merely bring an object with a machine spirit within the bounds of a manufactorum protects it against malfunction and mischance. Those who do battle beneath the shadow of such a building receive more tangible benefits as well – in the midst of combat, opportunistic warriors often take advantage of a manufactorum's bounty, helping themselves to a steady flow of ammunition or medicae supplies.

SANCTUMS

The one true Sanctum Imperialis is the massive complex within the Imperial Palace on Terra. From there the Emperor ruled and to this day still resides, interred within his Golden Throne. The sanctums within a hive's Sector Imperialis are named after this famed landmark, and it is said that some small portion of the inner light of the Emperor himself shines upon each structure that bears the name.

A beacon to the devout, each Sanctum Imperialis is an office of the Imperial Cult – the only sanctioned religion in the Imperium of Mankind – and is operated by the Adeptus Ministorum, commonly known as the Ecclesiarchy. Such structures are typically adorned with statues of saints, and the faithful believe the signs of the God-Emperor that embellish its walls and portals guard against malign entities and sorceries. Perhaps it is the power of faith made manifest, but in times of need such

structures often glow with a ghostly nimbus. However, only one willing to risk being branded a heretic would suggest the light emanates strictly from the autolumins, stone lanterns or censers borne by the carven statues. There have been numerous reports of these lights actually driving away foes, for example, sending Daemons shrieking into wisps of nothingness or causing rampaging Ork mobs to halt their charge and gape in dumbfounded awe. Whether these are true events or the delusions of the combat-fatigued, many Imperial forces continue to look for such salvation whilst in the presence of a Sanctum Imperialis.

BASILICANUMS

The basilicanum is a common feature in the Sectors Imperialis. Such structures serve several purposes within a hive. First and foremost, the basilicanum is a meeting place for administration purposes, a forum for the varied branches of the Adeptus Administratum. Secondly, many of the buildings serve as civil law courts for their hive precinct, where the relevant Administratum officials can resolve disputes. Finally, and most importantly to hive-dwelling citizens, the basilicanum acts as a broadcast point for official proclamations.

At any time multiple branches of the Administratum might hold council inside one of the many halls within a basilicanum. There, anything from trade deals to allocations of psyker quotas are discussed. Most basilicanums are built along STC guidelines and contain interior colonnades that divide the space into long aisles with an apse at one end. It is there that officials – commonly called Prefects, though the name varies by planet – sit upon a raised dais to give judgements upon claims brought by other Administratum officials.

Because the average hive citizen knows – or cares – little about the internal workings of the Adeptus Administratum or their squabbles, it is the third function of the basilicanum that interests them most. The statues flanking the key entrances to the basilicanum issue hourly statements and daily proclamations – largely propaganda in the form of 'Thoughts for the Pious Citizen', but occasionally news pertinent to the local precincts. Crowds gather in great number to hear such dispensed wisdom.

Basilicanums are typically named for a sponsor, often a noble from the spires. This is one way for an enterprising individual to garner status and a reputation in the hive, as well as to ensure magistratum rulings favour their chosen proclivities. It is not uncommon for political intrigue or even open violence to determine control of a basilicanum between feuding factions, although some Administratum agencies resolve their differences simply by building another basilicanum.

OTHER FEATURES

The aforementioned building types might be the most commonly found in a hive's Sector Imperialis, but these are a minute fraction of the varieties of structures found within such zones. There are innumerable shrines, garrisons and training facilities for the planetary defence force, storage tanks, dockports to receive transit from orbital spacecraft, and warehousing to store it all. The largest of generatoriums are seen in heavier industrial zones, but smaller ones and countless relays can be found stretching out in a sprawling web through the maze of the hive's infrastructure.

Maglev lines run across hives, going over, under or through the endless rows of buildings. Maglift stations allow cargo or people to be moved vertically to upper or lower levels. Tangles of weathered gantries criss-cross the skyline, enormous statues commemorate anything from heroes of the Imperium to particularly ego-driven planetary governors. Running through all levels of a hive are coils of cables, vents, access tunnels, pipeworks, and drainage canals. These features are larger and more prevalent in more industrial areas, but can be found throughout every sector.

Ruins are commonplace in any hive, and come in many shapes, sizes and degrees of structural integrity. Where fighting has been particularly fierce, entire sections of hives are nothing but craters and a few skeletons of twisted girders. In some forlorn districts shanty towns abound. Although these are more common in the underhive or outskirts, such scrap-built hovels can be found anywhere, teeming with mutant outcasts, savage gangers and practitioners of proscribed religions.

'In Vogen we had to fight the rebels in the streets, in buildings and in the gutters. We were ordered to clear strongpoints, to capture city blocks and hold buildings at all costs, and every mission was different. There were more ways to fight than there were planets in the Imperium – and even more ways to die.'

- Veteran Sergeant Hessel, Cadian 122nd Infantry
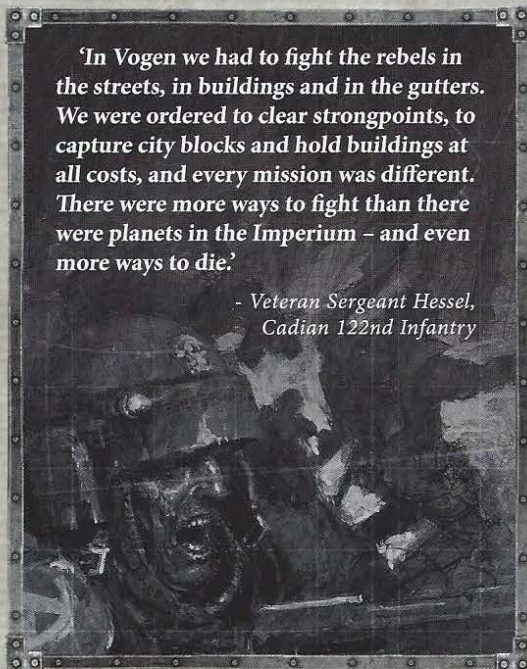
SECTORS MECHANICUS

The twisted industrial sprawls of the Sectors Mechanicus cover innumerable worlds within the Imperium. The very air throbs to the sounds of heavy machinery as such districts forge, pump, construct and manufacture to fuel the impossibly vast Imperial war machine.

The Adeptus Mechanicus are the Priesthood of Mars. It is they who supply the Imperium with mechanical knowledge, feeding the Imperial armouries with weapons, armour, munitions and spacecraft. The Tech-Priests might advise manufactorums, and may even help the Administratum run them, but for truly heavy industry the followers of the Cult Mechanicus do not regularly admit outsiders. This takes place instead within the Sectors Mechanicus, each comprised of labyrinthine strata of machinery. Much of their equipment pre-dates the Imperium – archaic pieces from the Dark Age of Technology – yet whether revered ancient or newly built, all machines are treated as divine. Many of the devices' purposes have been lost over the years, or shrouded by mysterious ritual, yet each is bathed in sacred unguents and its parts occasionally taken apart and reassembled in holy ceremony.

Sectors Mechanicus vary greatly in size. The term can refer to an industrial complex within a hive, perhaps covering dozens of miles, or it could be an entire hive itself – a vast conglomeration of machinery and pipework that stretches further than the eye can see.

COMMON STRUCTURES

As centres of industry, Sectors Mechanicus contain all manner of structures, including manufactorums, forges, foundries, refineries, furnaces, extractors, compactors, incinerators, fabricators, replicators, reactors and more. No few of these clanking, churning, grinding edifices are mysteries even to the robed priests that devotionally attend to them. Some machines rise upwards for miles, latticed with rusted gantries allowing access to armies of servitors and low-level tech menials.

The infrastructure of a Sector Mechanicus is more heavyweight than any other hive zone. Endless arteries of power conduits, promethium relays, and pipes carrying any number of alchemic mixtures are networked in a tangled maze from one enormous plant to another. Entire fields of smokestacks, chimneys and galvanic magnavents discharge horrifically high volumes of pollutants so that the air is thick and black. Scatterings of heavy machinery and equipment can be found throughout a Sector Mechanicus, including servohaulers, industrial magtrain lines, thermic plasma regulators, servolifters and maglifts.

INDUSTRIAL WAR ZONES

Armies seeking fuel or technology can find no better target than a Sector Mechanicus. Those foes wishing to cripple the Imperium's ability to wage war in a sub-sector will also make such industrial zones their objective. By laying waste to the central processors and refinery clusters in an industrial region, enemies can shut down power to the rest of the hive, or silence distant defence batteries before an upcoming offensive is launched. To fend off such salvage-hungry invaders or enemy sabotage missions, the forces of the Imperium will go to great lengths to defend their production centres. To those of the Cult Mechanicus, protecting their precious machines is everything.

Battles fought within a Sector Mechanicus share some semblance with those that take place in other hive sections, such as claustrophobic spaces, ample cover for ambushes, and limited lines of sight. The heavily industrialised nature of the sector, however, adds its own hellish new aspects to combat.

As squads advance into a Sector Mechanicus their eyes are drawn to moving parts – hydraulic hammers fall, vent-fans whirl, jets of steam or worse spew out from exhaust pipes. Even auspex readings are confused in the dense zones. Countless vents, ports and chimneys belch acrid smoke or toxic gases, and the heat of fuels combusted inside hyper-pressurised reactors can incinerate those who stray too close to crisis vents. A single misstep or blast wave from a nearby explosion can send a combatant tumbling off a gantry into the darkness below. Stray shots or near misses can trigger any number of catastrophes, from causing plasma regulators to leak their super-heated contents, to initiating a series of pyric cleansing protocols. The gantries and shielded platforms are ideal locations for hiding snipers or entire enemy units bearing jump packs, waiting to descend upon the unwary. Creatures that use the vent-shafts and pipes for travel can surround their foes and come at them from unexpected angles.

Some precincts within a Sector Mechanicus are so packed with pipework that it would be impossible for an army to traverse them. Small, mobile kill teams are sent instead, winding their way through narrow corridors and access channels. They must be wary, for doubtlessly foes send out their own reconnaissance, and clashes are inevitable. In such restricted spaces a few can hold off many, and desperate and bloody battles ensue as each side struggles to seize even the smallest of passages.

Troops that are tech-savvy can use the machinery of a Sector Mechanicus, crushing and battering their foes with the tools of industry. For the incautious, plasma batteries can be used to overcharge weapons so that they unleash blistering firepower. Overloaded pressure valves can explode to send wide swathes of deadly shrapnel outwards, while timely venting of thermic ducts can immolate the foe in gouts of flames.

INFAMOUS CITYFIGHTS

Since the Imperium's founding countless battles have been fought in all manner of hive cities across the galaxy. Some are heroic sagas, others cautionary tales of the horrors of war. The 41st Millennium alone boasts tens of thousands of fierce battles that took place within the dank gloom of a hive city. The defence of Petrostok is used by Commissars everywhere to speak of resolve, while the heroic stand of Hades Hive on Armageddon has become legendary, and those that fought there and survived are still commemorated for it. No less famous is the sacrifice of those who drove back the xenos invaders at Helsreach Hive. None have forgotten the massacre of Gathamol, or the treacherous ease of the fall of Vogen upon the planet of Khai-Zan.

With the opening of the Great Rift – the yawning hellhole that split the galaxy in two – the Imperium has come under assault like never before. The Plague That Walks decimated hive cities across the Ultima Segmentum, even sullying the gem of Ultramar itself. In War Zone Stygius the benighted hive world of Mordian held out after suffering tremendous casualties, and battle still rages upon the hive world of Tarkan. The rampages of the Blood Crusade destroyed well over a hundred hive cities. Those who heard their civilians' final pleas for salvation going unanswered could only curse in vain, as warp storms limited space travel and the forces of the Imperium were already too thinly spread. Only the return of Primarch Guilliman and the Indomitus Crusade has restored any light of hope to the beleaguered Imperium, and countless hives still remain under attack.

THE BATTLE FOR BORE-HIVE SCELERUS

What follows is an account of the Battle for Bore-hive Scelerus, a hard-fought campaign regarded by many of the greatest military minds of the Imperium as an exemplar of the types of combat that occur when forces clash amidst the urban environments of an Imperial hive.

VIGILUS

The Adeptus Mechanicus of Stygies VIII have established Vigilus as a key stronghold. Teeming with Imperial citizenry, it is a planet vital to the Imperium due to its vast reserves of manpower, the energy it supplies to many sub-sectors of the Segmentum Obscurus, and its status as the sole manufacturing point for the Bastion-class force field. Furthermore, since the opening of the Great Rift, Vigilus has stood upon the edge of the Imperium Nihilus, essentially standing guard over one end of the infamous Nachmund Gauntlet – the best-known passage out of the warp-storm-riven galactic north. To Mankind, while Vigilus stands it is a beacon of hope, yet the world is also a tantalising prize for xenos and the forces of Chaos.

Growing warp storms threatened to cut off Vigilus, and as the maelstrom grew it vomited forth an Ork fleet. Here was an anarchic armada of scrap-craft beyond count, and all bore uncharacteristically powerful engines. After a brief and mostly one-sided

space battle in favour of the invaders, the majority of the fleet crash-landed onto the many wastelands that skirted the sprawling hive cities of Vigilus. Using their wrecked craft to build scrap-fortresses and all manner of weapons and war machines, the surviving Orks began to assail the massive hivesprawls. The Imperial forces drew back within their respective hives and sent out distress signals. Greenskin assaults followed, but they were largely turned back, stymied by the network of Bastion-class force fields that protected each of the colossal cities.

The warp storms that had deposited the Orks grew in intensity, turning into the epic anomaly known as the Great Rift. Massive psychic shock waves rolled across the galaxy, and this surge of warp energy revealed flaws in the Bastion-class force fields, both on Vigilus and on hundreds of other worlds. Overcome by malfunctions, the Bastion force fields flickered and then failed.

SCELERUS

Bore-hive Scelerus is located upon Megaborealis, a continent over which the Adeptus Mechanicus holds sovereignty. Long ago, Tech-Priests planted titanic drills that penetrated deep into the planet's crust, and over the course of centuries massive hives of industry sprang up around each one. Of these bore-hives, Scelerus is a mid-sized sprawl, yet it is of especial note due to its high production of geothermic power. Located atop an Alpha-class thermal stack, Scelerus alone generates over fifty per cent of the energy needed to power the continent.

With its great import, Scelerus boasted a garrison of Skitarii Legions double that of other similar sized Bore-hives, as well as a formidable array of Knights, and an entire Titan Legion. Its ruler, Tech-Priest Dominus Ipluvius XIV, also sat upon the Vigilus-ruling order known as the Council of Cogs. Of final note, because of the preponderance of drilling on an epic scale, all of Megaborealis – and the bore-hives in particular – are regularly subjected to earthquakes. The drilling has unsettled the planet's tectonic plates, and even the reinforced structures occasionally succumb to the planet's most violent upheavals.

ASSAULT ON SCELERUS

Before the Bastion-class force fields went down the invaders had fared poorly in attacks upon Scelerus. The force fields had provided a dual layer of protection – a psychic screen ensured that living things which attempted to pass through its shimmering field fell into a coma before they took their seventh step, and encroaching machinery tripped electro-magnetic fields, sending out spiderwebs of crackling lightning that converged on any vehicle that sought to pass. Even Ork attempts to overload the force fields using massed attack waves failed, as Scelerus had power supplies to spare.

After repeated attacks with no success, the Orks withdrew to their scrap-metal fortresses, already starting to feud amongst themselves. With the defenders having won some breathing space, the Bastion fields of Scelerus were powered down and servitor crews in their tens of thousands were sent out to clear away the xenos debris, culling any injured greenskins as they languished in the wastes. Although several Orkish ambushes attempted to thrust into the outskirts, the shields were powered back up before any larger scale Ork assaults could be mounted.

And then the smog-polluted skies grew strange – the writhing clouds swirled, and formed leering faces. Across the planet cogitators exploded, and all channels of binharic static-code cackled with vile voices. Amidst the growing turmoil the Bastion force fields across Vigilus flickered, blinked, and then disappeared

altogether. The Great Rift had opened, nearly splitting the galaxy. Across Vigilus the howling winds whipped up great dust storms, cutting Scelerus off from all vox comms. The defenders peered out into the rising storm.

PHASE ONE: BREAKTHROUGH

With all manner of pollutants stirred into the air, the dust storm proved impenetrable to vision and auspex alike. Alerted to the failing shields by skulking Kommandos, the Orks once more raced to the attack. The speediest contingents, naturally, arrived first. In the midst of the oncoming storm the Ork Speedwaaagh! spearheads accelerated towards their targets.

The impressive array of weapon towers and gun emplacements that lined the perimeter walls of Bore-hive Scelerus had little chance of stopping the oncoming hordes. Under normal conditions – even given the planet's choked and polluted atmosphere – the guns could have opened fire when the foe was many miles away. In the unnatural storm that now beset the hive, the weapons' effective range was limited to a few hundred yards. Given the speed of the closing Ork vehicles, it was no contest.

Ork Warbikers, Warbuggies, Trukks and heavier scrap-tanks blasted holes through rockrete walls and smashed down gateways. Within moments, hundreds of Ork spearheads had broken into the bore-hive. Some Orks debussed from their Trukks, piling out to smash into defenders or to loot the first buildings they encountered. Most greenskins, however, continued their reckless journey, moving at breakneck speed into the iron labyrinths that made up Scelerus.

Shocked, the Adeptus Mechanicus defenders awaited orders, but Scelerus' leader, Tech-Priest Dominus Ipluvius XIV, did not issue any. Instead, he did something the upper echelons of the Cult Mechanicus rarely do… he froze. Alarmed by the force fields' failure, the warp storms' strange effect on machine spirits, and the sheer speed at which the Orks were penetrating deep into the urban sprawl, Ipluvius became trapped in a dataloop, broadcasting no orders whatsoever.

The greenskins pressed their advantage, with over a hundred Speedwaaagh!s competing to drive deepest into the hive. In the more open Sector Mechanicus zones – such as the refineries of Kraxxon and the slag fields around each of the drillzones – the fast-moving Ork battalions proved unstoppable. The speeding convoys streaked though the hive leaving a trail of wreckage behind them. Acting on protocols alone, the defences of the Skitarii were poorly coordinated.

It was at this time that the Genestealer Cult of Megaborealis began their uprising.

THE WYRM RISES

Hundreds of years ago the Adeptus Mechanicus unwittingly brought a Genestealer to Vigilus. From that single creature spawned many, until a xenos cult had spread to infect nearly every bore-hive. Many miners, subterranean water-harvesters and even the human parts of servitors had been infected by the xenos seed.

The Cult of the Pauper Princes had not planned to rise up to conquer the world until their stranglehold upon Vigilus was lethally tight – a time they saw as decades in the future. The Ork invasion expedited their plans. Word was silently passed between hundreds of signallers so that across dozens of hives the broods erupted out of underground dwellings.

The splinter of the Pauper Princes in Scelerus, the Writhing Wyrm, was led by the Magus Slygaxx the Prophet. With inhuman synchronicity they burst forth in well-planned ambushes. The cult attacks caught the already paralysed Adeptus Mechanicus forces with perfect timing. While Skitarii Legions stood in formation across hive chokepoints, awaiting either orders or the oncoming Orks, they instead found themselves ambushed. Massed Purestrain Genestealers poured forth from all directions to rip them apart. Elsewhere, promethium refineries were sabotaged, their flames burning high enough to scorch through multiple hive-levels. Using long-known passcodes, cowled Acolyte Hybrids entered defensive emplacements and unleashed slaughter. Thousands of attacks swept over Scelerus, from the central pits to the latticework of the energy pipelines. The worst was still to come, however.

Although the uprising was premature, the cult had spent centuries planning their moves. It was Magus Slygaxx's duty to ensure the Titan Legion stationed at Scelerus never left the bore-hive. The Magus had acquired three weapons of great power, and it was time to deploy the first.

It had taken great effort to capture a vortex missile, and even more to keep it hidden in the undercaves. When the silent call came, the operatives began to move along specially excavated tunnels that led directly into the main underground bunker complexes where the Legion Ferroxus awaited the call to duty.

Scores of nearby raids kept the guardian Skitarii Legions occupied around the perimeter of the Ferroxus compound. They were but diversions, as the real threat was wheeled upwards from the depths. Too late the Titan Legion guardians discovered the plot, and although Skitarii and battle servitors fought with desperate valour, they could not prevent the suicide teams from detonating their deadly payload. A hole in reality tore open a Warlord Titan's plasma reactor, starting a chain reaction. Standing in tight ranks with shields powered down, the damage to the God-Machines was catastrophic.

It is unknown whether Dominus Ipluvius XIV had his mind shrouded by the psychic powers of the Genestealer Cult, if he was incapacitated by the warp storms, or if his cogitator-aided mind had merely slipped some gears. Had he been in full command of his faculties it is doubtful he would have held the awesome power of a full Titan Legion in reserve.

The final throes of Legion Ferroxus unleashed a geyser of fire that ripped out of the hive and into the stratosphere. With that, the brainlocked Tech-Priest Dominus was placed in storage against his will and a new leader of Scelerus declared. With swift surety, Archmagos Nesium Caldrike issued long strings of commands to the Skitarii Legions.

Even before the Mechanicus defences reorganised, the Ork momentum was faltering. Many Speedmobs had drifted off to loot, while others ran short of fuel and made desperate bids to capture refineries. Lacking the direction of the Supreme Warlord Krooldakka – whose eyes were elsewhere on Vigilus – the Orks haphazardly spilled into the outer rings of the bore-hive, fighting amongst themselves for possession of coveted loot-piles.

In the mayhem, Skitarii kill teams hunted the undercaves for Genestealer Cultists, searching for their hidden lairs and covert operatives. Ambush after ambush followed, with each side landing blows upon the other, but making no significant headway. Frustratingly, the Mechanicus forces could never seem to bring their full might to bear against their foe – it was a war altogether different to the one being fought simultaneously against the Orks.

Entire legions acted in concert to drive back initial greenskin incursions, clearing the heavy industry sectors in a series of large-scale battles. As the multi-year campaign advanced, the fighting ground down to a war of attrition fought over roughly established lines drawn between the ruins. A kind of status quo came into being. Each side launched occasional all-out offensives, only to advance a few hab-blocks before grinding to a halt. Afterwards, each side was content to fortify their own positions for a time, regularly sending forth patrols to reconnoitre and harass their foes.

For their part, the Orks had squandered the majority of their vehicles in the initial onslaught, and were now rebuilding. All along the Bore-hive Scelerus perimeter the Orks were dismantling manufactorums at an alarming rate, turning the scrap over to their Mekboyz so that they might repurpose it.

PHASE TWO: COUNTER-ATTACKS

After years of bitter fighting amongst the outer zones of Scelerus, a new phase of the battle began with the arrival of the first wave of Imperial reinforcements. The bulk of these came from a crusade force that been fighting in the nearby Stygius war zone, and included elements from a number of Space Marine Chapters along with many battle-hardened regiments of Astra Militarum, most famously some from Catachan and Cadia.

With the Council of Cogs in disarray, deployment of the newly arrived troops was piecemeal. There was no single leader, and various Imperial factions each used their own methods to break the sieges that surrounded the hive clusters.

In Scelerus, a strike force of Iron Hands from Clan Kaargul arrived under the command of Captain Arlaan. Behind a vanguard wedge formation of three Repulsors, the Iron Hands passed through the no man's land and penetrated the Orks' Deffline – a formidable miles-long barricade that walled off Grisport, the northerly most landing pads. There the greenskins had scavenged the Mechanicus air fleets, turning them into their own scrapjets and Deffkoptas. The running battle that raged amongst the various hangars, elevators and landing pads was devastating to the newly created Ork air force.

On the ground the Iron Hands advanced, pouring fire into the rows of Fighta-bommers while Inceptors leapt upwards to the gantries that criss-crossed above, blasting Ork pilots as they raced for their machines, and shooting Deffkoptas out of the skies. It was a major victory for the Iron Hands, and helped to reclaim the northern sectors of Scelerus. Meanwhile, the forces of the Adeptus Mechanicus had launched their own assault against the Orks.

With the Iron Hands diverting the Orks' attention to their scrapjet runways, Archmagos Nesium Caldrike proved himself a formidable commander. On his orders the Skitarii Legions, buoyed with several regiments of Astra Militarum, overwhelmed the Deffline barrier.

The Imperial forces swept forward. Where they met fierce resistance Caldrike brought up the Knights of House Sablus, a contingent that guarded the vital central zone. This left the thermalcore that supplied much of Megaborealis with energy relatively unguarded, but Caldrike interpreted this opportunity as his best chance to oust the Orks, and he threw all of his reserves into the effort. The Archmagos may have held some back if his reconnaissance efforts had revealed what the Orks had been working towards in the meantime.

Led by Mekboss Zarkit and his Mek followers, the Orks had repurposed the archeotech of many manufactorums and Sectors Mechanicus. Ork factories produced heavy-grade war machines, much of them up-armoured with the same materials the Adeptus Mechanicus used to protect structures against earthquakes. Under the direction of the Mekboyz, enslaved humans worked endless assembly lines that churned out Gorkanauts, Morkanauts, Deff Dreads, Killa Kanz and Battle Wagons. Zarkit had planned to release his

heavy brigades alongside air power, but following the destruction of the Grisport hangars he now sought swift revenge.

The advancing forces met at half a dozen places, including the Calcesium – a massive ten-mile-long gear manufactorum. There, amidst the blackened ruins and twisted girders, Knights duelled Gorkanauts and Morkanauts. Infantry on both sides sought to support their larger war machines, slipping through maze-like channels in the rubble before emerging at the enemy's flanks or rear to fire heavy weaponry and then duck back into cover. Others rushed from behind obstacles to slap magnetic mines or demo-charges onto the legs or armour plates of a passing war engine. Soon the air was foul with thick smoke, and the burning wrecks of war machines littered the shattered manufactorum.

The Orks had gained momentum, and feeding off their success they became all but unstoppable. Fearing a breakthrough to the lightly guarded core, the Skitarii Legions began a disciplined retreat at the directive of Archmagos Nesium Caldrike, falling back in good order before the clanking metal monstrosities of the Orks. Noble to the end, the Knights of House Sablus sacrificed themselves one by one during the withdrawal, standing alone to block narrow streets for as long as they could.

The Writhing Wyrm had not been idle during all this time. They knew of the Ork plan and had launched many ambushes in attempts to destroy the Mek-factories, with little success. Magus Slygaxx knew an Ork victory was only a matter of time – the greenskins were producing war machines at a rate none of the other factions could match. In a psychic trance he received the new plan from the Patriarch. The cult still hoped to conquer Vigilus, but they would remain in Scelerus no longer. The bulk of the remaining insurgents loaded up a secret weapon and began the underground journey to Bore-hive Ultris, leaving an army of Acolytes to carry out a final suicide mission.

Meanwhile, through hard, grinding battles, the Orks advanced deeper into Scelerus, nearing the outskirts of the heavily industrialised central bore zone.

PHASE THREE: JUDGEMENT COMETH

A second wave of Imperial reinforcements arrived upon Vigilus, led by Marneus Calgar, Chapter Master of the Ultramarines. Seeing the fractionalised and ineffective Council of Cogs, Calgar quickly stepped in as high commander. It was not long before the various forces of the Imperium began to work in unison across all of Vigilus.

In Scelerus, a strike force of Ultramarines and elements of four other Chapters arrived in the beleaguered centre of the bore-hive. Although they numbered only in the hundreds, they were worth more than many battalions of lesser troops. They brought not just hope, but new tactics to the exhausted defenders.

In the battle of manufacturing, the Orks were out-producing the followers of the Machine God. Damaged facilities and long, exacting rituals meant that for every battle servitor assembled by the Tech-Priests and every Skitarii Ranger repaired, the slapdash but speedy greenskins were able to send forth several larger constructs such as Deff Dreads.

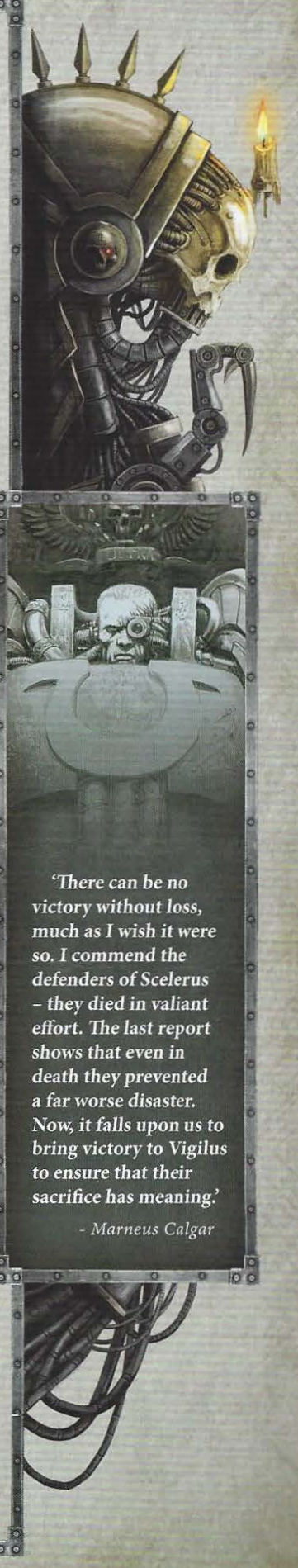After council with Archmagos Nesium Caldrike, the Ultramarines helped to shore up the defensive positions while also sending out infiltration strikes. Ranging in size from kill teams to small armies, they set out in an effort to hunt down and kill the Orks' Meks. It was these inventors that directed the xenos' factories and the scavenger teams that cut out and hauled the wreckage used for construction. Far behind enemy lines, Reiver squads, sniper teams, and Skitarii Rangers sought out the bright glow of Mek welding torches.

As the war ground on, the Orks sought to keep up the pressure on the ever-shrinking pocket of Imperial-held territory. There was even rumour that Krooldakka himself would arrive to ensure the capture of the power source of the thermal core. The loss of Meks was beginning to show, and fewer machines were clanking off the assembly lines.

The Orks ran out of patience. The steady war of attrition was still in their favour, but the greenskins grew restless. The Warbosses shouted for a final push, and at last Mekboss Zarkit relented, throwing everything they had into one final assault to tear into the bore-hive's heart.

Dread Mobz equipped with wrecking balls led the charge, with hundreds of them advancing into a hail of fire. No gun line or stronghold could stand before them. Behind that metal mass swarmed thousands of Ork infantry, so that every avenue of approach was filled with greenskins. With nowhere left to retreat Imperial forces prepared their last stand, sending urgent telepathic messages to Marneus Calgar for aid.

It was then that both the Orks and the armies of the Imperium discovered the ploy of Scelerus' Genestealer Cult army. Too late they diverted forces, and their desperate attempts could not halt the Acolytes from deploying the rad-bomb they had secreted into Imperial territory. While they could not stop the detonation, they did prevent the device's optimal placement within the thermal core. As it was, the resultant quakes shook the continent, but not the world. Crowned with a mushroom cloud, the twelve-year fight for Scelerus was over. The Battle for Vigilus, however, would rage on.

> 'There can be no victory without loss, much as I wish it were so. I commend the defenders of Scelerus – they died in valiant effort. The last report shows that even in death they prevented a far worse disaster. Now, it falls upon us to bring victory to Vigilus to ensure that their sacrifice has meaning.'
>
> - Marneus Calgar

GLORY IN THE RUINS

This section is a showcase of Citadel Miniatures depicting factions at war amongst the battered ruins of Imperial cities. These grim scenes of urban warfare in the 41st Millennium are made possible by Citadel Scenery and a keen eye for detail. Truly these are battlefields worthy of conquering.

There is no quarter asked or received when Necrons of the Sautekh Dynasty and Space Marines of the noble Blood Angels Chapter meet amongst the war-torn ruins of a Sector Imperialis.
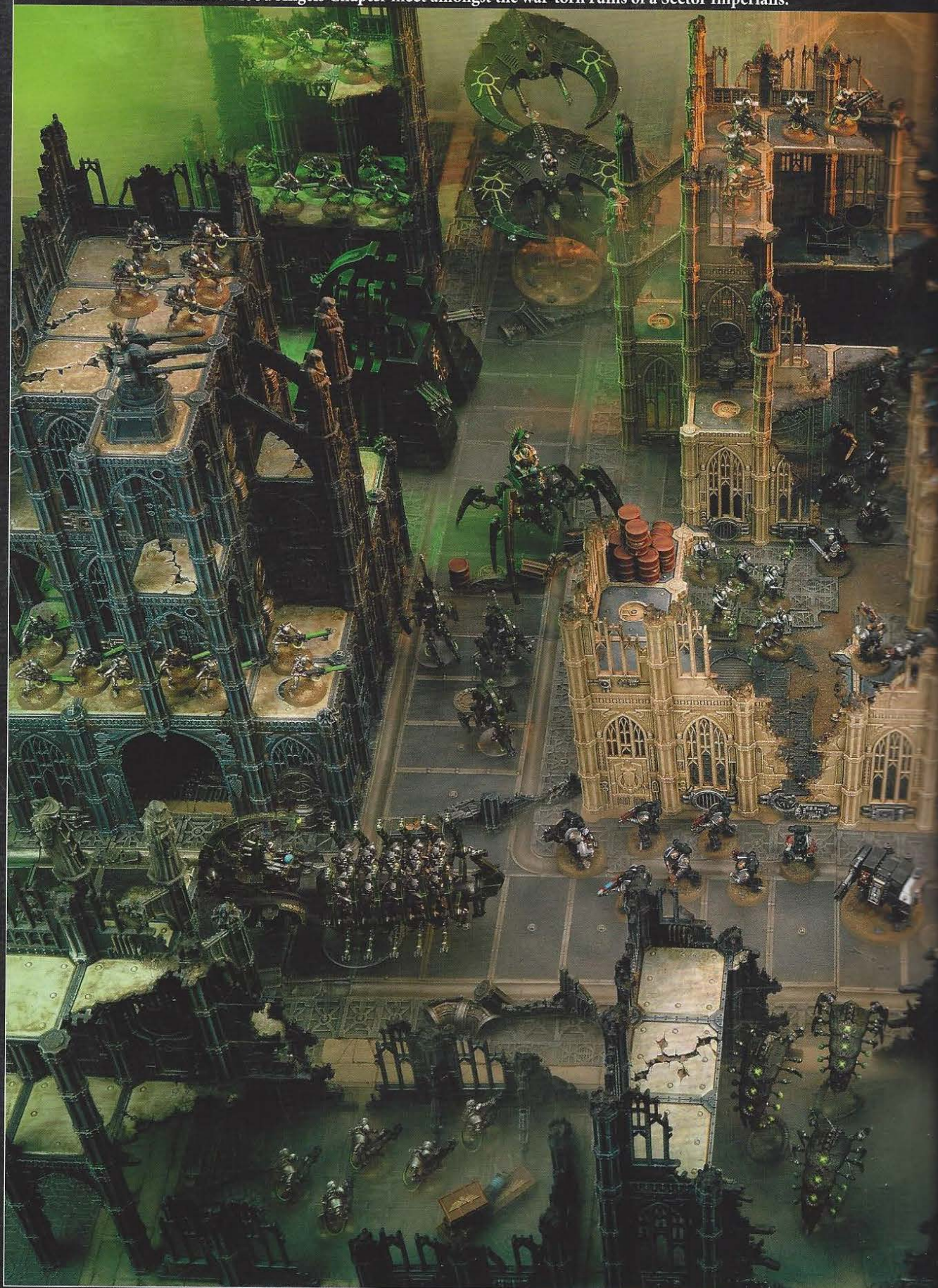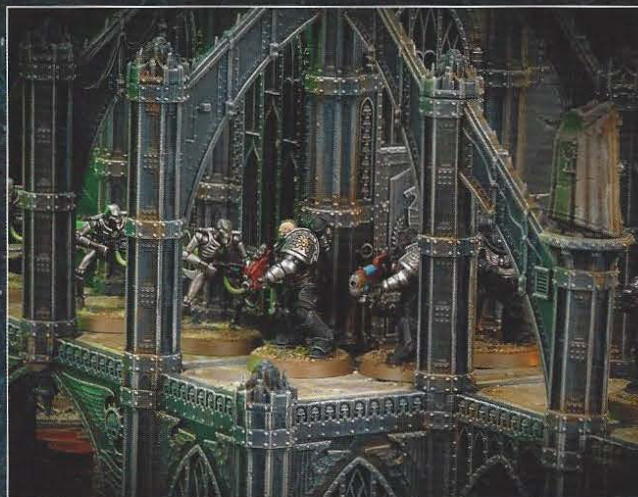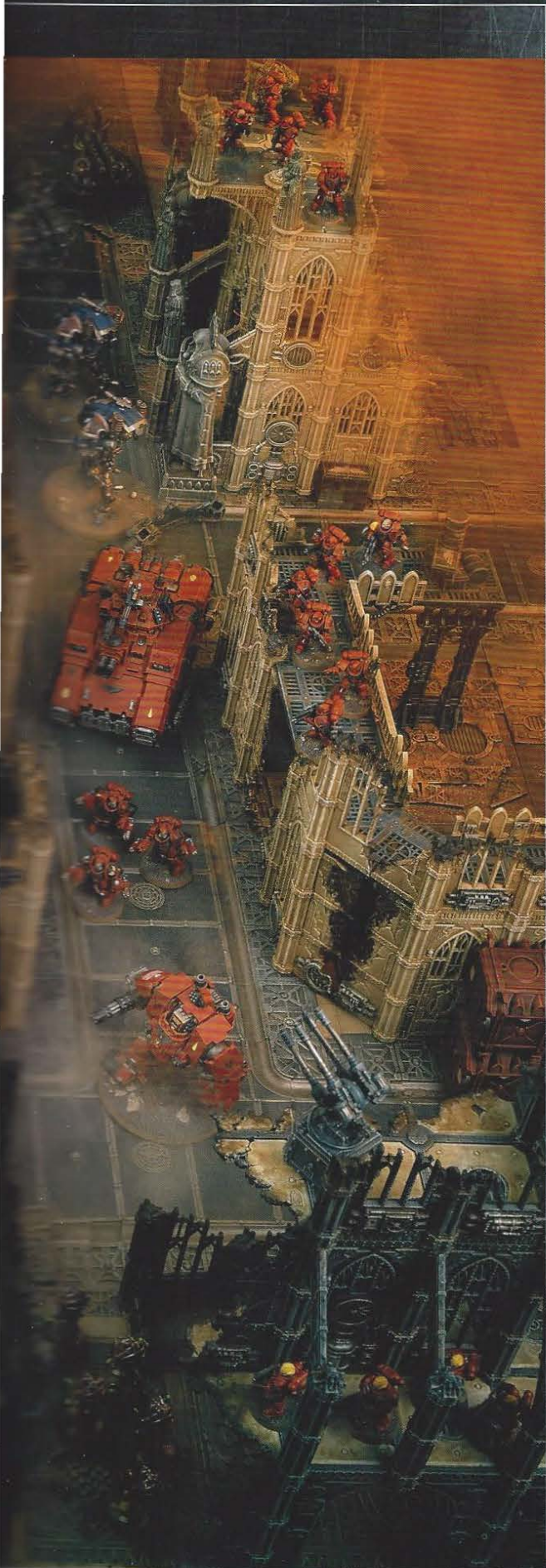
Space Wolves plunge into the underhive to hunt down and destroy the black heart of a Genestealer Cult.
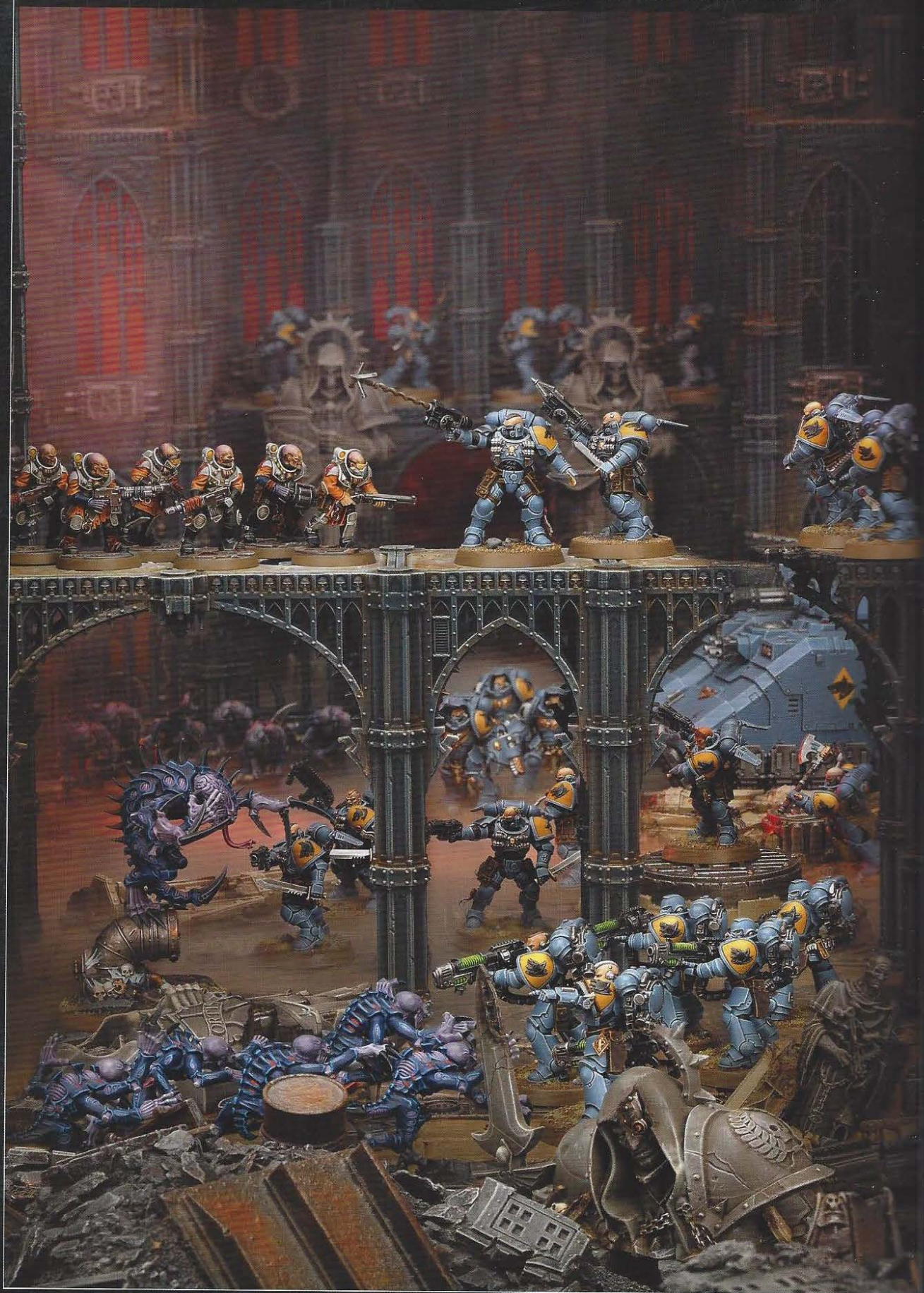
Warhammer 40,000: Urban Conquest includes detailed Citadel scenery that evokes the grim, war-torn urban environments of the 41st Millennium. You can use these scenery pieces as barricades, Imperial Statuary or objective markers in any Warhammer 40,000 game, not just Cities of Death games. Updated rules for battlefield terrain can be found on pages 66-69 of this book.

Sewer Grate

Barricade of Ruins

Toppled Pillar

Statuary Debris

Statuary Debris

Statuary Debris

Surrounded by the hated Crimson Slaughter, the Ultramarines make a last stand around the blasted shell of a Sector Imperialis Basilicanum. Can the defence stand until reinforcements arrive?
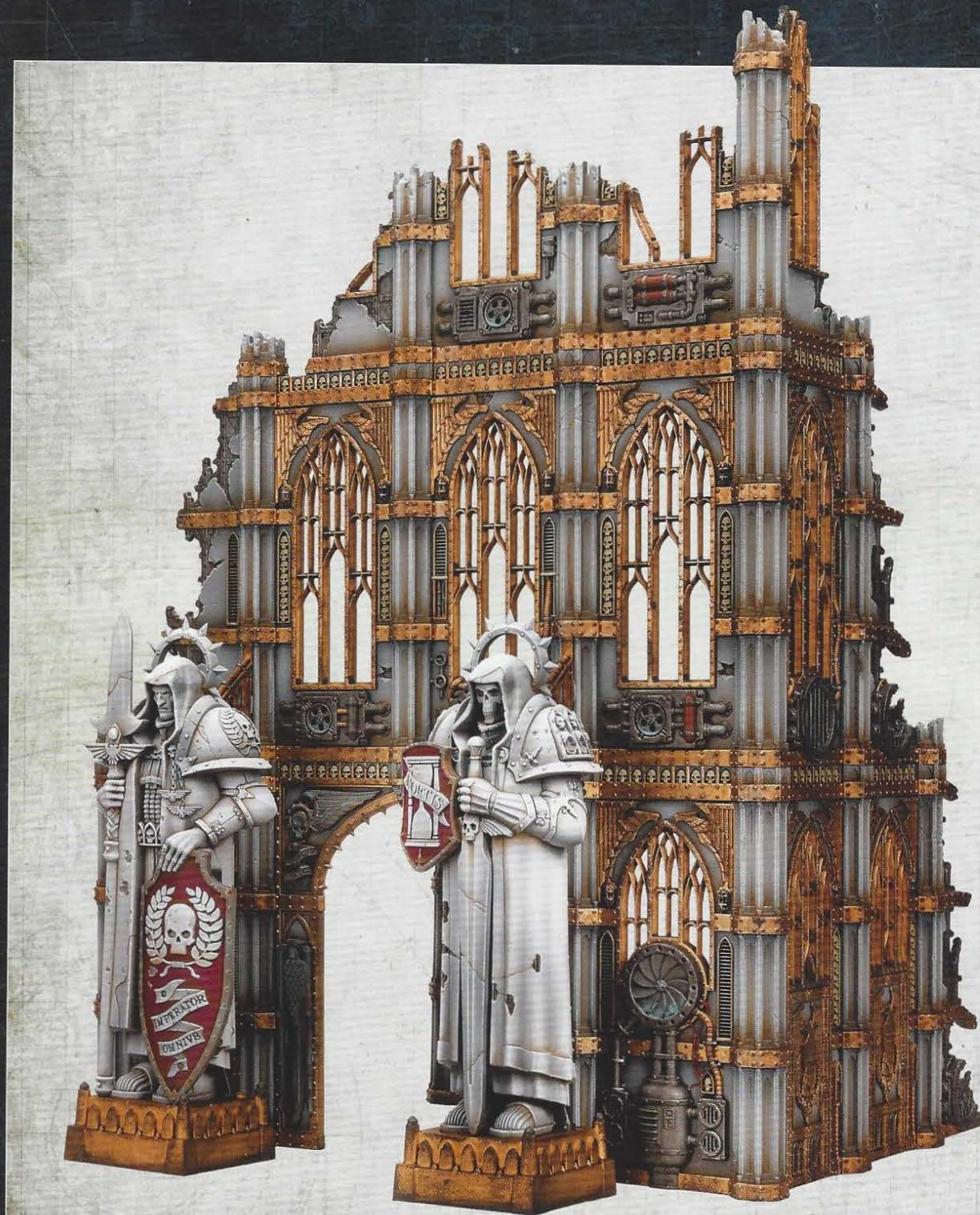
Sector Imperialis Basilicanums are structures vital to the Adeptus Administratum. In addition to their bureaucratic functions, the statues which flank their entranceways broadcast Imperial proclamations and propaganda.

The Dark Angels are called upon to drive Aeldari forces away from the holy site of the ruined Sector Imperialis Sanctum.
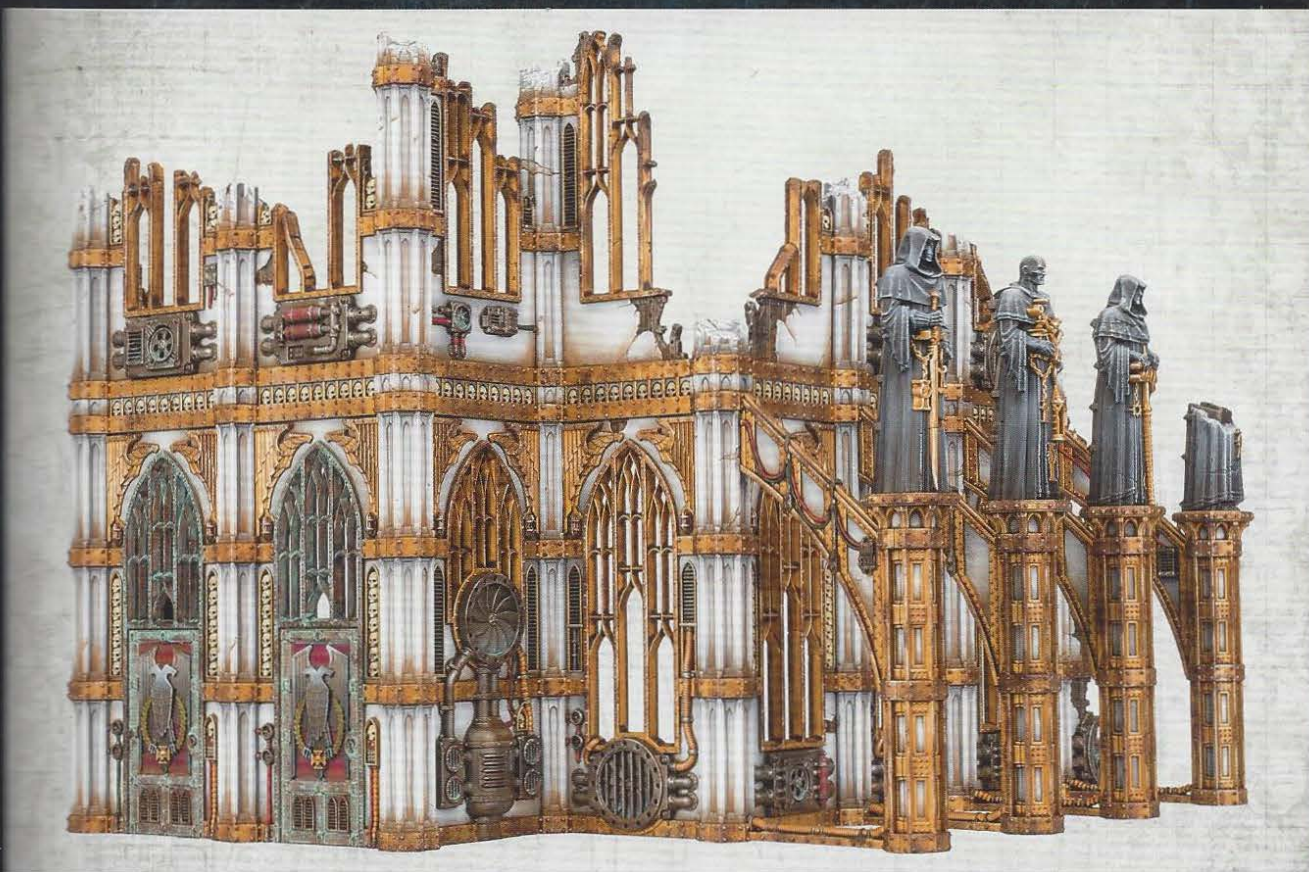
A Sector Imperialis Sanctum is a beacon for the devout, a place of great meaning for those who believe in the Imperial Creed.
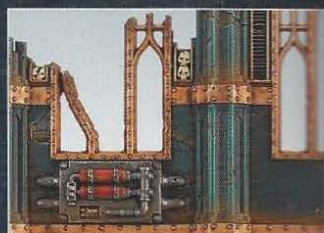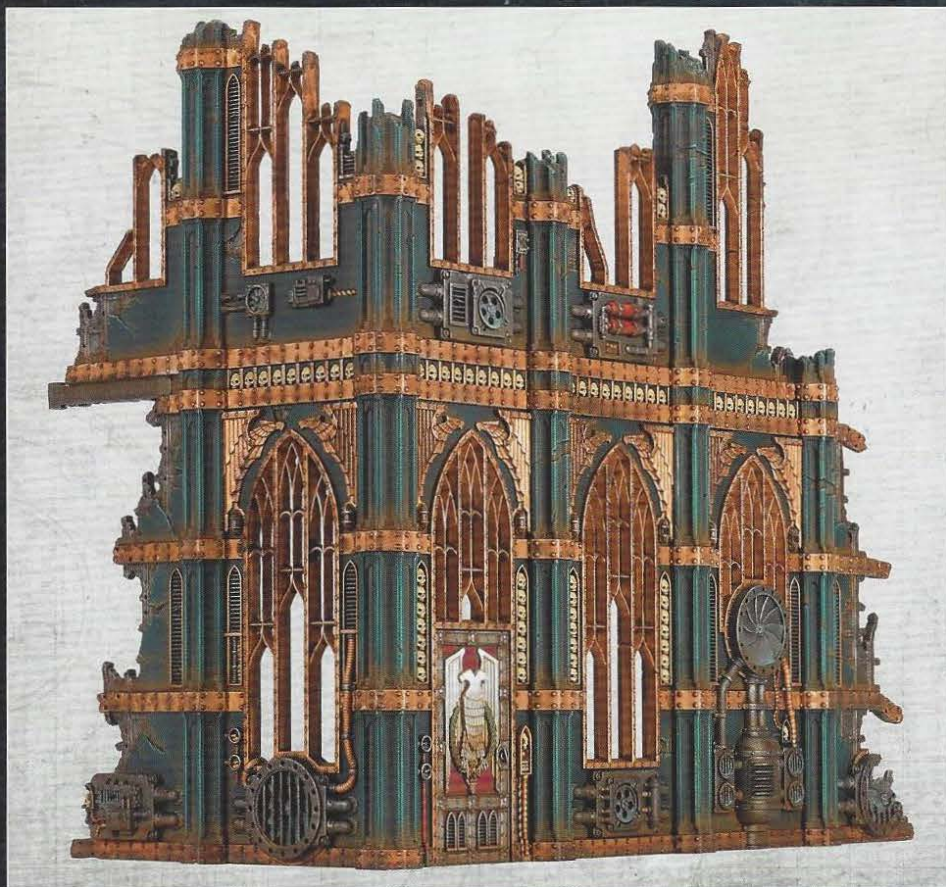
The hallowed remains of a Sector Imperialis Sanctum are a rallying point for the faithful and a target for heretics. Sanctums are typically adorned with symbols of the Imperial Cult, such as the Aquila, and the skulls of martyrs.

A devastating close-range firefight erupts between Primaris Space Marines of the Ultramarines Chapter and a force of Necrons in the shadow of a ruined Sector Imperialis Sanctum.

Ammunition Cache

Scatter Field Generator

Comms Command Centre

Medicae Facility

Sacred Reliquary

Power Screen Projector

RULES

'When the xenos can keep you at arm's length, then can their technology seem fearful. But meet them at close quarters, pin them in the confines of a hive city – then the advantage is all yours. I assure you, once you get your hands on them, their foul xenos blood runs as red as ours.'

- Lord Marshal Toshenko,
addressing the Vostroyan 16th
at the Defence of Nimbosa

CAMPAIGNS

Urban Conquest is a supplement for Warhammer 40,000 that allows you to generate your own Imperial hive city and fight a series of battles for control over it. This section begins with a general introduction to campaigns, and goes on to describe how to fight a campaign using the contents of this box.

On these two pages you will find rules for simple tree and matrix Cities of Death campaigns – this is a good place to start if you are unfamiliar with playing campaigns. If you are a campaign veteran, or simply wish to get stuck in using the resources in this box, you will find a guide on how to run a Streets of Death campaign on pages 38-43. Finally, on pages 60-81 are rules that apply to all Cities of Death battles, whether one-off games or those that are part of a campaign.

Irrespective of the type of campaign you choose, the first thing you must do is to find some players to take part. The players will need to be able to meet up and play games fairly regularly – we've found that playing about a game a week works well. Once you have gathered the players, you are ready to start.

Players are free to organise and fight battles as and when they wish. When the deadline for the campaign is reached, the players should gather one final time to determine who has won, praising the victor and swapping stories about the epic battles that were fought and the heroic deeds that were carried out!

TREE CAMPAIGNS

In a tree campaign, the outcome of each game affects the conditions of the next. They are ideal for two players, and can be completed in a few weeks or even a single weekend.

Below is an example of a tree campaign for two players, where one takes the role of the attacker, and their opponent takes the role of the defender. This tree campaign consists of three battles. In the first battle, one army (the attacker) is attempting to assassinate the Warlord of the enemy army (the defender) at the very outset of the campaign. Whichever player wins the battle will determine which battle is played next, and the winner will receive a bonus during the second game. Similarly, the result of the second battle will determine which mission is played next, and the winner of that mission wins the campaign.

DECAPITATION
(pg 87)

Attacker Wins — *Defender Wins*

RELIEF FORCE
(pg 84)
The Defender subtracts 1 from any Reserve rolls they make during this mission (pg 65).

THE GAUNTLET
(pg 82)
The Defender automatically chooses who gets the first turn during this mission.

Attacker Wins — *Defender Wins* — *Attacker Wins* — *Defender Wins*

TOTAL DEVASTATION
(pg 83)
The Attacker performs two Preliminary Bombardments, one after the other, in this mission.

GRAND ASSAULT
(pg 85)
The winner of the previous mission starts this mission with D6 extra Command Points.

THUNDER RUN
(pg 86)
The Attacker can only have a single Thunder Run unit in this mission.

MATRIX CAMPAIGNS

Matrix campaigns give you the opportunity to outmanoeuvre your foe in a series of games, where the choices each player makes before the battle influence the outcome of the battle. They involve a degree of guile and bluffing, but are simple to run. Matrix campaigns can be fought with any number of players. When the campaign is first set up, you will need to decide how long you want the campaign to last. Assuming that each player can play a game a week, we recommend playing for six to eight weeks, but your campaign can be longer or shorter if you prefer. In general it is better to choose to fight a short campaign – after all, there is nothing stopping you from starting a new campaign immediately after the first has been completed!

A matrix campaign is played in a series of rounds. In each round the players find an opponent to play against and play a single battle. Before each battle, each player secretly picks an option from the following list: Assault, Hold, Reconnoitre, Advance or Reinforce. The different choices will come together on the matrix to determine which mission to use. Below is an example matrix that you could use to decide not only the mission you play, but which player has managed to gain a strategic advantage over their opponent and so play in the role of the attacker (where applicable). This uses a combination of both narrative and matched play Cities of Death missions, but if you prefer, you could easily design matrices of your own that are limited to a single style of gaming, or that use missions from other sources as well.

At the end of the round players receive 3 campaign points if they won their game, 1 campaign point if they drew, and 0 campaign points if they lost. The player with the most at the end of the campaign is the winner.

It is considered a matter of pride to always accept a challenge and fight the battle in the time allocated. If this is impossible, and it is your fault that the battle cannot be fought, then you should concede and allow your opponent the victory.

TEAM CAMPAIGNS

Each of the campaigns described in this section can easily be played by teams of players. This is a great way of running a campaign for larger gaming groups or clubs. If you have more players than the rules in this section recommend, simply split the players up into equal-sized teams, then replace the word 'player' in the campaign set-up instructions with 'team'.

If you are playing a Streets of Death campaign (pg 38-43) in teams, the team must decide which territories they will capture and how the team's strategy points will be spent during the Strategy phase (pg 42). At the end of the Action phase, the team with the highest combined glory points total goes first in the Strategy phase, the team with the second highest total goes second, and so on.

WARLORD A					
WARLORD'S CHOICE	**Assault**	**Hold**	**Reconnoitre**	**Advance**	**Reinforce**
Assault	**Maximum Attrition** (pg 91) (Eternal War objectives)	**Grand Assault** (pg 85) (Warlord B is the Attacker)	**Decapitation** (pg 87) (Warlord B is the Attacker)	**High Ground** (pg 89) (Maelstrom of War objectives)	**Total Devastation** (pg 83) (Warlord A is the Attacker)
Hold	**Grand Assault** (pg 85) (Warlord A is the Attacker)	**Domination** (pg 90) (Eternal War objectives)	**Isolated Resistance** (pg 93) (Maelstrom of War objectives)	**Thunder Run** (pg 86) (Warlord A is the Attacker)	**Relief Force** (pg 84) (Warlord B is the Attacker)
Reconnoitre	**Decapitation** (pg 87) (Warlord A is the Attacker)	**Firesweep** (pg 88) (Maelstrom of War objectives)	**High Ground** (pg 89) (Eternal War objectives)	**Urban Assault** (pg 92) (Maelstrom of War objectives)	**Domination** (pg 90) (Maelstrom of War objectives)
Advance	**Urban Assault** (pg 92) (Eternal War objectives)	**Thunder Run** (pg 86) (Warlord B is the Attacker)	**Maximum Attrition** (pg 91) (Maelstrom of War objectives)	**Firesweep** (pg 88) (Roll a D6: 1-3 = Eternal War, 4-6 = Maelstrom of War)	**The Gauntlet** (pg 82) (Warlord B is the Attacker)
Reinforce	**Total Devastation** (pg 83) (Warlord A is the Attacker)	**Relief Force** (pg 84) (Warlord A is the Attacker)	**Firesweep** (pg 88) (Eternal War objectives)	**The Gauntlet** (pg 82) (Warlord A is the Attacker)	**Isolated Resistance** (pg 93) (Eternal War objectives)

(Left vertical label: **WARLORD B**)

For matrix campaigns, each warlord chooses their strategy in secret before revealing them simultaneously, and then cross-references their choices to determine which mission they will play. In this example, if Warlord A chose 'Hold' and Warlord B chose 'Assault', the two would play the Grand Assault mission, with Warlord B as the Attacker.

STREETS OF DEATH CAMPAIGNS

Streets of Death campaigns provide players with a dynamic geographical setting for their Cities of Death games. As battles are won and lost, territory might be taken over and key assets might be seized, giving the victors a strategic advantage over their rivals.

OVERVIEW

A Streets of Death campaign can be fought with any number of players, but works best with two, three or four players. The players will start by generating a Cityscape, upon which each will start with a territory. The campaign is then played in a series of rounds, each of which consists of the following two phases:

1. Action phase
2. Strategy phase

During the Action phase, the players fight one or more battles with their rivals, recording the result of each. After a battle has been fought, each player receives glory points, which show how well they are doing in the current round of the campaign.

After the Action phase has been completed, the players gather around the Cityscape map and resolve the Strategy phase, in which players gain or lose territory and determine how many campaign points are awarded that round. Each player also receives a number of strategy points, which they can spend on Campaign Stratagems to gain an advantage in the next battle, or in the campaign as a whole. At the end of the campaign, the player with the most campaign points is the winner.

RESOURCES

To play a Streets of Death campaign, you will need to use the Cityscape map, Location cards, Random Event cards, Strategic Goal cards, Strategic Resource cards and marker sheets included in the box.

Cityscape Map

The Cityscape map is a grid into which you slot Location cards to build the city in which your campaign will be based. At the far right of the map is a tracker that each player can use to keep track of their campaign points and strategy points (see Generate Cityscape, pg 40). The map also includes slots for Player Information cards and any Strategic Resource cards currently in play. The top of the Cityscape map also includes two additional slots – one for a Strategic Goal card and the other for a Random Event card.

You will need a place to keep the campaign Cityscape map. Ideally, all of the players should have free access to it, but a more realistic option is to arrange a regular time and place where everyone can get together and share the Streets of Death resources. The Cityscape map can be pinned to a wall, or conveniently folded away again after each phase.

Location Cards

This box includes a deck of Location cards. Each represents a different location within the city. As well as a unique name, each shows two numbers. The first number is the location's Resource Value – the higher the number, the more campaign points are awarded to the player that controls that Location card. The second number is the location's Strategic Value – the higher the number, the more strategy points the player who controls it will have available to spend in the current round.

Some Location cards have a 'Special' icon on them. This denotes that it is a specific location that has additional rules, as detailed on pg 40.

HAB-BLOCK 40-ALPHA

Title

Resource Value

Strategic Value

Space for army marker

Space for location upgrade marker

Army Markers

The army markers come in four different colours. At the start of the campaign, the players each choose one of these colours, and take all of the army markers of that colour. When a player controls a location on the Cityscape map, stick one of their 'skull' army markers on the appropriate location (be sure to stick the army marker on top of the plastic sleeve which the card is in, not the Location card itself). If a player loses control of that location, peel the army marker off and place it back on the main sheet. Army markers are also used to track the number of campaign points and strategy points the player amasses as the campaign progresses (see Generate Cityscape, pg 40).

0+   30+   60+   90+
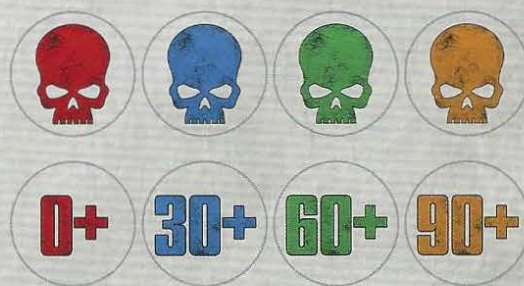
Strategic Goal Cards

This box includes three Strategic Goal cards. Each represents a different goal that the players can achieve to score additional campaign points during the campaign.

Random Event Cards

This box includes a deck of Random Event cards. Each describes rules that can affect the Action phase and Strategy phase in the current campaign round.

Strategic Resource Cards

This box includes a deck of Strategic Resource cards. These are upgrades that can be purchased by players during the Strategy phase. This is explained in detail on page 43.

STREETS OF DEATH CAMPAIGN SET-UP

CAMPAIGN DURATION

When a Streets of Death campaign is first set up, you will need to decide how long you want the campaign to last. Assuming that each player can play a game a week, we recommend playing for eight weeks, with each campaign round lasting one week. You can, of course, lengthen or shorten the duration of the campaign, but if you're new to campaigning, we suggest starting small.

ARMY FACTION

At the start of the campaign, each player will need to pick a Faction keyword to be their Army Faction. In every game they play throughout the campaign, all of the units in their army (with the exception of those that are **Unaligned**), must have that Faction keyword. A player does not have to use the same army from game to game, and can change which units make up their army, so long as it maintains the same Army Faction.

GENERATE CITYSCAPE

Once the players have each chosen their Army Faction, they will need to generate the Cityscape. Start by shuffling the deck of Location cards, drawing a card and placing it inside the top left slot on the first row of the Cityscape map. The next Location card drawn is then placed inside the slot to its right, the third Location card in the slot to the right of that and so on. Once the first row is filled, fill the second row from left to right, then the third, fourth and fifth. Once the entire Cityscape map has been filled, you should name the city.

Each player then places one of their '0+' markers at the bottom of the points tracker to track their campaign points, and one of their army markers in the same place to track their strategy points. When a player's campaign points total would take their marker past the top of the tracker, simply replace their marker with the '30+', '60+' or '90+' marker as appropriate.

SPECIAL LOCATIONS

There are six Special Location cards in the Locations deck: Sniper's Alley, Saint's Basilicanum, Promethium Reactor Complex, Orbital Shuttleport, Fortified Palace and Aegis City-shield Generator. These vital locations are not easily given up – if you wish to attempt to take a special location from another player, you must use an Assault Stronghold Strategic Resource card. There is also a specific mission that must be played when you assault each of the special locations (pg 44-55). If you do not have the terrain pieces necessary for a special location mission, we recommend removing the card from your Locations deck.

STARTING RANDOM EVENT

After you have generated your Cityscape, you must shuffle the deck of Random Event cards and draw one, placing it in the slot on the top right of the Cityscape map. Random Events are explained later (pg 43).

STARTING TERRITORIES

There are three different starting territory set-ups (see opposite), which instruct the players as to which areas of the city they control at the start of the campaign, depending on the number of players in the campaign and your preferred narrative.

STRATEGIC GOALS

Each set-up also has an associated Strategic Goal. After the Cityscape has been generated and the players have determined which campaign set-up they will use, they should take the appropriate Strategic Goal card and place it into the top-right slot on the Cityscape map.

Campaign Set-up 1 – Under Siege

This set-up is ideal for campaigns involving two players, in which one is the invader, and the other the protector. Before generating the Cityscape map, place a randomly selected special location card in the central slot. The protector's territory is the central location and all locations that are adjacent to it (including diagonally). The invader's territory is every location on the corners of the Cityscape map, and each location that is adjacent to them (excluding diagonally).

Strategic Goal: Hold the Power Base

The 'Hold the Power Base' Strategic Goal makes use of the Power Base marker, shown here. How to use this marker is explained on the Strategic Goal card itself.

Campaign Set-up 2 – Urban Conquest

This set-up is ideal for campaigns involving two to four players. Each player has a territory that is in a different quarter of the Cityscape map (as shown on the right) – this includes the location in the corner, and each other location that is adjacent to it (including diagonally). To decide which player starts in which corner, each player rolls 3D6 (re-rolling any ties). The player that rolled the highest chooses a corner to be their territory first. If playing a campaign with only two players, the opposing player's territory must be the diagonally opposite corner. Otherwise, the player that rolled the second highest chooses a different corner to be their territory, and so on, until each player has a territory.

Strategic Goal: Seize the City

Campaign Set-up 3 – Scattered Outposts

This set-up is ideal for campaigns involving two to four players. Each player has a territory that consists of several locations scattered throughout the Cityscape (as shown on the right). To decide which player starts in which location, each player rolls 3D6 (re-rolling any ties). The players then take it in turns, starting with the player that rolled the highest and ending with the player that rolled the lowest, to select one location to be part of their territory.

Once all players have one location, each then selects their second location in the same manner (use the same player order), and then their third and so on, until each player controls four locations if there are three or more players, or six locations if there are two players.

When selecting a location during set-up, players cannot select locations that are controlled by other players, locations that are adjacent (including diagonally) to any of their own other locations, or are special locations (see opposite). If any player has no locations

available because of these restrictions, they may select any uncontrolled location on the map, including special locations.

Strategic Goal: Regroup and Consolidate

THE CAMPAIGN ROUND

After the players have generated their Cityscape and determined their starting territories, the first campaign round begins. Each campaign round consists of the following two phases:

1. Action phase
2. Strategy phase

Assuming that each player can play a game a week, we recommend each round lasts one week, but you can extend or shorten this to suit your gaming group's needs. The players then gather for the Strategy phase, and then the next round begins, until the campaign ends.

At the end of the campaign, the player with the most campaign points is the winner. In the event of a draw, the player – from among those who drew for campaign points – that currently holds the most locations on the Cityscape map is the winner. If this is still a draw, then they are the joint winners.

THE ACTION PHASE

During the Action phase, the players play Cities of Death games with each other. There is no limit on the number of games that a player can play during this phase – in fact, the more the better – but it helps if each player can play at least one game in each Action phase. It is up to the players how they arrange their games.

Before each battle, each player secretly picks an option from the following list:

- Assault
- Hold
- Reconnoitre
- Advance
- Reinforce

Cross-reference the choices on the matrix on page 37 to determine which mission to use.

At the end of each game, the players must record the result of their battle. In particular they will need to note who they played, the mission they played, whether they won, lost or drew in that game, and if their opponent's Warlord was slain during the game or not.

It is considered a matter of pride to always accept a challenge and fight the battle in the time allocated. If this is impossible, and it is your fault that the battle cannot be fought, then you should concede the battle and allow your opponent the victory (it should also be assumed in such cases that your Warlord was slain during the battle).

GLORY POINTS

At the start of the Action phase, each player starts with 0 glory points. After each battle has been fought, each player receives a number of glory points, which show how well they are doing in the current round of the campaign. Glory points are awarded as follows:

Result	Glory Points Earned
Won a battle	3 points
Drew a battle	1 point
Lost a battle	1 point
Enemy Warlord slain	1 point
Conceded a battle	0 points

At the end of the Action phase, each player totals their glory points. Whoever has the highest total will have an advantage in the ensuing Strategy phase. At the end of the Strategy phase, each player's glory points total is reset to 0.

THE STRATEGY PHASE

After the Action phase has been completed, the players gather around the Cityscape map and resolve the Strategy phase. In the Strategy phase, the players follow these steps:

1. Determine Initiative
2. Earn Campaign Points
3. Earn Strategy Points
4. Spend Strategy Points
5. Seize Territory
6. Generate Random Event

Once step 6 has been completed, the campaign round ends and the next campaign round begins.

1. DETERMINE INITIATIVE

At the start of the Strategy phase, the players must determine their Initiative for the current phase. The player who earned the most glory points during the Action phase has the highest Initiative. The player with the second highest number of glory points has the second highest Initiative, and so on. If two or more players are tied for glory points, they roll off to determine who has the higher Initiative (re-rolling ties).

When a rule instructs players to do something 'in Initiative order', they resolve it starting with the player with highest Initiative, and ending with the player with the lowest Initiative. When a rule instructs players to do something 'in Reverse Initiative order', they resolve it starting with the player with the lowest Initiative, and ending with the player with the highest Initiative.

2. Earn Campaign Points

During this phase, players earn campaign points in the following ways: totalling their locations' combined Resource Value and completing Strategic Goals.

Location Resource

Each player adds up the Resource Values (the upper number on each location card) of all the locations they currently control. Each player earns a number of campaign points equal to their total.

Strategic Goals

Each player checks to see if they have achieved the Strategic Goal for the campaign. This can be found in the top-right of the Cityscape map, and depends on the set-up used for this campaign. Each player that has achieved the Strategic Goal earns the corresponding number of campaign points.

3. Earn Strategy Points

Each player adds up the Strategic Values (the second number on each location card) of all the locations they currently control. Each player earns a number of strategy points equal to their total: these can be spent in the next step.

4. Spend Strategy Points

The players start by placing all the Strategic Resource cards face up in front of them. This includes any that are currently 'in play' and are inside the slots on the Cityscape map.

In Initiative order, the players either pass or purchase a Strategic Resource card. Each Strategic Resource card has an associated cost; when a player purchases the card, they reduce their strategy points total accordingly and place the card into one of their slots on the Cityscape map. If they do not have enough strategy points, they cannot purchase that card in the current phase, and must choose another or pass.

Once all the players have either passed or purchased a card, they repeat the above process. They keep doing so until either every player passes consecutively, or every player has purchased three Strategic Resource cards in the current phase. When this is done, place the remaining Strategic Resource cards back in the box until the next Strategic phase.

Note that if a player purchases a card, it will be unavailable to the other players in the current phase. Each Strategic Resource card will instruct you whether its effects are resolved immediately or later during the current Strategy phase, or if they persist for the duration of the Action phase of the next campaign round.

Any strategy points that are unspent at the end of this step can be carried over into subsequent rounds of the campaign.

Location Upgrades

Some Strategic Resource cards can upgrade a location on the Cityscape map. If any players have such cards, they place the appropriate marker onto the location as described on the card, in Initiative order. A location can only be upgraded once during the campaign, and the effects last for the duration of the campaign. Once a location has been upgraded it cannot be upgraded with a different upgrade, but it can be Razed.

5. Seize Territory

In Initiative order, each player captures a single location. Once each player has done this, each player then captures a second location, but this time in Reverse Initiative order. This means that the player with the highest Initiative will get to choose the first and last location captured during this phase. Whenever a player captures a new location, they place their army marker on that location, replacing any already there.

A player can only capture a location if it is adjacent to a location they already control (including diagonally). If that location is currently controlled by another player, it can only be captured if you won a game against the controlling player during the Action phase of the current campaign round. Special locations that are controlled by another player can only be captured using the Assault Stronghold Strategic Resource card, and each can only be captured once in each Strategy phase. If a player cannot capture a location, that opportunity is lost and the step continues as normal.

Routed

If, after the Seize Territory step, a player has zero locations, they have been routed from the city. They immediately lose 3 campaign points. Then, at the end of this step, they must establish a new territory. To do so, the player that has been routed seizes any one location on the Cityscape map. If there are any locations on the Cityscape map that are uncontrolled, it must be such a location. Otherwise, it can be any location on the Cityscape map apart from special locations.

6. Generate Random Event

The player with the highest Initiative shuffles the Random Events deck and draws one. This event replaces the current one on the Cityscape map – swap the cards, placing the old event card back into the Random Events deck and the new card into the now-empty Random Event slot on the Cityscape map. When this is done, place the Random Events deck back in the box until the next Strategy phase.

SAINT'S BASILICANUM

It is said that those who pray to the Emperor within a basilicanum bearing the name of an Imperial Saint receive a divine blessing. Over the millennia, many heroes of the Imperium may visit such a structure and kneel before its innermost altar, including Space Marine Chapter Masters and members of the Holy Ordos.

The Mission

Play this mission when a player assaults the Saint's Basilicanum using the Assault Stronghold card. The players must play the Decapitation mission (pg 87), with the rules changes listed below. The player that currently controls the Saint's Basilicanum must be the Defender.

Deployment Map

Use the deployment map on the right instead of that on page 87.

The Battlefield

A Saint's Basilicanum is represented by a large basilicanum dominating the centre of the battlefield. Your most impressive ruins should be set up wholly within the Defender's deployment zone, ideally in close proximity to each other to give the illusion of a once far-larger structure. Several pieces of Imperial Statuary should also be placed in or near the Defender's deployment zone. The remainder of the battlefield should be set up using the guidelines on page 61. An example of a Saint's Basilicanum is shown below.

Holy Sanctum

The Defender automatically gets the first turn in this mission. In addition, the Defender's units automatically pass Morale tests while they are entirely on or within ruins wholly within the Defender's deployment zone.

Divine Protection

The Defender can re-roll one failed saving throw made for an attack that targets their Warlord once per battle, so long as their Warlord is entirely on or within ruins wholly within the Defender's deployment zone.

Attacker's Deployment Zone

10"

4"

4"

10"

22"

Centre
Point

10"

10"

Defender's Deployment Zone

4"

10"
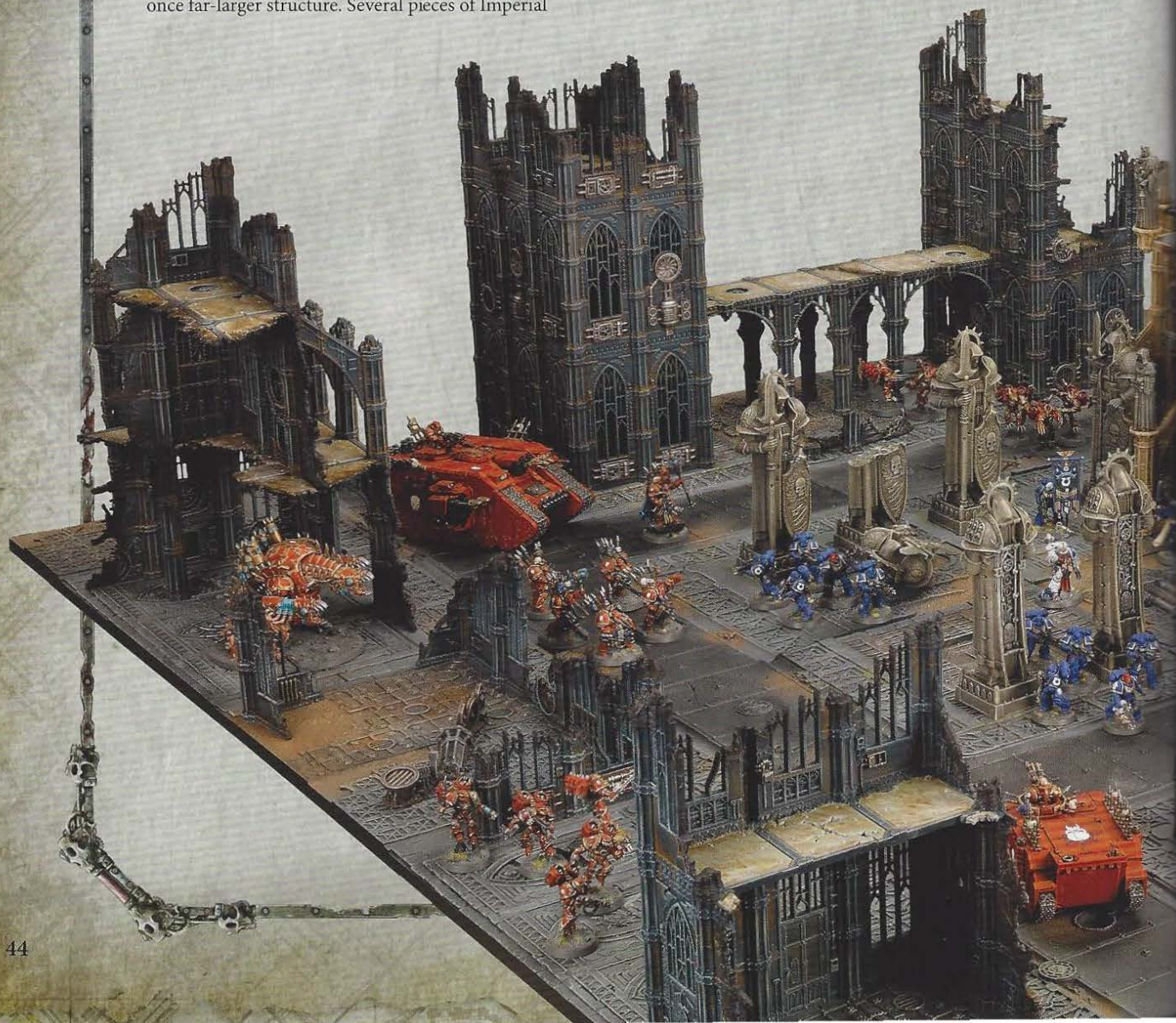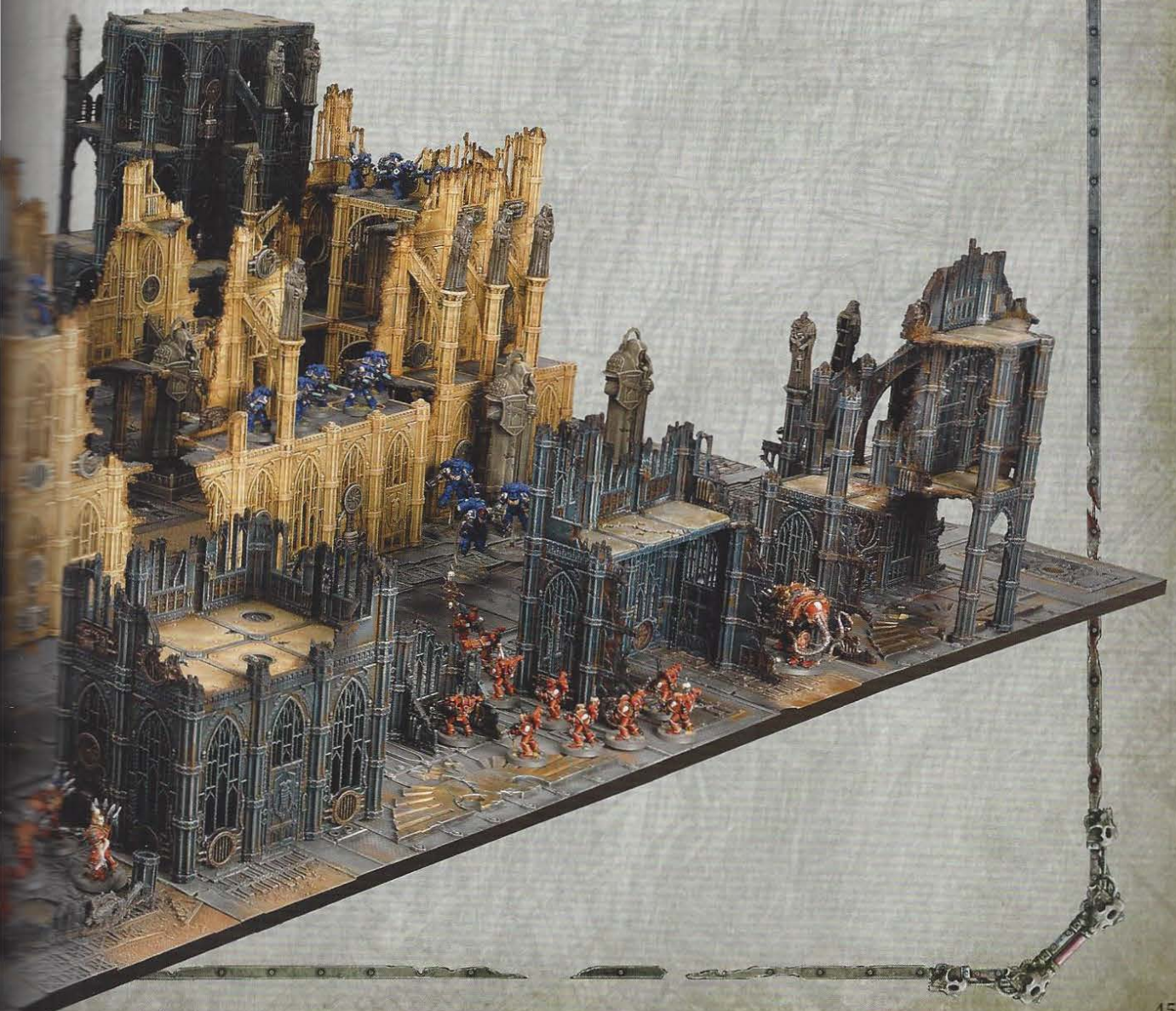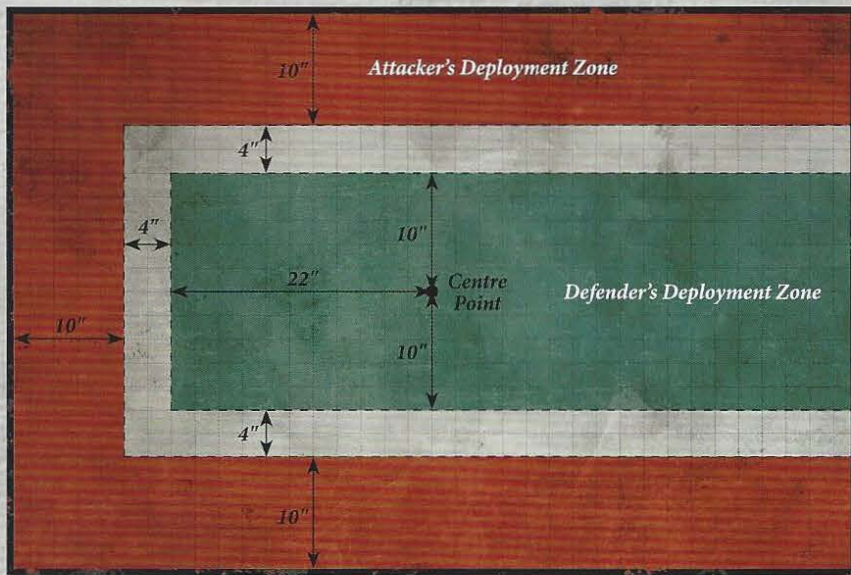
PROMETHIUM REACTOR COMPLEX

A promethium reactor complex is a sprawling fuel network, often the primary source of power to an entire hive. It is the mechanical heart from which much-needed energy is pumped, servicing the needs of millions. Such a resource is vital to its defenders, and their enemy will stop at nothing to destroy it.

The Mission

Play this mission when a player assaults the Promethium Reactor Complex using the Assault Stronghold card. The players must play the Total Devastation mission (pg 83), with the rules changes listed below. The player that currently controls the Promethium Reactor Complex must be the Defender.

Deployment Map

Use the deployment map on the right instead of that on page 83.

The Battlefield

A Promethium Reactor Complex is a heavily industrialised zone. The battlefield should be set up using the guidelines on page 61, but you should only use Sector Mechanicus structures (including Haemotrope Reactors, Galvanic Servohaulers, Thermic Plasma Regulators and Thermic Plasma Conduits) and fuel pipes. Munitorum Armoured Containers and other obstacles also litter the battlefield. An example of a Promethium Reactor Complex is shown below.

Industrial Smog

Targets are obscured even if they are completely visible to the firing model or have the Flyer Battlefield Role.

Reactor Meltdown

The Defender rolls a D6 each time an objective marker is destroyed by the Demolitions Stratagem, and each time a terrain feature containing the strongpoint becomes dangerous terrain (as the result of, for example, the Wrecker or Siege Shell Stratagem). On a 6, each unit within 6" of that objective marker or terrain feature suffers D3 mortal wounds.

Defender's Deployment Zone

Centre
Point

12"

Attacker's Deployment Zone
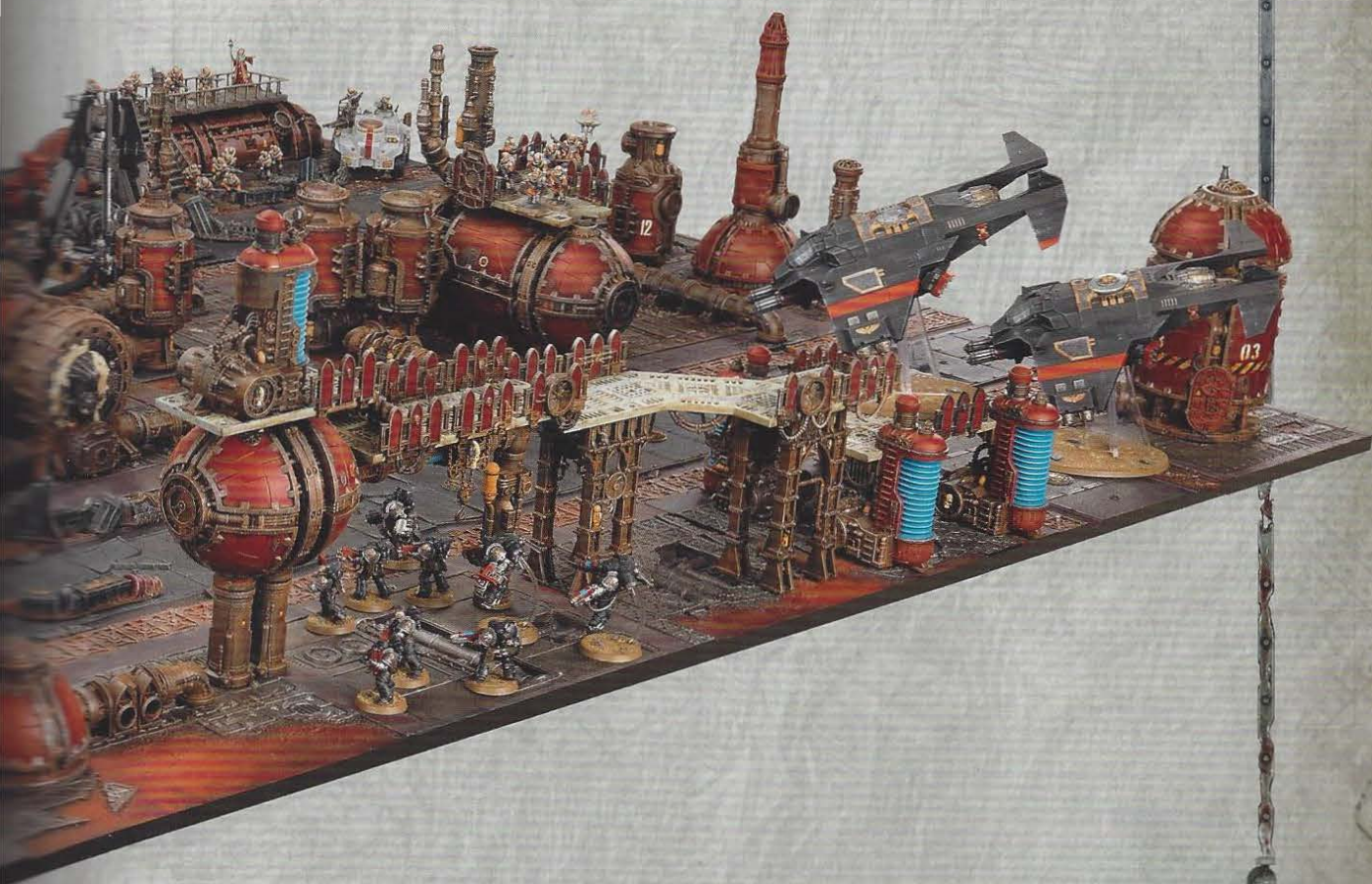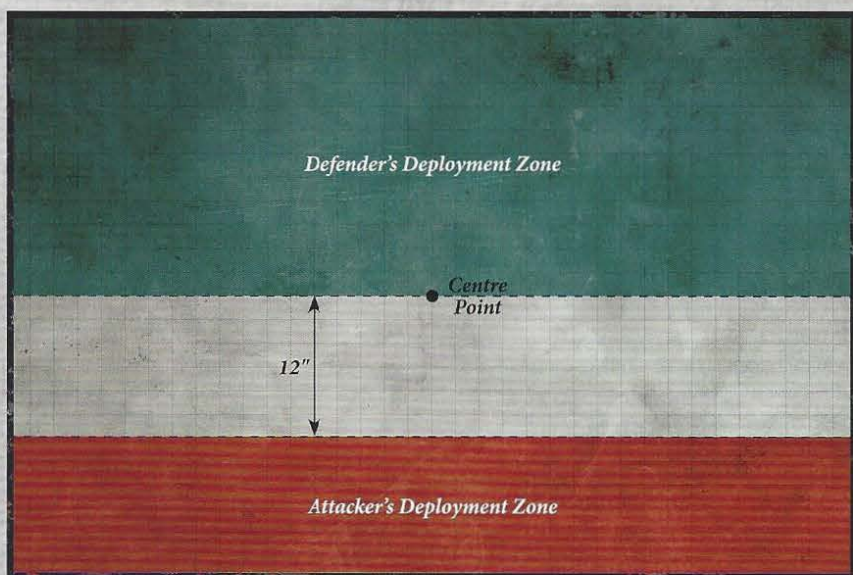
SNIPER'S ALLEY

Once a famous, heaving thoroughfare within the hive, this broad avenue is now the haunt of snipers. Sometimes, so many marksmen stalk the buildings overlooking the street that to walk in the open is tantamount to suicide. Like an urban canyon, the tall ruins on either side of the road grant superior firing positions and unmatched lines of sight to those secreted in the heights.

The Mission

Play this mission when a player assaults Sniper's Alley using the Assault Stronghold card. The players must play the Thunder Run mission (pg 86), with the rules changes listed below. The player that currently controls Sniper's Alley must be the Defender.

Deployment Map

Use the deployment map on the right instead of that on page 86.

The Battlefield

Sniper's Alley is characterised by the large thoroughfare running across the length of the battlefield, and the rows of tall buildings on either side of it. All your ruins should be set up wholly within the Defender's deployment zones, and the only terrain features that can be set up in the central thoroughfare are sparsely littered obstacles. An example of Sniper's Alley is shown below.

Alley of Death

You can re-roll hit rolls of 1 for shooting attacks that target units over which the firing model has a height advantage.

Master Marksmen

The Defender can use the Master Snipers Stratagem (pg 72) once per turn for free (i.e. it costs 0 CPs).
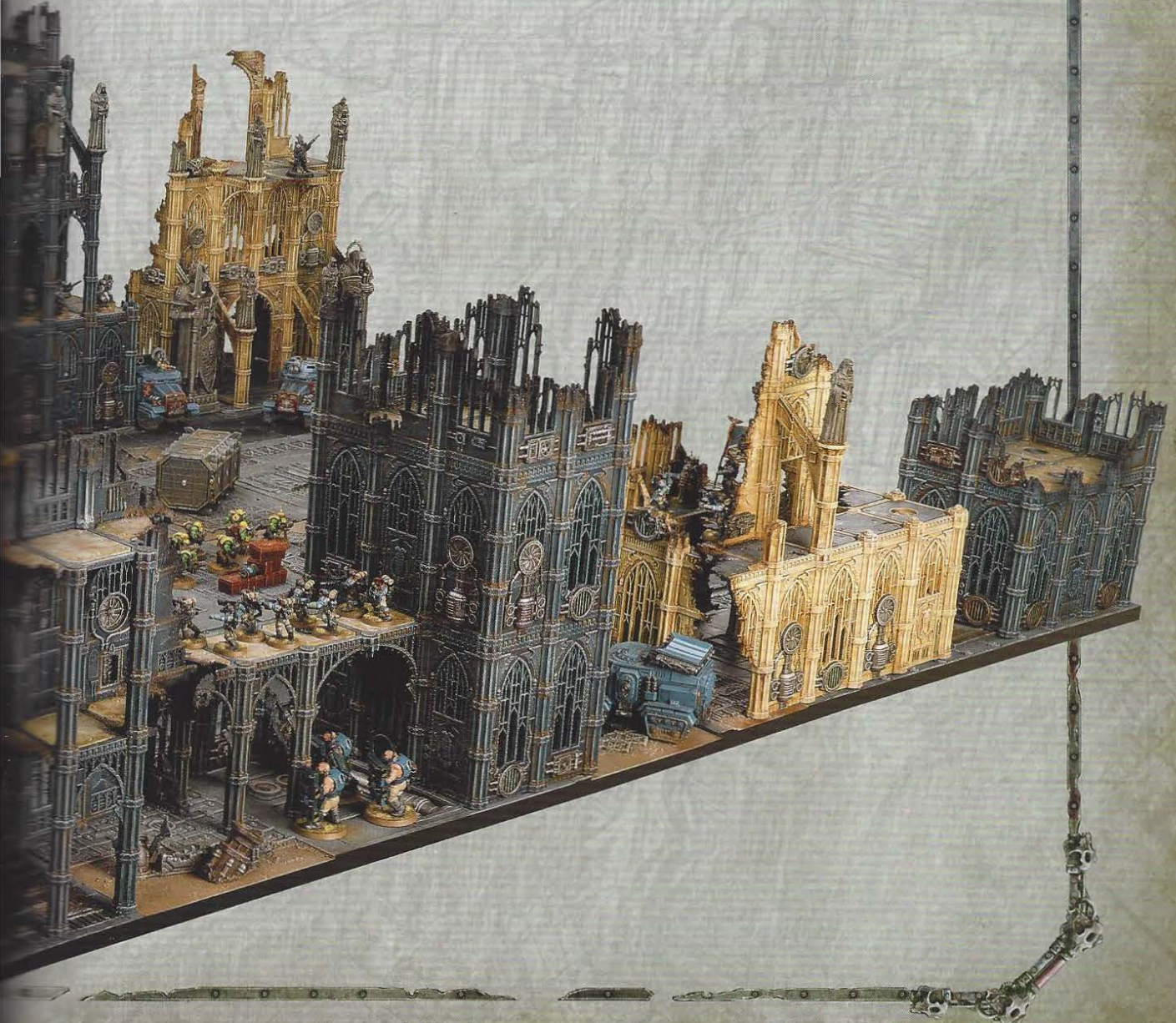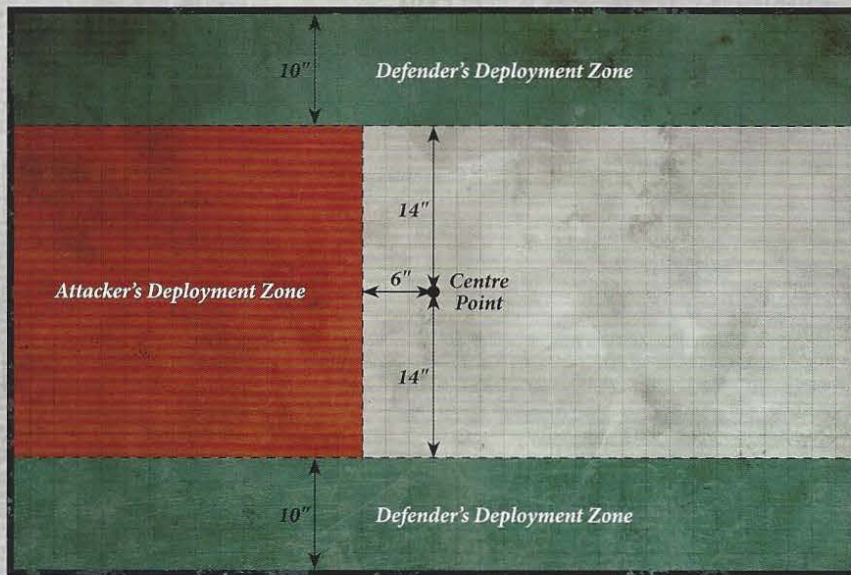
10"

Defender's Deployment Zone

14"

Attacker's Deployment Zone

6" Centre Point

14"

Victory Route

10"

Defender's Deployment Zone

AEGIS CITY-SHIELD GENERATOR

Many hives are protected from orbital bombardment by an Aegis City-shield – a powerful force field that surrounds the entire city. It takes an entire sector to supply the energy that fuels the enormous shield. The defender knows this zone, with its vital banks of generators, must be held at all cost. For the attacker, there can be no objective more coveted than the Aegis City-shield Generator.

The Mission

Play this mission when a player assaults the Aegis City-shield Generator using the Assault Stronghold card. The players must play the Grand Assault mission (pg 85), with the rules changes listed below. The player that currently controls the Aegis City-shield Generator must be the Defender, and they cannot take any Fortifications.

Deployment Map

Use the deployment map on the right instead of that on page 85.

The Battlefield

The Aegis City-shield Generator is named after the vast void shield projector at the heart of the district. Place a Void Shield Generator wholly within the Defender's deployment zone, and connect it via fuel pipes and/or Thermic Plasma Conduits to at least two 'power buildings' (we suggest using ruins or Sector Mechanicus structures that house or are next to

Haemotrope Reactors).The remainder of the battlefield should be set up using the guidelines on page 61. An example of the Aegis City-shield Generator is shown below.

Void Shield Generator

The Void Shield Generator is treated as ruins. Units wholly within 12" of this terrain feature receive a 4+ invulnerable save against attacks made in the Shooting phase (unless the firing model is also wholly within 12" of the same terrain feature). This is improved to 2+ against attacks made by units with the Flyer Battlefield Role.

Vital Assets

The Defender sets up only three objective markers in this mission; one must be set up on the Void Shield Generator itself, and one must be set up on each of the power buildings. The Plant the Flag rule (pg 85) is not used in this mission.

Defender's
Deployment Zone

34"

8" 6" 22" Centre 22" 6" 8"
                 Point

6"

8" Attacker's Deployment Zone
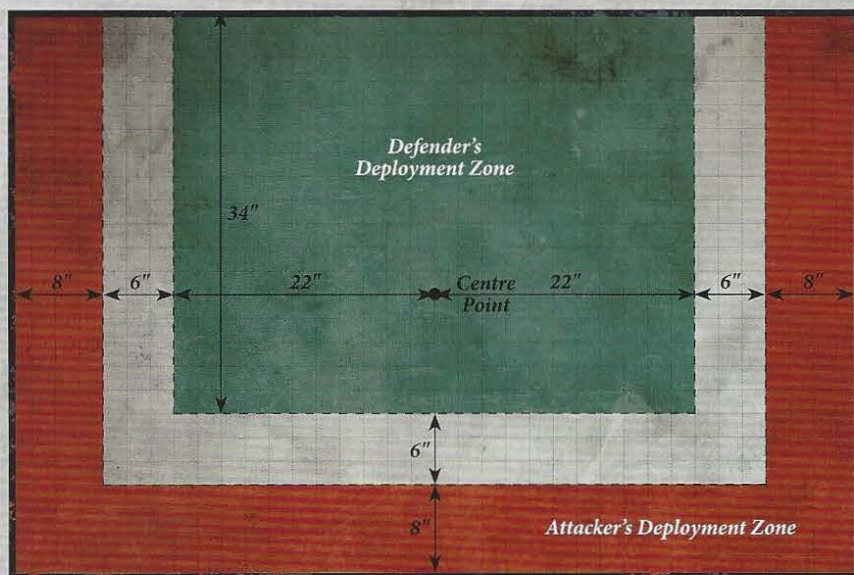
Attacker's Battlefield Edge

ORBITAL SHUTTLEPORT

Although this orbital shuttleport is but one of many throughout the hive, it is situated in a strategically vital location. Those standing guard over this facility seek to hold onto a critical link to assets stationed in orbit, whilst the invader seeks to sever it in an effort to bleed the defenders' forces dry.

The Mission

Play this mission when a player assaults the Orbital Shuttleport using the Assault Stronghold card. The players must play the Relief Force mission (pg 84), with the rules changes listed below. The player that currently controls the Orbital Shuttleport must be the Defender, and they cannot take any Fortifications.

Deployment Map

Use the deployment map on the right instead of that on page 84.

The Battlefield

An Orbital Shuttleport is recognisable for a number of landing pads at the centre of the battlefield, and anti-air emplacements trained on the skyline. Place at least one landing pad wholly within the Defender's deployment zone. The remainder of the battlefield should be set up using the guidelines on page 61. After this is done, the Defender can then place up to two Icarus weapon platforms on the battlefield for each landing pad. An example of an Orbital Shuttleport is shown below.

Landing Pads

Each landing pad follows the rules for ruins. The Vital Building must be a landing pad. Any of the Defender's units that can FLY can, when they arrive from Reserve, be set up wholly on top of a landing pad (provided it is not set up within 9" of any enemy models).

Automated Weapon Emplacements

At the end of each of the Defender's Shooting phases, each Icarus weapon platform will shoot the closest visible enemy unit in range that can FLY (if there are none, they will instead target the closest visible enemy unit in range). They have a Ballistic Skill of 6+, but add 2 to hit rolls against targets that can FLY.

Each Icarus weapon platform is equipped with one of the weapons from the table below. They can be targeted and destroyed by the Attacker's units; each has a Toughness of 7, 4 Wounds and a 3+ Save. They do not gain a bonus to their saving throw for being in cover, and are treated as having the VEHICLE keyword.

WEAPON PROFILES

	RANGE	TYPE	S	AP	D
Icarus lascannon	72"	Heavy 1	9	-3	D6
Quad autocannon	48"	Heavy 8	7	-1	2

10"

2"

10" 6" 20" Centre 20" 6" 10"
Point

Defender's
Deployment Zone

2"

10" Attacker's Deployment Zone
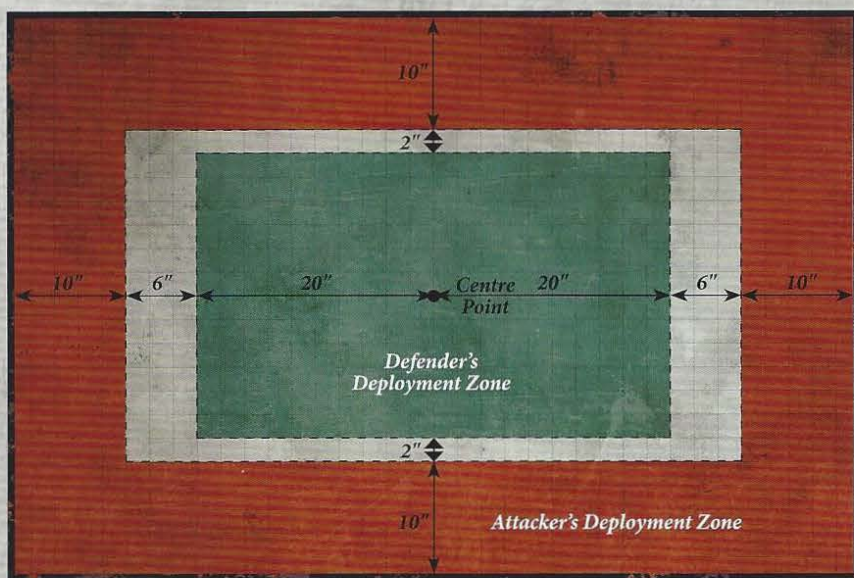
Attacker's Battlefield Edge

FORTIFIED PALACE

Whether a hive is ruled by a cold-blooded viceroy, a bickering hierocracy, or is even the seat of the planetary governor themselves, the structure employed as their centre of government is inevitably a grand and imposing affair. Such edifices are highly sought-after by warring factions, both for their symbolism of dominance and the fact that they are some of the most defensible buildings in the entire city.

The Mission

The players must play The Gauntlet mission (pg 82), with the rules changes listed below. The player that currently controls the Fortified Palace must be the Defender.

Deployment Map

Use the deployment map on the right instead of that on page 82.

The Battlefield

The Fortified Palace is a towering edifice that looms over the battlefield. Your tallest ruins should be set up wholly within the palace zone, ideally covering the entire width of the battlefield. A single large ruin should then be placed in the Defender's deployment zone, and the remainder should be set up wholly within the Attacker's

deployment zones. The remainder of the battlefield should only have a few pieces of scattered terrain. An example of the Fortified Palace is shown below.

Palace Defences

Up to half the Defender's units can be set up during deployment in the palace zone (though any that are cannot escape). The Attacker's units cannot be set up, or end a move in this zone, and a Defender's unit can 'escape' so long as all of its models are able to end their move entirely within this zone.

Escort to Safety

The Defender's Warlord must start the battle within 1" of the ruins in their deployment zone. If the Warlord escapes, double their Power Rating for the purposes of determining the mission's Victory Conditions.

Attacker's Deployment Zone 10"

4"

Defender's
Deployment Zone 14"

10"

24" 12" Centre
Point

10"

14"

4"

Attacker's Deployment Zone 10"

Palace Zone

Victory Route
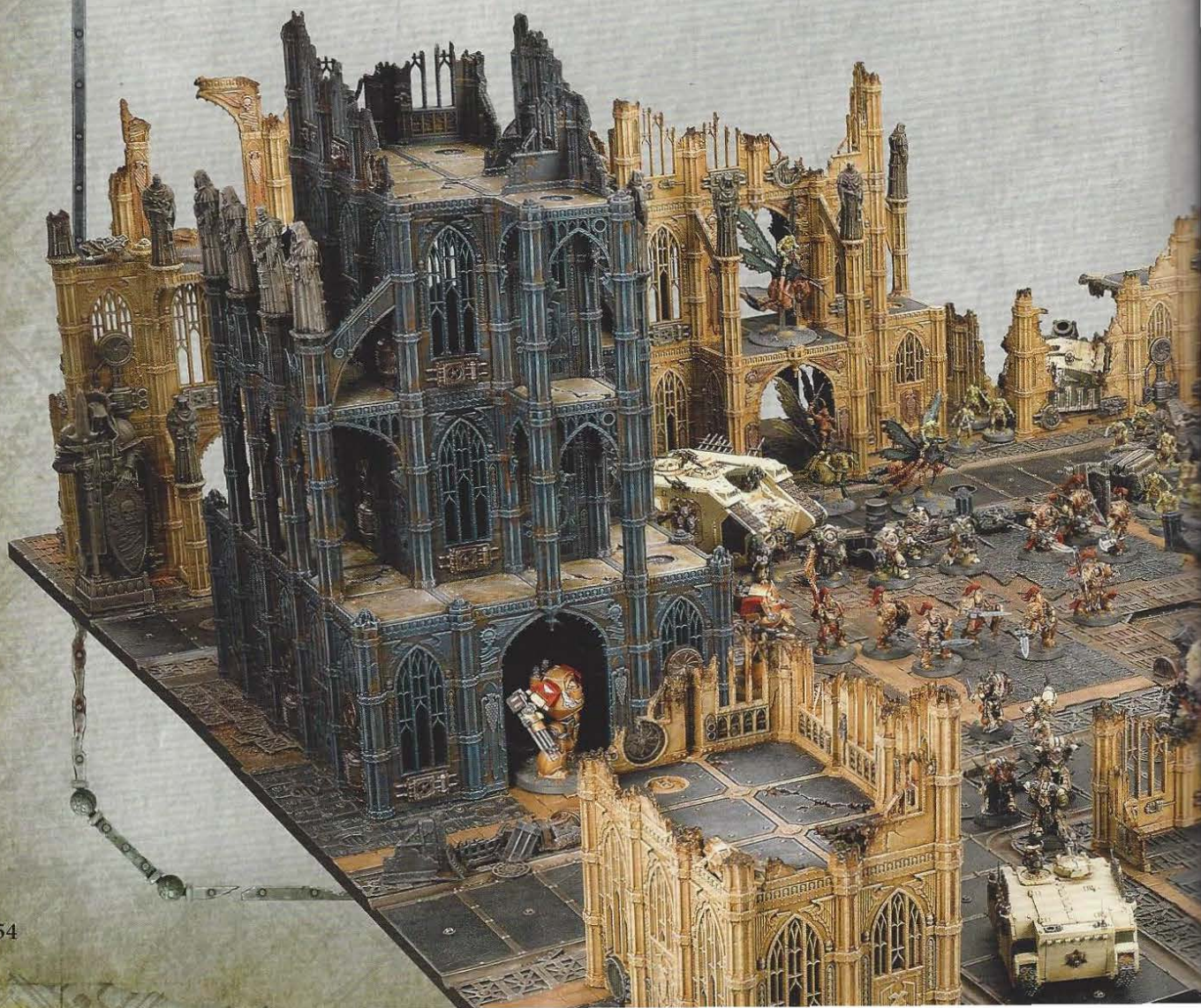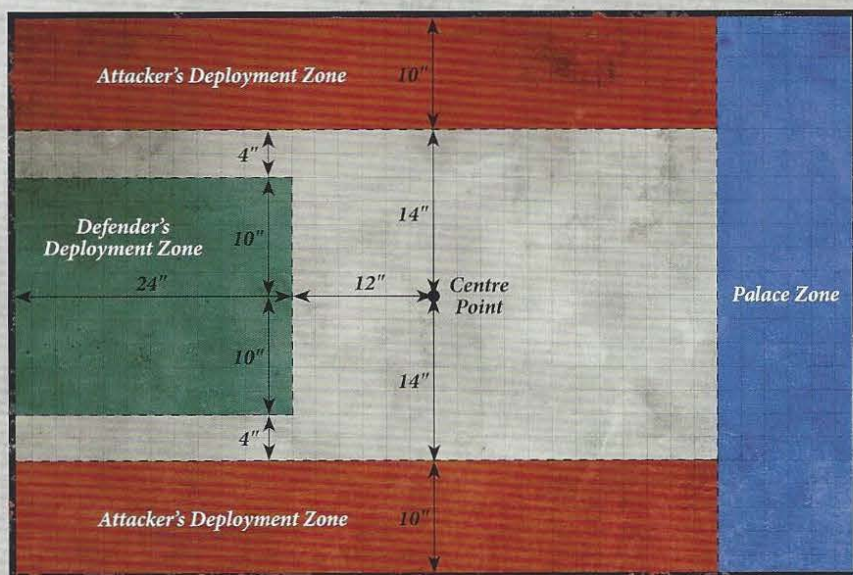
TAKING STREETS OF DEATH FURTHER

Once you have played a Streets of Death campaign or two, you will be a seasoned veteran of urban warfare. Now is the time to try out a truly epic campaign, either by building upon and tweaking the rules in this book, or by incorporating rules from other Warhammer 40,000 expansions and supplements.

These pages provide you with ideas and inspiration for how to take your Streets of Death campaigns beyond the rules presented in this book. They are intended for experienced campaigners, and some make reference to other Warhammer 40,000 expansions and supplements.

CREATING YOUR OWN SPECIAL LOCATIONS

Perhaps the easiest and simplest way to personalise a Streets of Death campaign is to create a bespoke special location from the terrain in your own collection. Simply set up the board to create an evocative battlefield, then come up with a suitable name for the location and a backstory for it – this will help you ascribe a mission to the location, and inform any special rules you wish to apply to that mission. You can either adapt one of the missions in this book, or create an entirely new one.

Once you have done so, take one of the spare Special Location cards included in this box and assign your location a Resource Value and Strategic Value. We suggest keeping the combined total of these two values to 5, but you should always feel free to modify this to best suit the narrative of your campaign and the location's role within it.

Having gone to all that effort, it would be a shame if that card was not one that was drawn when generating your city. To avoid this, if your card was not drawn, roll two D6, one after the other; the first dice rolled selects a row on the map and the second a column. Replace the card where that row and column meet with the special location you just created.

STREETS OF DEATH VARIANTS

Below are a few ideas on how to modify the Streets of Death rules to give your gaming group a slightly different campaign experience.

Abandoned and Uncharted

When generating the Cityscape map, place the Location cards face down instead of face up, and only flip a card over once a player controls that location. From that point on, the location remains 'visible' on the Cityscape map.

Race to Victory

Instead of setting a fixed duration for the campaign, set a goal. For example, instead of the player who has accumulated the most campaign points at the end of a certain time period being declared the victor, the first player to reach 30 campaign points wins. The campaign points goal that you set will determine how long the campaign runs, and can be adjusted to suit your needs.

Historical Cityscape

Instead of randomly generating your Cityscape, let the players choose where each Location card is placed, in order to build a city that best suits your narrative, or in order to better recreate a city depicted in a favourite Black Library novel or piece of Warhammer 40,000 background.
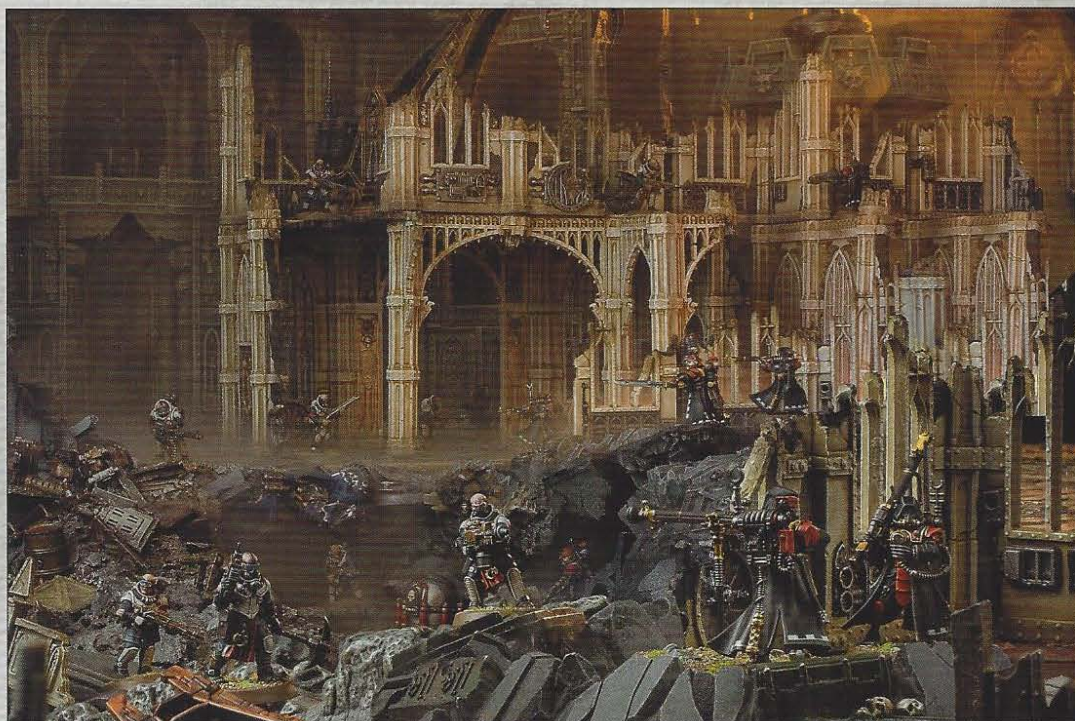
Warhammer 40,000: Kill Team

Games of *Warhammer 40,000: Kill Team* are ideally suited to both campaigns and, when set in a Sector Mechanicus or Ministorum Shrine killzone, the close confines of urban combat.

If you want to incorporate Kill Team games into your Streets of Death campaign, we suggest the players simply agree first, when arranging their games in the Action phase, whether to play a Kill Team game or a Cities of Death game. If the players agree to play a Kill Team game, then generate a mission using the rules in *Warhammer 40,000: Kill Team*, with each player's Kill Team Faction matching the Army Faction they have for the campaign. The winner of each game of Kill Team then earns 3 glory points as normal, or 1 glory point for a draw or loss. No glory points are earned for taking the opposing player's Leader out of action.

Alternatively, you could play both a Kill Team game and a Cities of Death game in each Action phase – games of Kill Team are much quicker to play, after all.

In either case, we suggest that Strategic Resource cards that would otherwise have an effect during the Action phase do not affect games of Kill Team – not only were the Strategic Resource cards included in this box not written for games of Kill Team, but we assume that such precious resources must be channelled towards the army's main forces. However, if you are feeling adventurous you could simply devise your own set of Kill Team Strategic Resources, and use these alongside the other Strategic Resource cards.

Planetary Onslaught Campaign

If you have a copy of *Chapter Approved 2017* you will already know that you can play the Planetstrike and Stronghold Assault missions within that book as simple linear campaigns. If you and your opponents are ready for a truly epic campaign, you can play through those linear campaigns before launching into a Streets of Death campaign, fighting a legendary series of battles to decide the fate of an entire world. In such a contest, the Planetstrike campaign is simply the first phase of the war, where the invader lands their forces on the planet while the defender tries to repel them. The second phase of the campaign comprises the Stronghold Assault Siege War missions, where the attacker must break through the defender's fortifications to access their cities. The subsequent phase is represented by a Streets of Death campaign, in which the fate of the planet will be decided.

Such a campaign works best with two teams, the invaders and the defenders, who retain their roles in each phase. The victor of phase two (the Stronghold Assault campaign) starts phase three (the Streets of Death campaign, for which we recommend using the Under Siege set-up on page 41) with ten additional strategy points. Alternatively, each team could start phase three with one additional strategy point for each game they won during stages one and two.

The winner of phase three is then crowned the overall victor of the campaign – either as a planet killer who has crushed all before them, or the custodian supreme who has successfully defended their world from invasion.

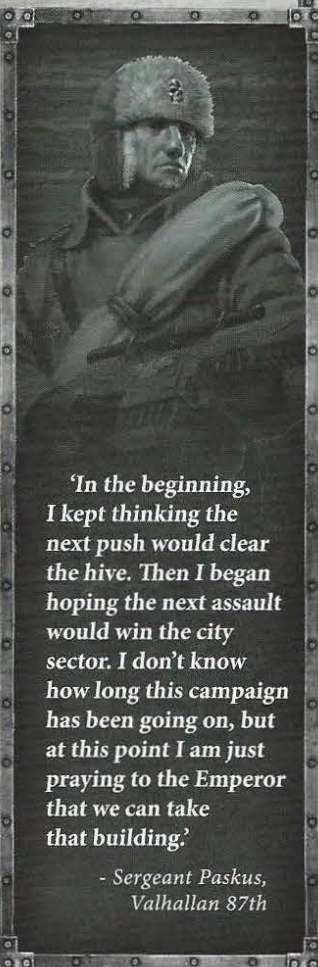'My every breath is dedicated to but a single purpose: the destruction of the Imperium. With every swing of my blade, and every city that is toppled, I draw one step closer to my goal. But I can neither rest nor slow my pace so long as a single edifice dedicated to the False Emperor still stands. Follow me, for I shall lead you to a path of ultimate desolation. Let the galaxy burn!'

- *Abaddon the Despoiler*

CITIES OF DEATH

In the nightmare of the far future, armies battle one another to annihilation amid the shattered ruins of vast corpse-strewn cities. The rules in this section allow both players to recreate the brutal, close-confines nature of urban warfare.

USING CITIES OF DEATH

Cities of Death is an expansion that allows you to incorporate brutal urban warfare into your games of Warhammer 40,000. These rules supplement the core rules with additional abilities, Warlord Traits and Stratagems that better reflect the tactics deployed by armies when waging such battles.

CITIES OF DEATH MISSIONS

If you wish to play a Cities of Death battle, you should first select a mission. This book includes open play missions, narrative play missions and matched play missions.

Open Play Missions

Three open play missions and ideas for games of your own creation can be found on pages 94-95.

Narrative Play Missions

Six narrative play missions can be found on pages 82-87. In these missions, one player takes the role of the Attacker, and their opponent the Defender. Some of these missions use some of the narrative play mission rules (pg 65).

If you wish to play one of these missions, first choose one from the table below. Alternatively, you can roll to randomly select which mission you will play.

Matched Play Missions

Six matched play missions can be found on pages 88-93. In these missions, players have the choice to play the mission using the Eternal War objectives, or the Maelstrom of War objectives. In the former, both players have the same, pre-set objective at the start of the mission; in the latter, players will randomly determine a set of Tactical Objectives to achieve throughout the battle (Cities of Death includes a set of new Tactical Objectives on pages 77-79). If you wish to play one of these missions, first choose one from the table below. Alternatively, you can roll to randomly select which mission you will play. Then agree whether you will use the Eternal War or Maelstrom of War objectives for that mission (if the players disagree, roll off and the winner chooses).

D6	MISSION
1	Firesweep (pg 88)
2	High Ground (pg 89)
3	Domination (pg 90)
4	Maximum Attrition (pg 91)
5	Urban Assault (pg 92)
6	Isolated Resistance (pg 93)

'In the beginning, I kept thinking the next push would clear the hive. Then I began hoping the next assault would win the city sector. I don't know how long this campaign has been going on, but at this point I am just praying to the Emperor that we can take that building.'

- Sergeant Paskus, Valhallan 87th

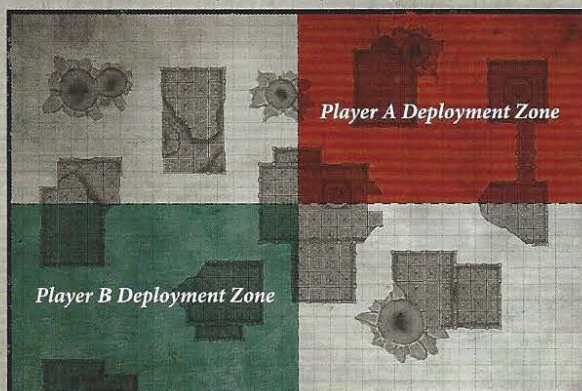| D6	MISSION
1	The Gauntlet (pg 82)
2	Total Devastation (pg 83)
3	Relief Force (pg 84)
4	Grand Assault (pg 85)
5	Thunder Run (pg 86)
6	Decapitation (pg 87)

CITIES OF DEATH BATTLEFIELDS

In a Cities of Death mission, the battlefields are characterised by the increased density of the terrain. As such, unless the mission you are playing instructs you otherwise, we recommend having at least 3-4 terrain features in each 2' by 2' area, at least half of which (rounding up) should be ruins or Sector Mechanicus structures. Irrespective of the size of your battlefield, you must include at least 6 ruins or Sector Mechanicus structures (otherwise you will not have enough terrain features on which to place objective markers for many of the missions in this book). The streets and areas between the ruins and Sector Mechanicus structures should be liberally littered with obstacles, barricades, wreckage and other detritus so that troops have some shelter as they dash from one building to another.

Note that if you are playing one of the matched play missions in this book, the deployment map is the same regardless of the mission (see below).

Player A Battlefield Edge

Player A Deployment Zone

Player B Deployment Zone

Player B Battlefield Edge

Objective Markers

Many missions use objective markers – these represent sites of tactical and strategic import that both sides are attempting to secure. The objective markers included in the *Urban Conquest* box are perfect for this purpose, or you can use others from your collection.

If you are playing a mission that uses Tactical Objectives (pg 76), you will need six objective markers that are individually numbered 1 through 6.

A player controls an objective marker if they have more models within 3" of it than their opponent does. When measuring distances involving objective markers, always measure to and from the centre of the marker.

CITIES OF DEATH WARLORDS

If you are playing a Cities of Death mission, you can use the following Warlord Traits when choosing your army:

D3	WARLORD TRAIT
1	**Cityfight Specialist:** If your army is Battle-forged, you receive 3 additional Command Points. These can only be spent to use Cities of Death Stratagems (pg 70-75).
2	**Conqueror of Worlds:** If this Warlord is within range of an objective marker (see left) it controls that objective marker even if there are more enemy models within range of the same objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.
3	**Urban Warrior:** This Warlord treats all soft cover it is entirely on or within, or that it is receiving the benefit of cover from, as hard cover (pg 64). In addition, enemy units do not receive the benefit to their saving throws for being in cover against attacks made by this Warlord.

CITIES OF DEATH ABILITIES

Cities of Death missions use the following additional rules:

Obscured Targets

In urban environments, troops can make use of the dense terrain as they advance into position to obscure them from the enemy's sights.

After you have chosen a unit to shoot with and you have chosen the target unit, or units, for the attacks, you must determine if any of the targets are obscured.

A target unit is obscured if every model in it is obscured from the point of view of the firing model. An individual model is obscured unless all parts of it that are facing the firing model are visible from the point of view of the firing model (a **VEHICLE** or **MONSTER** is instead obscured unless 50% or more of the model facing the firing model is visible from the point of view of the firing model). If unsure, stoop down and get a look from behind the shooting model to see if any part of it is obscured. For the purposes of determining whether or not a model is obscured, a model can see through other models in its own unit and other models in the target unit. Models with the Flyer Battlefield Role are never obscured, even if less than 50% of the model is visible to the firing model.

Subtract 1 from hit rolls for attacks with ranged weapons if the target is obscured.

Note that it is possible for a target unit to be obscured from the point of view of some models in a firing unit and not from others. In such cases, only the models to whom the target unit is obscured suffer the penalty to their hit rolls.

Designer's Note: *When checking to see if a model is obscured, consider the main body of the firing model and its target – do not include the models' bases or parts that are 'sticking out' like aerials, banners, weapons or particularly impressive hairstyles, but do include all limbs.*

We recommend that players agree about what constitutes the main body of a model before the battle begins. We have also found that it pays to be gracious when judging if a target is obscured or not – in other words, if there is any doubt at all as to whether a target is obscured or not, then count it as obscured. If both players take this approach the game will flow more smoothly and will be much more satisfying.

From this angle, this unit of Aggressors is obscured – every model in the unit is at least partially obscured by the ruin they are occupying.
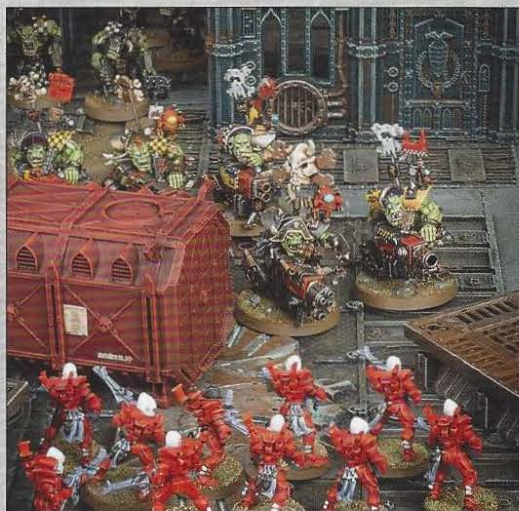
When these Guardian Defenders choose their targets, the Flash Gitz are not obscured to any of them – every model in the Guardian unit can see at least one of the Flash Gitz without any obstruction.

This Repulsor is not considered to be obscured, as it is a vehicle and more than 50% of the model is visible to the firing unit from this angle.

Lucky Hit

Sometimes, despite making best use of available cover and all efforts to conceal your position, a stray shot or ricochet will nonetheless find its mark.

A hit roll of 6 always hits the target, irrespective of any modifiers that may apply.

Streets and Roads

Forces can move quickly across streets and roads, but doing so often leaves them exposed to enemy fire.

After you have created the battlefield, the players should agree what areas count as streets and roads. If a model spends its entire Movement phase on a street or road, its Move characteristic is increased by 3" until the end of the phase. This has no effect on units that can **FLY**.

Dangerous Terrain

Many war-torn city ruins are verging on total collapse and are extremely perilous to those that shelter within, who may be crushed by loose masonry or fall through unstable floors.

Some terrain is classed as dangerous terrain. Each time a model Advances or charges through dangerous terrain, roll a D6; on a 1, that model's unit suffers a mortal wound.

Height Advantage

In urban warfare, every soldier in a tall building is a sniper, raking fire onto those below. Combating foes with such a height advantage is a dangerous proposition indeed.

A model gains a height advantage whilst it is occupying the upper levels of a ruin or a Sector Mechanicus structure and it shoots at a unit that is either at street level or within a lower level of a ruin or Sector Mechanicus structure. To gain a height advantage, every model in the target unit must be on levels that are 3" or more below that of the firing model.

If a model makes an attack with a ranged weapon against an enemy unit over which it has a height advantage, the Armour Penetration characteristic of that weapon is improved by 1 (e.g. AP0 becomes AP-1, AP-1 becomes AP-2, and so on).

Soft Cover and Hard Cover

In the close confines of building-to-building warfare, cover is the key to survival – but not all cover offers the same degree of protection.

In a Cities of Death mission, terrain features are classed as either soft cover or hard cover. After you have created the battlefield, players should agree what terrain features fall into which class (see the guidelines below). Then, instead of using the rules for cover as described in the core rules, use the following rules:

If a unit is entirely on or within any terrain feature, or it is receiving the benefit of cover from a terrain feature, add 1 to its models' saving throws against shooting attacks if the terrain feature is classed as soft cover, or add 2 if the terrain feature is classed as hard cover. Invulnerable saves are unaffected. Units gain no benefit from cover in the Fight phase.

Improving the Benefits of Cover

Some models have abilities that improve the bonus a model receives to its saving throw when it is receiving the benefit of cover, e.g. 'add 2 to saving throws made for models in this unit when they receive the benefit of cover instead of 1.' If a model has an ability like this, you only add the bonus to its saving throw when it receives the benefit of soft cover. If such a model is receiving the benefit of hard cover, you instead add an additional +1 bonus to its saving throws, regardless of the actual number listed in its ability. In the example above, this would mean you add 3 to the saving throws made for the unit when it benefits from hard cover.

Ignoring the Benefits of Cover

Some weapons and models have abilities that ignore the benefit a target might otherwise receive to its saving throws from being in cover, e.g. 'units attacked by this weapon do not gain any bonus to their saving throws for being in cover' or 'enemy units do not receive the benefit to their saving throws for being in cover against attacks made by this model.' If a model has an ability like this, or is shooting a weapon that has an ability like this, it makes no difference whether the target is receiving the benefit of soft or hard cover – it gains no bonus to its saving throws. Note, however, that such abilities only ignore the bonus a target might otherwise have gained to its saving throws; it does not ignore any penalty incurred to the firer's hit rolls as a result of the target being obscured (pg 62).

Agreeing on Cover

The following table provides guidance as to whether a terrain feature is soft cover or hard cover. If a terrain feature does not appear on the table below, players should agree after creating their battlefield whether it is classed as soft or hard cover.

SOFT COVER	HARD COVER
• Deathworld Forest (including Eldritch Ruins, Grapple Weeds, Shardwrack Spines and Barbed Venomgorse)	• Sector Mechanicus structures (including Haemotrope Reactors, Galvanic Servohaulers, Thermic Plasma Regulators* and Thermic Plasma Conduits*)
• Woods	• Ruins
• Battlescape	• Fuel Pipes*
• Craters	• Barricades
• Imperial Statuary	• Fortifications
• Obstacles	

* Fuel Pipes, Thermic Plasma Regulators and Thermic Plasma Conduits have a chance of inflicting a mortal wound on a unit that uses them as cover. To see if this happens in games of Cities of Death, roll a D6 each time you make an unmodified armour saving throw of 6 for such units, instead of a modified saving throw of 7+. On a 1, the model's unit suffers a mortal wound.

NARRATIVE PLAY
MISSION SPECIAL RULES

Most narrative play missions use one or more additional special rules to better represent the different tactics and strategies used by Attackers and Defenders. Some of the more in-depth mission special rules are collected below and referenced by the missions that appear later.

Concealed Deployment

In some battles, commanders have had time to conceal the positions of their forces from their enemy.

If a mission uses Concealed Deployment, the Defender will need a set-up marker for each unit in their army that they intend to start the battle deployed on the battlefield. You do not need any markers for units that will start the battle embarked on a **Transport**, only a marker for the transport itself. Each marker needs to be distinct (for example, by having a different number) so it can correspond to a specific unit. The Defender must write down which unit each marker represents and keep this information secret from their opponent.

When the Defender deploys their army, they set up the markers instead of their models. Once the Defender has set up all their markers, the Attacker deploys all their forces. Once this has been done, the Defender then reveals which marker corresponds to which unit, setting up the appropriate models as they do so. The first model in each unit must be placed exactly where the unit's set-up marker was placed, and the entire unit must be set up wholly within the player's own deployment zone.

Dawn Raid

Cunning commanders may attack under cover of darkness to better conceal their advance from the foe.

If your mission uses Dawn Raid, both players must subtract 1 from all hit rolls made in the Shooting phase during the first battle round of the game.

Preliminary Bombardment

In a major offensive, the attacker will often launch a heavy bombardment prior to the main attack.

If your mission uses Preliminary Bombardment, then at the start of the first battle round, but before the first turn begins, the Attacker should roll a dice for each enemy unit that is on the battlefield (do not roll for units that are embarked inside **Transports**). On a roll of 6, that unit has been hit by a Preliminary Bombardment; that unit suffers D6 mortal wounds. **Infantry** units that are hit by a Preliminary Bombardment can choose to go to ground before the damage is determined – if they do, they only suffer D3 mortal wounds, but cannot take any actions during their first turn.

Random Battle Length

War is rarely predictable, and the time available to achieve your objectives is never certain.

If your mission uses Random Battle Length, at the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7, or when one army has slain all of its foes.

Reserves

Reserves are forces which are not directly present at the start of battle, but are available as reinforcements.

If a mission uses Reserves, it will detail which units in your army start the game in Reserve – these units are not deployed with the rest of your army.

The mission will usually state when the units placed in Reserve arrive on the battlefield – this is typically at the end of a particular Movement phase. If the mission does not specify when units arrive, roll for each unit at the end of your second Movement phase (and at the end of each of your Movement phases thereafter) – this is called a Reserve roll. On a 3+, the unit being rolled for arrives from Reserve. Note that if a unit placed into Reserve is embarked within a **Transport**, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and the units embarked in it).

The mission will explain how and where to set up units when they arrive from Reserve.

Sustained Assault

Occasionally, an army will possess overwhelming superiority in numbers.

If your mission uses Sustained Assault, any of the Attacker's units that are destroyed can be brought back into play later in the battle, to represent their almost limitless supply of reinforcements. At the end of each of the Attacker's Movement phases, roll a dice for each of their destroyed units, adding 2 to the result if that unit has the Troops Battlefield Role. On a 4+, immediately set up that unit within 6" of a battlefield edge – the mission will specify which.

The Attacker can also, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or less of their starting number of models (or, in the case of single-model units, a quarter or less of its starting number of wounds). This unit then counts as having been destroyed for all purposes, and so can be brought back into play later as described above.

BATTLEFIELD TERRAIN

In this section you will find updates for existing battlefield terrain rules, along with rules for more recently released terrain features. Where relevant, these rules replace those in the *Warhammer 40,000* rulebook, and are for use in any Warhammer 40,000 game, not just Cities of Death games.

RUINS

The galaxy is littered with the remains of once-proud cities.

Only INFANTRY, BEASTS, SWARMS and units that can FLY can be set up or end their move on the upper floors of ruins (any unit can do so on the ground floor).

INFANTRY are assumed to be able to scale walls and traverse through windows, doors and portals readily. These models can therefore move through the floors and walls of a ruin without further impediment.

INFANTRY units that are entirely on or within a ruin receive the benefit of cover. Other units that are entirely on or within a ruin only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.

IMPERIAL STATUARY

The heroes of the Imperium are immortalised in stone effigies.

When a model targets an enemy INFANTRY unit that has all of its models within 3" of Imperial Statuary, the target unit receives the benefit of cover if the shooting model is closer to the Imperial Statuary than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, IMPERIUM units add 1 to their Leadership characteristic whilst they are within 3" of any Imperial Statuary.

CRATERS

Many worlds bear the scars of heavy, sustained bombardment.

INFANTRY units that are entirely within a crater receive the benefit of cover.

Models are slowed when charging across craters. If, when a unit charges, one or more of its models have to move across a crater, you must subtract 2" from the unit's charge distance.

BARRICADES

Makeshift barricades make excellent defensive positions.

When a model targets an enemy **INFANTRY** unit that has all of its models within 1" of a barricade, the target unit receives the benefit of cover if the shooting model is closer to the barricade than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, enemy units can Fight across a barricade, even though the physical distance is sometimes more than 1". When resolving Fights between units on opposite sides of a barricade, units can be chosen to Fight and can make their attacks if the enemy is within 2" instead of the normal 1".

OBSTACLES

The advance of many armies has been thwarted by obstacles.

There are two kinds of obstacles: tank traps, which are obstacles to **VEHICLES** and **MONSTERS**, and tanglewire, which is an obstacle to everything else. Units are slowed when they attempt to move over obstacles. If, when a unit Advances or charges, one or more of its models have to move over an obstacle, you must halve the unit's Advance or charge distance, as appropriate (rounding up). **TITANIC** models are not slowed by obstacles.

SECTOR MECHANICUS

Sectors Mechanicus are a common sight throughout the galaxy, their gantries and girders thrumming with automated industry.

Sector Mechanicus structures follow all the rules for ruins with the following difference:

Unless they can FLY, INFANTRY, BEASTS and SWARMS must scale ladders, girders or walls to ascend or descend between the different levels of a Sector Mechanicus structure. INFANTRY are also assumed to be able to traverse around girders, buttresses and hanging chains, and so move through them without impediment.

THERMIC PLASMA CONDUITS

These conduits channel hot plasma and make for dangerous cover.

Thermic Plasma Conduits follow all the rules for Barricades, but they also have the Hazardous Cover ability (see Haemotrope Reactors).

HAEMOTROPE REACTORS

These store vast amounts of power, making them objects of cover for the brave only.

When a model targets an enemy unit that has all of its models within 3" of a Haemotrope Reactor, the target unit receives the benefit of cover if at least 25% of every model is obscured by it from the point of view of the shooting model.

Hazardous Cover: Roll a D6 each time you make a saving throw of 7+ (such as a roll of 6, plus 1 for being in cover) for a model within 3" of any terrain features with this ability in the Shooting phase. On a 1, the model's unit suffers a mortal wound.

THERMIC PLASMA REGULATORS

These ancient machines thrum with lethal plasma energy.

Thermic Plasma Regulators follow all the rules for Sector Mechanicus structures, but they also have the Hazardous Cover ability (see Haemotrope Reactors).

GALVANIC SERVOHAULERS

These hydraulic machines litter the industrial zones of the Imperium.

When a model targets an enemy **INFANTRY** unit that has all of its models within 3" of a Galvanic Servohauler, the target unit receives the benefit of cover if the shooting model is closer to the Galvanic Servohauler than it is to the target and the target is at least partially obscured from the point of view of the shooting model.

MUNITORUM ARMOURED CONTAINERS

These vast steel containers are sometimes fitted with defensive weapons to protect the cargo within.

Units do not receive the benefit of cover when they are on top of a Munitorum Armoured Container – their position is too exposed.

If an **INFANTRY** unit is on top of a Munitorum Armoured Container that has one or more storm bolters, up to two models in that unit can each fire them each time their unit shoots instead of firing any of their own weapons. Storm bolters are Rapid Fire 2 weapons, with a Range of 24", a Strength of 4, AP 0 and Damage 1.

STRATAGEMS

If you are playing a Cities of Death mission, you can spend Command Points (CPs) to use the following Stratagems.

1CP — BREACHING GEAR
Cities of Death Stratagem
Assault troops use breaching gear to improve access and manoeuvrability when storming enemy-held structures.

Use this Stratagem if an INFANTRY unit in your army declares a charge against only one enemy unit in your Charge phase, and that unit is entirely on or within a ruin or Sector Mechanicus structure, but before making the charge roll. After making the charge roll, you can change one of the two dice results to a 6.

1CP — REINFORCED POSITION
Cities of Death Stratagem
Upgrading a position's defensibility can take many forms, such as affixing armoured plating to improve density, or hanging flak-mesh to ward off shrapnel.

Use this Stratagem after both sides have deployed, but before the first battle round begins. Pick a terrain feature that is classed as soft cover and is wholly within your deployment zone. For the remainder of the battle that terrain feature is classed as hard cover instead.

2CP — HUNKER DOWN
Cities of Death Stratagem
For troops experienced in city fighting, it becomes second nature to dart behind rubble and take cover in sight-obscured spaces at the crack of a rifle shot.

Use this Stratagem at the start of your opponent's Shooting phase. Choose a unit from your army that is entirely on or within a ruin or Sector Mechanicus structure. Until the end of the turn, add an additional 1 to saving throws for models in this unit that are receiving the benefit of cover.

1CP — SIEGE SHELL
Cities of Death Stratagem
Siege shells are massive munitions overcharged with explosives. The heavy shock wave created by their detonation can blast the foe out of cover and render the ruins they hide in unstable.

Use this Stratagem in your Shooting phase before making attacks with a MONSTER or VEHICLE from your army. Select one of that model's ranged weapons that makes a random number of attacks (e.g. Heavy D6, Heavy 2D6). That weapon can target a single ruin or Sector Mechanicus structure as if it were an enemy unit. To do so, make a single hit roll using the model's Ballistic Skill (ignore modifiers). If the hit roll is successful, roll a D6 and add the weapon's Damage characteristic to the result. If the total is 8 or more, the terrain feature is classed as dangerous terrain for the rest of the battle and you immediately roll a D6 for each model that is entirely on or within that terrain feature – on a 1, that model's unit suffers a mortal wound.

1CP — WRECKER
Cities of Death Stratagem
Wrecker balls, seismic drills, sophisticated lascutters, or similarly destructive devices can bring an extra level of devastation to city fighting, shattering both ruins and the squads hidden within.

Use this Stratagem at the end of your Fight phase if a MONSTER or VEHICLE model from your army is within 1" of a ruin or Sector Mechanicus structure. Select one of that model's melee weapons and make a single hit roll using the model's Weapon Skill (ignore modifiers). If you hit, roll a D6 and add the weapon's Damage characteristic to the result. If the total is 8 or more, the terrain feature is classed as dangerous terrain for the rest of the battle and you immediately roll a D6 for each model that is entirely on or within that terrain feature – on a 1, that model's unit suffers a mortal wound.

PLASMA FEED
Cities of Death Stratagem

With a suitable energy source nearby, a plasma weapon can be supercharged to fire devastatingly potent blasts.

Select an **INFANTRY** unit from your army that is within 1" of any Thermic Plasma Regulators or Conduits before it shoots in the Shooting phase, or before it fires Overwatch. Until the end of this phase, add 1 to the Strength and Damage characteristics of all plasma weapons the unit is equipped with. For the purposes of this Stratagem, a plasma weapon is any weapon whose name includes the word 'plasma' (e.g. plasma pistol, plasma gun, plasma rifle, plasma incinerator etc.).

1CP

SIPHON PROMETHIUM
Cities of Death Stratagem

A quick and risky transfusion of refined promethium makes flamer weapons all the more lethal.

Select an **INFANTRY** unit from your army that is within 1" of any Fuel Pipes before it shoots in the Shooting phase, or before it fires Overwatch. Until the end of this phase, double the range of all flame weapons the squad is equipped with and add 1 to any wound rolls made for these weapons. For the purposes of this Stratagem, a flame weapon is an Ork burna, skorcha or any weapon whose name includes the word 'flame' (e.g. flamer, heavy flamer, flamestorm gauntlet etc.).

1CP

EXPERT GRENADIER
Cities of Death Stratagem

Those who survive in the close-quarters hell of urban combat learn to use their grenades to optimal effect.

Use this Stratagem when a model from your army throws a Grenade at an enemy unit that is entirely on or within a ruin or Sector Mechanicus structure. You can re-roll failed wound rolls when resolving that Grenade's attacks. Furthermore, if that Grenade makes a random number of attacks, it always makes the maximum number of attacks instead (e.g. a Grenade D6 profile would instead be treated as a Grenade 6 profile when thrown at a unit that is entirely on or within a ruin or Sector Mechanicus structure).

1CP

PLUNGING FIRE
Cities of Death Stratagem

When targeting quarry from above, a shooter can pinpoint the weakest part of enemy armour.

Use this Stratagem before a unit from your army makes its attacks in the Shooting phase. Until the end of the phase, attacks made by models in that unit which have a height advantage over their target are resolved with an additional improvement of 1 to their Armour Penetration characteristic (e.g. an AP of '-1' becomes '-2', '-2' becomes '-3', and so on).

1CP

LONG BOMB
Cities of Death Stratagem

Munitions hurled from on high rain down with fury.

Use this Stratagem before a unit from your army shoots in the Shooting phase. If a model in that unit has a height advantage, you can double the range of any Grenade weapons it uses this phase.

1CP

OPERATE SERVOHAULER
Cities of Death Stratagem

Through desperation, technical know-how or intuition, some warriors have a knack for being able to operate any equipment to their advantage.

Use this Stratagem at the end of your Movement phase if an **INFANTRY** unit from your army is within 1" of a Galvanic Servohauler and there are no enemy units within 1" of the same Galvanic Servohauler. You can move that Galvanic Servohauler in any direction, as if it were a **VEHICLE** unit in your army with a Move characteristic of 6" (it cannot Advance as part of this move, and cannot move within 1" of any enemy model). If the Galvanic Servohauler is towing a crane, both the Servohauler and the crane are moved.

1CP

SIEGE ARMOUR
Cities of Death Stratagem

Experienced crews seek to protect their vehicles from plunging fire by adding armour to the tops of their engines of war.

Use this Stratagem before the battle. Choose a **VEHICLE** model from your army: during the battle, enemy attacks do not gain any bonus to their Armour Penetration characteristic for having a height advantage when targeting that vehicle.

1CP

OVERLOAD POWER CORE

1CP

Cities of Death Stratagem

Crudely desecrated, this volatile device makes a potent bomb.

Use this Stratagem before an **INFANTRY** model from your army that is within 1" of a Plasma Conduit shoots a ranged weapon at a unit within 6". Instead of firing that weapon, that model hurls a power core at the unit. Make a single hit roll; if you hit the target, it suffers D3 mortal wounds.

GRAPPLING HOOKS

1CP

Cities of Death Stratagem

An effective means of claiming the high ground.

Use this Stratagem at the start of your Movement phase. Select one of your **INFANTRY** units. For the duration of your turn, models in that unit can ascend or descend ruins or Sector Mechanicus structures when they move, even without a ladder, wall or girder. Furthermore, for the duration of your turn, do not count any vertical distance that unit moves against the total they can move that turn (i.e. moving vertically is free for those models).

DEMOLITIONS

1CP

Cities of Death Stratagem

Combat engineers can degrade assets, denying their utility to the foe. Many such acts of sabotage are best resolved through the use of high explosives.

Use this Stratagem at the end of your Movement phase. Choose an objective marker you control that has been upgraded by a Key Building Stratagem. All abilities conferred by that Key Building Stratagem cease to apply for the remainder of the battle – from now on it is treated as a normal objective marker. In addition, roll a D6: on a 4+ the ruin or Sector Mechanicus structure in which the objective marker is located is now classed as dangerous terrain.

BLOOD IN THE STREETS

1CP

Cities of Death Stratagem

Cover is the key to survival in urban combat, and those that move out in the open sign their own death warrant.

Use this Stratagem before a unit from your army makes its attacks in the Shooting phase. Until the end of the phase, you can re-roll failed wound rolls for attacks made by models in that unit, provided that the target is entirely at street level and is neither obscured nor receiving the benefit of cover.

MASTER SNIPERS

1CP

Cities of Death Stratagem

The most skilled marksmen can thread nigh-impossible shots through the densest of terrain to take out enemy officers.

Use this Stratagem before a unit from your army makes its attacks in the Shooting phase. Until the end of the phase, enemy units do not receive the benefit to their saving throws for being in cover against attacks made by weapons in your unit that have an ability that says, 'A model firing this weapon can target an enemy **CHARACTER** even if they are not the closest enemy unit.' In addition, models firing such weapons ignore all negative modifiers to their hit rolls until the end of the phase so long as they remained stationary during their previous Movement phase.

RUBBLE AND RUIN

1CP

Cities of Death Stratagem

Years of sustained bombardment have reduced many a sturdy structure to a rubble-strewn deathtrap.

Use this Stratagem at the start of the first battle round, but before the first turn begins, after both players have used any Key Building Stratagems that they wish to use. Select a ruin or Sector Mechanicus structure on the battlefield – you cannot select one that is currently occupied by any models or one that has any Key Building objective markers on or in it. That terrain feature is dangerous terrain for the rest of the battle.

BURN 'EM OUT
Cities of Death Stratagem
There is no escaping the flames…

Use this Stratagem at the start of your Shooting phase. Select an enemy unit that is entirely on or within a ruin or Sector Mechanicus structure. Until the end of the phase, that unit does not gain the benefit to their armour saves for being in cover against attacks made with flame weapons. For the purposes of this Stratagem, a flame weapon is an Ork burna, skorcha or any weapon whose name includes the word 'flame' (e.g. flamer, heavy flamer, flamestorm gauntlet etc.).

1CP

POINT-BLANK OVERWATCH
Cities of Death Stratagem
It takes a cool hand to hold fire until the optimal moment against an oncoming foe, but sometimes waiting until the target is as close as possible is the defenders' only hope for survival.

Use this Stratagem when an enemy unit declares a charge against a unit from your army. Instead of firing Overwatch as soon as the enemy unit declares its charge, the enemy unit makes its charge roll as normal. If this is insufficient to end a move within 1" of the target, no Overwatch is fired at the charging unit. Otherwise, all models in the charging unit are considered to be within line of sight of all models in the unit being charged, and within half range of all of its ranged weapons, when resolving the Overwatch.

2CP

SEWER RATS
Cities of Death Stratagem
By squeezing through pipes and wading through filth, these infiltrators have navigated underground sewer systems, using them to attack the foe from an unexpected quarter.

Use this Stratagem just before you set up a **SWARM** or **INFANTRY** unit during deployment. Instead of setting up that unit on the battlefield, you can place them to one side and say that they are infiltrating a sewer network. At the end of any of your Movement phases, you can set the unit up anywhere on the battlefield at street level that is more than 9" from any enemy models and is not within a ruin or a Sector Mechanicus structure.

2CP

BOOBY TRAPS
Cities of Death Stratagem
Urban combat is a dirty business. The cluttered terrain and close quarters are perfect conditions for troops to rig deadly devices in the enemy's path.

This Stratagem is used after both sides have deployed, but before the first battle round begins. Secretly pick a single ruin or Sector Mechanicus structure that is not currently occupied by any models, and write it down. The first time any model moves within 1" of that terrain feature, they trigger booby traps and their unit suffers D3 mortal wounds (D6 if they Advanced this turn). In addition, roll a D6: on a 4+ that terrain feature is now classed as dangerous terrain.

2CP

RIGGED TO BLOW
Cities of Death Stratagem
Placing explosive traps where the enemy is sure to set them off is a classic city-fighting tactic.

Use this Stratagem at the end of your turn. Secretly pick an objective marker that is not currently controlled by your opponent, and write this down. The first time a unit in your opponent's army ends a move within 3" of that objective marker, roll a D6: on a 1 nothing happens, on a 2-5 the unit suffers D3 mortal wounds, and on a 6 it suffers D6 mortal wounds. In addition, roll a D6 if the objective marker was on or within a ruin or Sector Mechanicus structure: on a 4+ that terrain feature is now classed as dangerous terrain.

2CP

PROXIMITY MINES
Cities of Death Stratagem
Plasma mines rigged to a sensor are set off by nearby movement, heat or any number of different triggers: a nasty surprise for an unsuspecting foe.

Use this Stratagem when an enemy unit is set up as reinforcements during the battle. Roll a D6 for each model in the unit: for each 6, that unit suffers a mortal wound.

2CP

KEY BUILDING STRATAGEMS

Key Building Stratagems are used to upgrade objective markers. If both players want to use any Key Building Stratagems then they should roll off and, starting with the winner, alternate using these Stratagems. The following additional rules apply to these Stratagems:

- Only objective markers that are on or within a ruin or Sector Mechanicus structure can be upgraded by a Key Building Stratagem.

- If there are fewer than six objective markers on the battlefield when you use a Key Building Stratagem, you can first set up an objective marker on or within a ruin or Sector Mechanicus structure (provided there is not already an objective marker on or within that terrain feature), and then upgrade that objective marker. Note that this objective marker has no effect on any victory conditions.

- Only one Key Building Stratagem can be used to upgrade each objective marker.

- Once an objective marker has been upgraded by a Key Building Stratagem, no other objective marker on the battlefield can be upgraded using the same Key Building Stratagem.

- A unit controls an objective marker that has been upgraded by a Key Building Stratagem if it is within 3" of the centre of the objective marker and there are more friendly models within 3" of the centre of the objective marker than enemy models. If several units could control it, the controlling player must declare at the start of each phase which of their units is doing so.

- The effects of an objective marker that has been upgraded by a Key Building Stratagem can only affect one unit in the same phase.

- A unit can only control a single objective marker that has been upgraded by a Key Building Stratagem at any time, even if it is within range (as defined on page 61) to be able to control more than one. In such cases, the controlling player must declare which of their units is controlling which objective marker at the start of each phase.

AMMUNITION CACHE
1CP

Cities of Death Stratagem

Crates of servo-stacked shells and flux plasma chargers are piled within this building, allowing troops within to fire their weapons with wanton abandon, unleashing cascades of shot, shells and bolts with no regard for conserving ammunition.

Key Building Stratagem. Use this Stratagem at the start of the first battle round, but before the first turn begins. Choose an objective marker to be upgraded to be an Ammunition Cache. Whilst a unit controls that objective marker they gain the following ability: 'Lock and Load: Re-roll hit rolls of 1 for attacks made with ranged weapons by models in this unit.'

POWER SCREEN PROJECTOR
1CP

Cities of Death Stratagem

With a rippling crackle, ancient archeotech housed within this structure creates a powerful force field. Flickering on and off, the shimmering screen can repel incoming fire, negating the shots of even the most powerful weaponry.

Key Building Stratagem. Use this Stratagem at the start of the first battle round, but before the first turn begins. Choose an objective marker to be upgraded to a Power Screen Projector. Whilst a unit controls this objective marker they have the following ability: 'Power Screen: Models in this unit have a 4+ invulnerable save against attacks made with ranged weapons.'

SCATTER FIELD GENERATOR
1CP

Cities of Death Stratagem

The Scatter Field Generator within this edifice produces a zone of molecular disruption, so that no foes can materialise suddenly within its boundaries.

Key Building Stratagem. Use this Stratagem at the start of the first battle round, but before the first turn begins. Choose an objective marker to be upgraded to a Scatter Field Projector. Whilst a unit controls that objective marker, that objective marker has the following ability: 'Scatter Field: Enemy units that are set up on the battlefield as reinforcements cannot be set up within 18" of this objective marker.'

SACRED RELIQUARY
Cities of Death Stratagem

Whether blessed by the Ecclesiarchy, hung with sacrifices in the name of the Dark Gods, or bedecked with a totem dedicated to Gork or Mork, every race has their method of marking sacred ground.

Key Building Stratagem. Use this Stratagem at the start of the first battle round, but before the first turn begins. Choose an objective marker to be upgraded to be a Sacred Reliquary. Whilst a unit controls that objective marker they gain the following ability: '**Divine Favour:** You can re-roll failed Morale tests taken for this unit. In addition, this unit can attempt to deny one psychic power in each enemy Psychic phase as if it were a **PSYKER** (**PSYKERS** can attempt to deny one extra power).'

MEDICAE FACILITY
Cities of Death Stratagem

This structure is well stocked with medical supplies – perhaps even an auto-med system – allowing wounded warriors to be patched up sufficiently for them to quickly get back into action.

Key Building Stratagem. Use this Stratagem at the start of the first battle round, but before the first turn begins. Choose an objective marker to be upgraded to a Medicae Facility. Whilst a unit controls that objective marker they gain the following ability: '**Medical Supplies:** Roll a D6 each time a model in this unit loses a wound. On a 6, that wound is not lost. If a model is affected by an ability or psychic power that has a similar effect (e.g. Disgustingly Resilient, Catalyst) you can choose which ability to use when a model loses a wound, but you cannot use both.'

COMMS COMMAND CENTRE
Cities of Death Stratagem

Upgraded by advanced comms equipment such as retractable auspex antennae, vox signal boosting generators, or Aquila-pattern transmitters, this structure can keep the battlefield commander better in touch with his troops and superiors alike.

Key Building Stratagem. Use this Stratagem at the start of the first battle round, but before the first turn begins. Choose an objective marker to be upgraded to a Comms Command Centre. Whilst a unit controls that objective marker they have the following ability: '**High Command:** Roll a D6 at the start of your turn. On a 5+, you gain a Command Point.'

TACTICAL OBJECTIVES

War within the close confines of a city can be chaotic and unpredictable. Commanders must be able to adapt to the evolving flow of battle in an instant, and focus their army on achieving those objectives of opportunity that can turn the tide of the battle in their favour.

If you are playing a Cities of Death matched play mission, you will have the option to use Maelstrom of War objectives. If you do, then you and your opponent must use Cities of Death Tactical Objectives.

GENERATING TACTICAL OBJECTIVES

The mission will tell you how many Tactical Objectives to generate at the start of your turn.

To generate a Tactical Objective, roll two dice, one after the other: the first dice represents tens, and the second represents digits, giving you a result between 11 and 66. Consult the Cities of Death Tactical Objectives on the following pages and write down the corresponding Tactical Objective. Note that unless the mission states otherwise, the results are not secret; each player should be able to see what Tactical Objectives the other has.

Note that, whilst there are several Tactical Objectives with the same name, they are all uniquely numbered. When generating Tactical Objectives, keep a note of the numbers you rolled during the game – if you roll the same numbered Tactical Objective during the same game, roll again until a different number is generated.

If you own a deck of Cities of Death Tactical Objective cards, you can instead generate your Tactical Objectives by shuffling the deck and drawing the top card. The cards you have drawn should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

Tactical Objectives that have been generated are said to be active until they are either achieved or discarded.

Faction-specific Tactical Objectives

Many codexes contain Tactical Objectives that are specific to a Faction and are used if your Warlord is from the appropriate Faction. Normally, these replace the Capture and Control objectives in the *Warhammer 40,000* rulebook (numbers 11-16). In a Cities of Death mission, you can choose whether or not to use Faction-specific Tactical Objectives – simply let your opponent know before the battle which set of Tactical Objectives you will use. If you choose to use Faction-specific Tactical Objectives for a mission, they instead replace the Capture and Control objectives in this book.

ACHIEVING TACTICAL OBJECTIVES

At the end of every turn (yours and your opponent's), you must check to see if you have achieved any of your active Tactical Objectives – the descriptions will tell you how and when they are achieved and how many victory points are scored for achieving them. If you can achieve a Tactical Objective at the end of a turn, you must immediately score the victory points for it – you cannot choose not to do so. Players can achieve any number of their Tactical Objectives in the same turn.

STRATAGEMS

If the mission uses Tactical Objectives, a player can use Command Points (CPs) to use the following bonus Stratagem:

NEW ORDERS

2CP

Stratagem

Use this Stratagem after generating your Tactical Objectives at the start of your turn. Immediately discard a Tactical Objective and generate a new one.

DISCARDING TACTICAL OBJECTIVES

Once a Tactical Objective has been achieved, it is discarded. After the achieved Tactical Objectives (if any) have been discarded, the player whose turn it is can select one of their remaining active Tactical Objectives and choose to discard it – this scores no victory points. Discarded Tactical Objectives cease being active and you cannot generate or achieve these objectives for the remainder of the game.

11 · SECURE BUILDING 1 — CAPTURE AND CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 1 at the end of your turn.

12 · SECURE BUILDING 2 — CAPTURE AND CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 2 at the end of your turn.

13 · SECURE BUILDING 3 — CAPTURE AND CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 3 at the end of your turn.

14 · SECURE BUILDING 4 — CAPTURE AND CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 4 at the end of your turn.

15 · SECURE BUILDING 5 — CAPTURE AND CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 5 at the end of your turn.

16 · SECURE BUILDING 6 — CAPTURE AND CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 6 at the end of your turn.

21 · GARRISON BUILDING 1 — TAKE AND HOLD

A key building has been secured and must be protected. Do not allow the foe to gain control of it.

Score 2 victory points if you control objective marker 1 at the end of two consecutive turns.

22 · GARRISON BUILDING 2 — TAKE AND HOLD

A key building has been secured and must be protected. Do not allow the foe to gain control of it.

Score 2 victory points if you control objective marker 2 at the end of two consecutive turns.

23 · GARRISON BUILDING 3 — TAKE AND HOLD

A key building has been secured and must be protected. Do not allow the foe to gain control of it.

Score 2 victory points if you control objective marker 3 at the end of two consecutive turns.

24 · GARRISON BUILDING 4 — TAKE AND HOLD

A key building has been secured and must be protected. Do not allow the foe to gain control of it.

Score 2 victory points if you control objective marker 4 at the end of two consecutive turns.

25 · GARRISON BUILDING 5 — TAKE AND HOLD

A key building has been secured and must be protected. Do not allow the foe to gain control of it.

Score 2 victory points if you control objective marker 5 at the end of two consecutive turns.

26 · GARRISON BUILDING 6 — TAKE AND HOLD

A key building has been secured and must be protected. Do not allow the foe to gain control of it.

Score 2 victory points if you control objective marker 6 at the end of two consecutive turns.

31 — SEIZE BUILDING 1 — STORM AND DEFEND

You must storm an enemy-held building without delay.

Score 1 victory point if you control objective marker 1 at the end of your turn. If the enemy controlled this objective marker at the start of the turn, and you control it at the end of the turn, score D3 victory points instead.

32 — SEIZE BUILDING 2 — STORM AND DEFEND

You must storm an enemy-held building without delay.

Score 1 victory point if you control objective marker 2 at the end of your turn. If the enemy controlled this objective marker at the start of the turn, and you control it at the end of the turn, score D3 victory points instead.

33 — SEIZE BUILDING 3 — STORM AND DEFEND

You must storm an enemy-held building without delay.

Score 1 victory point if you control objective marker 3 at the end of your turn. If the enemy controlled this objective marker at the start of the turn, and you control it at the end of the turn, score D3 victory points instead.

34 — SEIZE BUILDING 4 — STORM AND DEFEND

You must storm an enemy-held building without delay.

Score 1 victory point if you control objective marker 4 at the end of your turn. If the enemy controlled this objective marker at the start of the turn, and you control it at the end of the turn, score D3 victory points instead.

35 — SEIZE BUILDING 5 — STORM AND DEFEND

You must storm an enemy-held building without delay.

Score 1 victory point if you control objective marker 5 at the end of your turn. If the enemy controlled this objective marker at the start of the turn, and you control it at the end of the turn, score D3 victory points instead.

36 — SEIZE BUILDING 6 — STORM AND DEFEND

You must storm an enemy-held building without delay.

Score 1 victory point if you control objective marker 6 at the end of your turn. If the enemy controlled this objective marker at the start of the turn, and you control it at the end of the turn, score D3 victory points instead.

41 — MISSION-CRITICAL BUILDING — SEIZE GROUND

A vital building has been detected within this war zone. Capturing it will hamper the enemy's efforts to defend this sector.

When this Tactical Objective is generated, your opponent must pick an objective marker: this must be one that has been upgraded by a Key Building Stratagem, if there are any on the battlefield. Score D3 victory points if you control this objective marker at the end of the turn.

42 — MAINTAIN PERIMETER — SEIZE GROUND

Establish a perimeter and ensure no enemy gets past your cordon.

Score 1 victory point if no enemy units are wholly within your deployment zone at the end of the turn for two consecutive turns.

43 — CAPTURE STRONGHOLD — SEIZE GROUND

Strike deep into enemy territory and seize the building around which they anchor their defences.

Score 1 victory point for each objective marker you control at the end of the turn that is wholly within your opponent's deployment zone.

44 — VITAL ASSETS — SEIZE GROUND

This area is replete with command posts, medical facilities and ammo stores. Seek out and secure as many of these as you can.

Score 1 victory point for each objective marker you control at the end of the turn that has been upgraded by a Key Building Stratagem.

45 — THE HIGH GROUND — SEIZE GROUND

By capturing the tallest buildings in this sector, you will be able to dominate huge areas of the city.

Score D3 victory points if you control the two highest (above street level) objective markers at the end of your turn. If two or more objective markers are jointly the highest, score D3 victory points if you control any two of them.

46 — REPEL THE ENEMY — SEIZE GROUND

Repulse all of the foe's attacks, and drive them out into the streets so they can be slaughtered.

Score 3 victory points at the end of the turn if you control at least three objective markers and your opponent controls none.

51 CRUSHING FIREPOWER — PURGE

A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.

Score 1 victory point if an enemy unit was destroyed during the Shooting phase of this turn. If you destroyed an enemy unit that was entirely on or within a ruin or Sector Mechanicus structure at the start of the Shooting phase, score 2 victory points instead.

52 NO QUARTER — PURGE

Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.

Score 1 victory point if an enemy unit was destroyed during the Fight phase of this turn. If you destroyed an enemy unit that was entirely on or within a ruin or Sector Mechanicus structure at the start of the Fight phase, score 2 victory points instead.

53 SURPRISE ATTACK — PURGE

Appear suddenly in the heart of the battle and annihilate your foe before they can react.

Score 1 victory point if at least one enemy unit was destroyed by a unit from your army that was set up on the battlefield as reinforcements this turn.

54 AREA DENIAL — PURGE

It is critical that this area is dominated. No enemy vanguard or guerrilla units can be allowed to disrupt our plans.

Score 1 victory point if there are no enemy models within 6" of the centre of the battlefield at the end of your turn. If there are no enemy models within 12" of the centre of the battlefield at the end of your turn, score D3 victory points instead.

55 PSYCHOLOGICAL WARFARE — PURGE

Break the enemy's morale, make your foes tremble before you.

Score 1 victory point if your opponent failed a Morale test during this turn. If your opponent failed 3 or more Morale tests, score D3 victory points instead.

56 SALLY FORTH — PURGE

The enemy thinks we will simply wait for them to attack. Launch an immediate counter-offensive and engage the foe.

Score 1 victory point if at least one of your units that started the turn entirely on or within a ruin or Sector Mechanicus structure charged an enemy unit not on or within a ruin or Sector Mechanicus structure.

61 KINGSLAYER — ANNIHILATION

The enemy commander must be slain as quickly as possible.

Score D3 victory points if your opponent's Warlord was destroyed during this or any previous turn.

62 ELIMINATE SPY — ANNIHILATION

An enemy spy has been reported in the city. They cannot be left alive to report what they have seen.

When this Tactical Objective is generated, identify which enemy **CHARACTER** on the battlefield has the lowest Power Rating (if more than one are tied, your opponent chooses one). Score D3 victory points if that model is destroyed during the turn. If there are no enemy **CHARACTERS** on the battlefield when this Tactical Objective is generated, score 1 victory point instead.

63 COUNTER-STRIKE — ANNIHILATION

The foe seeks to outflank us. Show them the folly of their ways.

Score 1 victory point if at least one enemy unit that started the battle anywhere other than on the battlefield was completely destroyed during the turn. If 3 or more such units were destroyed this turn, score D3 victory points instead.

64 STRONGHOLD DENIAL — ANNIHILATION

Reduce the foe's stronghold to rubble and rob them of their prize.

Score 1 victory point at the end of your turn if at least one enemy **BUILDING** was destroyed during the turn, or if you used the Demolitions Stratagem during your turn.

65 CRIPPLE THE VANGUARD — ANNIHILATION

Destroy the foe's swiftest units and negate their manoeuvrability.

When this Tactical Objective is generated, identify which unit in your opponent's army that is on the battlefield has the highest Move characteristic. Score 1 victory point if that unit is destroyed this turn (if several are tied for the highest Move characteristic, score 1 victory point if you destroy any of them).

66 STREETS OF DEATH — ANNIHILATION

Force the enemy to cower in their ruins, exterminating any that dare to venture forth onto the streets.

Score 1 victory point for each enemy unit that was destroyed during the turn and that was at street level and not entirely on or within a ruin or Sector Mechanicus structure at the start of the turn (to a maximum of 6 victory points).

URBAN BATTLEZONES

So long as you and your opponent agree, any Cities of Death battle can use one or more of the three Urban Battlezone rules sets on these pages. These rules allow you to recreate battles that are fought in cityscapes that are even more hostile and hazardous to the combatants than usual. These can be used in addition to, or instead of, any other Battlezone rules.

Battlezone: Industrial Worlds

Some rules presented in Battlezone: Industrial Worlds (printed first in *Chapter Approved 2017*) also feature as part of the rules found in this book (for example, the rules for Height Advantage on page 63). As a result, if you are using Battlezone: Industrial Worlds in conjunction with Cities of Death, the rules published in this book take precedence.

URBAN BATTLEZONE: INFESTATION

Unbeknownst to either army, the shattered ruins of this city district have become infested with foul creatures. Warriors must contend not only with enemy forces, but bestial hunters that lurk in the shadows of buildings, or that can burst from sewers to claw and savage their prey.

Infested City: Before the battle, the players jointly must gather at least four infestation units. These can be any units that have a Power Rating of 10 or less, but we recommend that players select units that do not share Faction keywords with any units from their own armies.

In matched play games, infestation units can be any of the following units: **BEAST** units, **SWARM** units, **GENESTEALER** units, **LICTORS**, **SPORE MINES** or **POXWALKERS**. In open play and narrative play games, infestation units can be any unit, and players are encouraged to choose forces that best suit their own story, irrespective of their Power Rating. Perhaps a pack of Helbrutes is rampaging through the city slaying all in their path, or an Officio Assassinorum Execution Force lurks in the ruins ready to strike. Your choice is limited only by your miniatures collection.

Lurking in the Shadows: Before either side deploys, you must first infest the city. To do so, you will need six objective markers: if there are fewer than six objective markers on the battlefield, the players must alternate setting up extra objective markers on different ruins or Sector Mechanicus structures until there are six (these extra objective markers have no effect on any victory conditions). The players then randomly select three different objective markers, setting up a randomly selected infestation unit on each (all models in an infestation unit must be set up within 6" of their objective marker).

Infested Sewers: Each time a player sets up a unit using the Sewer Rats Stratagem (pg 73), roll a D6 for each model in that unit: for each roll of 1, one model, chosen by the controlling player, was slain by the creatures infesting the sewers. In addition, at the end of each battle round, both players roll a D6. If the combined score is less than 6, a new infestation unit is set up on the battlefield. The players roll off and the winner sets up a new, randomly selected infestation unit anywhere on the battlefield at street level that is more than 9" from any other unit and is not within a ruin or a Sector Mechanicus structure.

Infestation Units: Infestation units are treated as enemy units by both players. In the Fight phase, infestation units fight after all other units unless they have charged in their turn (see below). When resolving attacks or making saving throws etc. for infestation units, we recommend your opponent rolls the dice. The Command Re-roll Stratagem cannot be used to re-roll dice rolls made for infestation units.

The Infestation Turn: At the end of each battle round, the infestation units have a 'turn'. In their Movement phase, each infestation unit will move as far as possible towards the closest objective marker (unless they are already within 3" of one), but they will not Fall Back or Advance. If they are a **PSYKER**, they will attempt to manifest *Smite* in their Psychic phase (they will never attempt to Deny the Witch). In their Shooting phase, each model will shoot at the closest visible unit. If they are within 12" of any unit in their Charge phase they will attempt to charge the closest unit. In their Fight phase, each model will target the closest unit with all of its attacks.

In all cases, infestation units will never target other infestation units, and if two units are equally close, randomly select which they will charge or target with their attacks. If any sequencing issues arise, the players roll off and the winner decides the order in which the rules in question are resolved.

URBAN BATTLEZONE: CONFLAGRATION

An inferno is sweeping across the city, flames leaping from building to building, transforming them into blazing deathtraps. Troops must battle not only with the enemy, but the fires consuming the city, fighting through flame and smoke to reach their objectives. Only the insane and the foolish can withstand the heat in such a war zone for long.

Set Ablaze: After both sides have deployed, and at the end of each battle round thereafter, the players roll off. The winner then rolls a D6 for each ruin and Sector Mechanicus structure on the battlefield that is not ablaze. Add 1 if there are any other terrain features that are ablaze within 6" of the terrain feature being rolled for. On a 6+, the terrain feature being rolled for catches ablaze and is treated as dangerous terrain for the remainder of the battle.

Flames Intensify: When a terrain feature is set ablaze for the first time, place a 'blaze dice' on it, with the dice showing 1. At the start of each battle round, the number on each blaze dice on the battlefield increases by 1 (to a maximum of 6).

Pillars of Smoke: Models cannot see through or over terrain features that are ablaze. This means that a unit is not visible, and so cannot be targeted, if a terrain feature that is ablaze is entirely in between it and the firing model. Units that are on or within a terrain feature that is ablaze can be seen and targeted normally.

Consumed by Fire: At the end of the battle round, after rolling to see if any terrain features are set ablaze, each player must roll a dice for each of their models that is entirely on or within a terrain feature that is ablaze. Add the result of that terrain feature's blaze dice to the score. For each roll of 7+ that model's unit suffers 1 mortal wound.

STRATAGEMS

In this Battlezone, you and your opponent can both use Command Points (CPs) to use the following Stratagems:

1CP

FIREFIGHTERS
Conflagration Stratagem

Use this Stratagem at the start of your Shooting phase. Select an **INFANTRY** unit that is on or within a terrain feature that is ablaze. That unit cannot make any attacks this phase, but immediately decrease the blaze dice of the terrain feature it is on or within by 1 (to a minimum of 1).

1CP

ARSONISTS
Conflagration Stratagem

Use this Stratagem at the start of your Shooting phase. Select a ruin or Sector Mechanicus structure that is within 6" of a unit from your army. That unit cannot make any attacks this phase. If the terrain feature is ablaze, immediately increase the blaze dice of the terrain feature by 1 (to a maximum of 6). If the terrain feature is not ablaze, it is instead set ablaze.

URBAN BATTLEZONE: POLLUTION

A dense layer of poisonous smog covers the city, shrouding everything in thick clouds of toxic dust. Acid rain pours onto the streets below, exposed flesh sizzling and burning in the deluge. Centuries of such pollutants have compromised the integrity of the buildings themselves, their crumbling walls and weakened floors liable to collapse at any moment.

Acid Rain: Subtract 1 from the Toughness characteristic of models unless their unit is entirely on or within a ruin or Sector Mechanicus structure, or they are a **MONSTER,** or they are a **VEHICLE** with a Toughness characteristic of 7 or more that does not have the Open-topped ability.

Shrouding Smog: Targets are obscured even if they are completely visible to the firing model or they have the Flyer Battlefield Role. In addition, the maximum range of Rapid Fire, Assault and Heavy weapons is halved in this Battlezone.

Crumbling City: All ruins and Sector Mechanicus structures are dangerous terrain (pg 63). In addition, terrain features that would provide hard cover instead only provide soft cover, unless the Reinforced Position Stratagem (pg 70) is used.

STRATAGEMS

In this Battlezone, you and your opponent can both use Command Points (CPs) to use the following Stratagem:

1CP

BLIND FIRING
Pollution Stratagem

Use this Stratagem before a unit from your army makes its attacks in the Shooting phase. Rapid Fire, Assault and Heavy weapons fired by this unit this phase can shoot up to their full range, but will only hit targets over half their maximum range on hit rolls of 6, irrespective of any modifiers that may apply.

CITIES OF DEATH NARRATIVE PLAY
THE GAUNTLET

The defender's forces have been cut off and surrounded. Rather than stay and fight, they decide to break out in the dead of night before the defender can tighten the noose. The opposing side must try to prevent them slipping away under the cover of darkness.

THE ARMIES

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army. Neither army can include any Fortifications. This mission works especially well when both forces have a roughly equal Power Level, or when the Attacker's Power Level is slightly higher than the Defender's. This mission works best with ground-based armies that contain few, if any, units that can **FLY**.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 61.

DEPLOYMENT

After terrain has been set up, the Attacker sets up their army and then the Defender sets up their army. A player's models must be set up wholly within their deployment zone, and the Attacker must set up as equal a number of units as possible in each of their two deployment zones.

CUT OFF AND SURROUNDED

The Defender cannot use any abilities or Stratagems that allow their units to be set up off the battlefield and arrive as reinforcements later.

FIRST TURN

After both sides have deployed, the Defender rolls a D6: on a 6 the Defender has the first turn, otherwise the Attacker has the first turn.

DAWN RAID

This mission uses the Dawn Raid rules (pg 65).
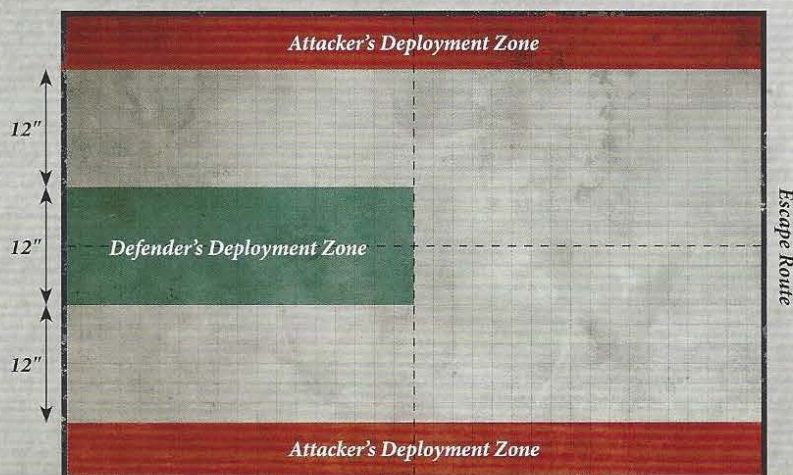
ESCAPE ROUTE

Any Defender unit can move off the battlefield edge labelled 'Escape Route' so long as all of its models can move off the board in the same phase. Any units that do so have escaped the ambush – they are removed from the battlefield and take no further part in the battle.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 65) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the battle, add up the Power Ratings of all the Defender's escaped units (see Escape Route, above) and compare this to the Power Level of their army (count the entire unit's Power Rating, even if only a single model escaped). If the combined Power Rating of the escaped units is one third or more of the army's Power Level, the Defender wins a major victory. Any other result is a major victory for the Attacker.

Attacker's Deployment Zone

12"

Defender's Deployment Zone

12"

12"

Escape Route

Attacker's Deployment Zone

TOTAL DEVASTATION

A single city ruin is being used as a safe house and strongpoint for the defender's senior leaders. The attacker is under orders to locate and destroy this haven, and is fully prepared to flatten the entire block to accomplish their mission.

THE ARMIES

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army. The Defender's army can include up to one Fortification and the Attacker's army cannot include any Fortifications. This mission works especially well when both forces have a roughly equal Power Level, or when the Attacker's Power Level is slightly higher than the Defender's.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 61. After terrain has been set up, the Defender must set up 6 objective markers. Each must be set up on or within a different ruin or Sector Mechanicus structure.

DEPLOYMENT

After terrain has been set up, the Defender sets up their army using the Concealed Deployment rules (pg 65) and then the Attacker sets up their army. A player's models must be set up wholly within their deployment zone.

PRELIMINARY BOMBARDMENT

Once both sides have been set up, the Attacker launches a Preliminary Bombardment (pg 65).

FIRST TURN

The players roll off and the winner chooses who has the first turn.

STRONGPOINT

The Defender has 6 additional Command Points in this mission, which must all be used on Key Building Stratagems (pg 74-75). After they have used all these Stratagems, the Defender must secretly pick one of their objective markers to denote their strongpoint.

RAZE AND RUIN

The Attacker cannot use any Key Building Stratagems in this mission, however, they can use the Demolitions Stratagem (pg 72) for free (i.e. it costs 0 CPs).

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 65) to determine how long the battle lasts.

VICTORY CONDITIONS

If, at the end of the battle, the Demolitions Stratagem has been used on the Defender's strongpoint, or the terrain feature containing the strongpoint has become dangerous terrain (as the result of, for example, the Wrecker or Siege Shell Stratagem) the Attacker wins a major victory. Any other result is a major victory for the Defender.

Defender's Deployment Zone

6"

18" 6" 18"

Attacker's Deployment Zone
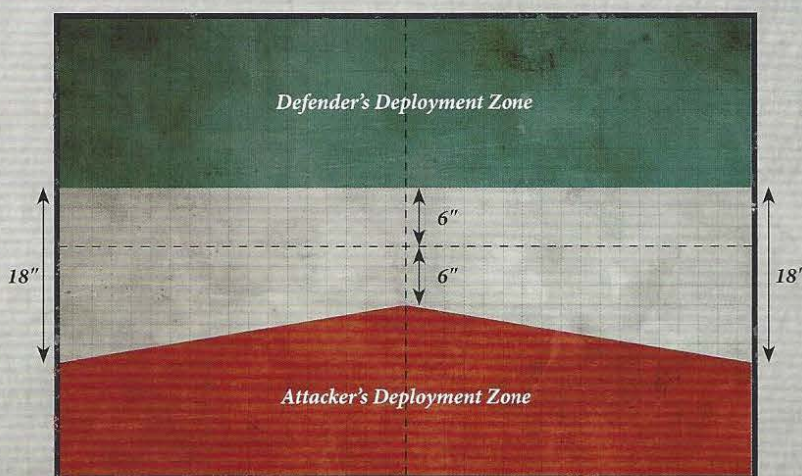
CITIES OF DEATH NARRATIVE PLAY
RELIEF FORCE

A unit occupying a vital building has been cut off and isolated. They have held out for days against several waves of attackers, but now the odds stacked against them seem insurmountable. A relief force has been sent to secure the building and save the garrison before the enemy overwhelms their position.

THE ARMIES

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army. The Defender's army can include up to one Fortification (but not a **BUILDING**) and the Attacker's army cannot include any Fortifications. This mission works especially well when both forces have a roughly equal Power Level, or when the Attacker's Power Level is slightly higher than the Defender's.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 61. Ensure that there is at least one ruins or Sector Mechanicus structure wholly within 12" of the centre of the battlefield to be the Vital Building. The streets and roads around this building should contain plenty of barricades and obstacles to represent this building's outer defences. After terrain has been set up, the Defender sets up 1 objective marker on or within the Vital Building.

DEPLOYMENT

After terrain has been set up, the Defender sets up one or two **INFANTRY** units from their army entirely on or in the Vital Building. If the Defender's army includes a Fortification, they set this up within 6" of the Vital Building. The remainder of the Defender's army starts in Reserves (pg 65). The Attacker then sets up their army wholly within their deployment zone.

FIRST TURN

The Attacker has the first turn.

RELIEF FORCES

When the Defender's units arrive from Reserves, they are set up wholly within 6" of the Defender's battlefield edge (units may still use any abilities they may have that allow them to arrive elsewhere, such as 'Teleport Strike').

VITAL BUILDING

The Defender has 2 additional Command Points in this mission. These must be used on Key Building Stratagems (pg 74-75) and both must be used on the Vital Building objective marker (note that, in an exception to the normal rules, the Vital Building objective marker can be upgraded with two different Key Building Stratagems).

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 65) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the battle, the Attacker wins a major victory if they control the Vital Building objective marker. Any other result is a major victory for the Defender.

Attacker's Deployment Zone
24"
24"
18"
12"
Defender's Deployment Zone
Vital Building
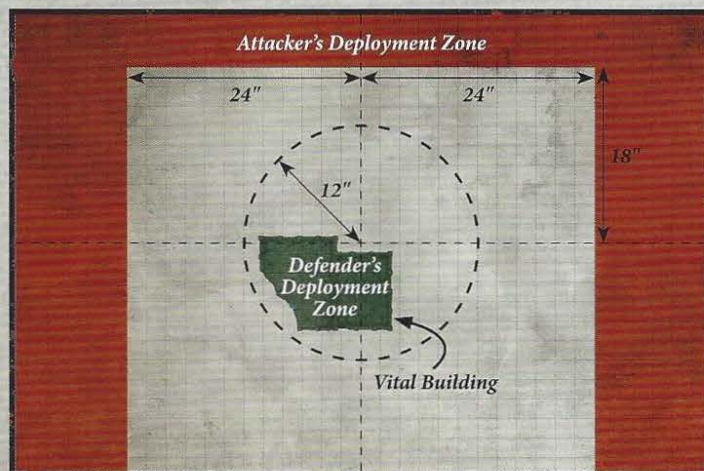
CITIES OF DEATH NARRATIVE PLAY
GRAND ASSAULT

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

THE ARMIES

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army. The Defender's army can include up to one Fortification and the Attacker's army cannot include any Fortifications. This mission works especially well when both forces have a roughly equal Power Level, or when the Attacker's Power Level is slightly higher than the Defender's.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 61. After terrain has been set up, the Defender must set up 6 objective markers in their deployment zone. Each must be set up on or within a different ruin or Sector Mechanicus structure.

DEPLOYMENT

After terrain has been set up, the Defender sets up their entire army, and then the Attacker sets up their entire army. A player's models must be set up wholly within their deployment zone.

PRELIMINARY BOMBARDMENT

Once both sides have been set up, the Attacker launches a Preliminary Bombardment (pg 65).

FIRST TURN

The Defender has the first turn.

PLANT THE FLAG

Once the Attacker's army controls an objective marker, it remains under their control for the remainder of the game, even if the unit that was controlling it moves away or is destroyed, and the Defender can never regain control of it. Note that whilst the Attacker continues to control the objective marker, the unit itself does not.

SUSTAINED ASSAULT

The Attacker uses the Sustained Assault rules (pg 65). Each time one of the Attacker's replacement units arrives, roll a D6: on a 1-5, set up the unit so that it is wholly within 6" of the Attacker's battlefield edge. On a 6, set up the unit wholly within 6" of any battlefield edge.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 65) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the battle, the Attacker wins a major victory if they control all the objective markers on the battlefield. Any other result is a major victory for the Defender.

Defender's Deployment Zone

12"

Attacker's Deployment Zone

Attacker's Battlefield Edge
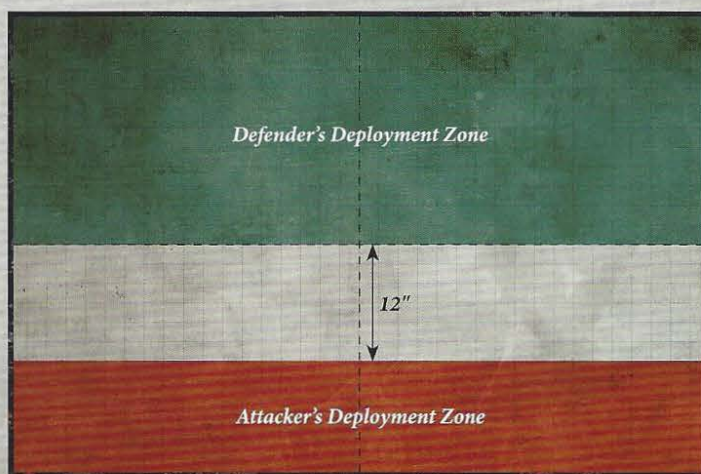
CITIES OF DEATH NARRATIVE PLAY
THUNDER RUN

The attacker aims to demoralise the defenders by way of an imposing incursion along the city's main thoroughfare. However, if the defenders prove uncowed they may be able to mount a counter-attack, perhaps striking a critical blow to the attacker's strength.

THE ARMIES

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army. Neither army can include any Fortifications. This mission works especially well when both forces have a roughly equal Power Level, or when the Attacker's Power Level is slightly higher than the Defender's. This mission works best with ground-based armies that contain few, if any, units that can FLY.

After choosing their army, the Attacker must select 1-3 of their units to be Thunder Run units: these units are attempting to advance down the city's thoroughfare. Thunder Run units cannot move into ruins or Sector Mechanicus structures for any reason.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 61. Ensure that the two short edges of the battlefield are connected by a street or road that is is sparsely littered with obstacles.

DEPLOYMENT

After terrain has been set up, the Defender sets up their army using the Concealed Deployment rules (pg 65) and then the Attacker sets up their army. A player's models must be set up wholly within their deployment zone. Thunder Run units must be set up on streets or roads.

LET THEM SEE OUR ADVANCE, LET THEM TREMBLE

The Attacker cannot use any abilities or Stratagems that allow their Thunder Run units to be set up off the battlefield and arrive as reinforcements later. Thunder Run units cannot embark onto TRANSPORTS.

FIRST TURN

After both sides have deployed, the Defender rolls a D6: on a 6 the Defender has the first turn, otherwise the Attacker has the first turn.

VICTORY ROUTE

Any Thunder Run unit can move off the battlefield edge labelled 'Victory Route' so long as all of its models can move off the board in the same phase. Any units that do so have successfully completed their Thunder Run – they are removed from the battlefield and take no further part in the battle.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 65) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the battle, the Attacker wins a major victory if any of their Thunder Run units complete their Thunder Run. Any other result is a major victory for the Defender.

Attacker's Deployment Zone | 6" | *Defender's Deployment Zone* | Victory Route
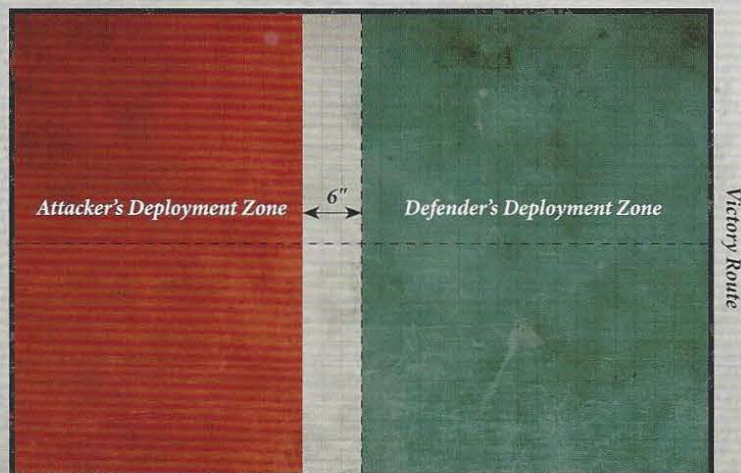
CITIES OF DEATH NARRATIVE PLAY
DECAPITATION

A small, fast-moving attack force has infiltrated deep within hostile territory. Their mission is to destroy the enemy command structure and swiftly exfiltrate the battlefield, severing the head of the opposing army and leaving their foes reeling in confusion.

THE ARMIES

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army. Neither army can include any Fortifications. This mission works especially well when the Defender's Power Level is at least twice that of the Attacker.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain as described on page 61.

DEPLOYMENT

After terrain has been set up, the Defender sets up their Warlord and up to one third of their remaining units using the rules for Concealed Deployment (pg 65). The remainder of the Defender's army starts in Reserve (pg 65). The Attacker then sets up their army wholly within their deployment zone.

FIRST TURN

After both sides have deployed, the Defender rolls a D6: on a 6 the Defender has the first turn, otherwise the Attacker has the first turn.

TIMED STRIKE

At the start of the first battle round, the Attacker chooses whether or not the Dawn Raid rules (pg 65) will be used in the battle.

TARGET SIGHTED

In this mission, the Attacker can use the Master Snipers Stratagem (pg 72) for free (i.e. it costs 0 CPs).

DELAYED REINFORCEMENTS

The Defender must subtract 1 from all Reserve rolls they make in this mission. When the Defender's units arrive from Reserves, they are set up wholly within 6" of any battlefield edge (units may still use any abilities they may have that allow them to arrive elsewhere, such as 'Teleport Strike').

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 65) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the battle, if the Defender's Warlord has been destroyed, the Attacker wins a major victory. Any other result is a major victory for the Defender.

Attacker's Deployment Zone

9"

9"

Defender's Deployment Zone

9"
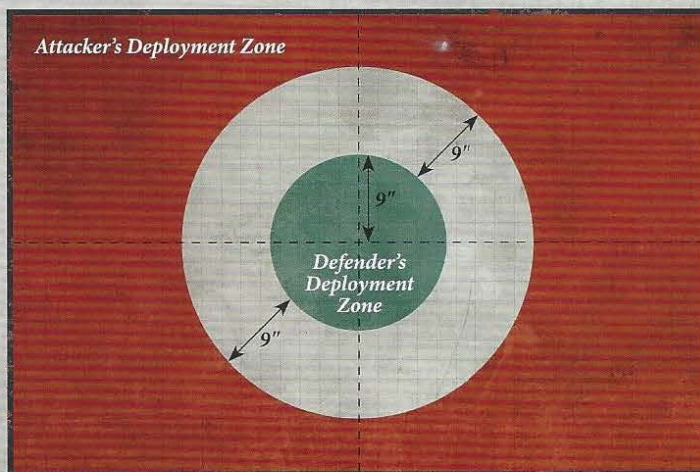
CITIES OF DEATH MATCHED PLAY
FIRESWEEP

Both sides are moving forwards to occupy as much of the city as possible, conducting a room-to-room, building-to-building and street-to-street advance. Each force must attempt to claim as many buildings as they can, clearing the enemy as they move.

THE ARMIES

Both players select a Battle-forged army. Neither army can include any Fortifications.

OBJECTIVES OF WAR

The players determine whether they will use Eternal War objectives or Maelstrom of War objectives for this mission (see below), as described on page 60.

THE BATTLEFIELD

Create the battlefield and set up terrain as described on page 61. After terrain has been set up, the players roll off. The winner must set up 6 objective markers. Each must be set up on or within a different ruin or Sector Mechanicus structure.

DEPLOYMENT

After objective markers have been set up, the player who did not set them up then picks which table quarter is their deployment zone. The diagonally opposite table quarter is their opponent's deployment zone.

The players alternate deploying their units, one at a time, starting with the player that did not choose their deployment zone. A player's models must be set up wholly within their deployment zone and more than 9" from the centre of the battlefield. Continue setting up units until both armies have been set up.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they take the first turn instead.

TACTICAL OBJECTIVES

If you are using Maelstrom of War objectives, use the Cities of Death Tactical Objectives (pg 76-79). If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a roll of 3+, the game continues, otherwise the game ends. At the end of battle round 6, the player who had the second turn rolls a D6. On a roll of 4+, the game continues, otherwise the game ends. The game automatically ends at the end of battle round 7.

SECURE AND SWEEP

Once a player controls an objective marker, it remains under their control until their opponent controls it, even if the unit that was controlling it moves away or is destroyed. Note, however, that whilst the player continues to control the objective marker, the unit itself does not.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points wins a major victory. If both players have the same number of victory points, the game is a draw. Victory points are scored for the following:

Take and Hold (Eternal War): If you are using Eternal War objectives, each player scores 3 victory points for each objective marker that they control at the end of the game.

Take and Hold (Maelstrom of War): If you are using Maelstrom of War objectives, victory points are scored for achieving Tactical Objectives.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

CITIES OF DEATH MATCHED PLAY
HIGH GROUND

A pair of strategically vital buildings dominates this area of the city. Each side is determined to capture them once and for all, and battle erupts as the armies converge upon them. Whoever controls these structures will have a significant advantage as the battle for the city enters the next stage of the war.

THE ARMIES

Both players select a Battle-forged army. Neither army can include any Fortifications.

OBJECTIVES OF WAR

The players determine whether they will use Eternal War objectives or Maelstrom of War objectives for this mission (see below), as described on page 60.

THE BATTLEFIELD

Create the battlefield and set up terrain as described on page 61. When doing so, ensure that the two tallest ruins and/or Sector Mechanicus structures are in different quarters of the battlefield. After terrain has been set up, the players roll off. The winner must set up 6 objective markers. One objective marker must be set up on the tallest ruin or Sector Mechanicus structure on the battlefield, and another objective marker must be set up on the second tallest (if more than one are equally tall, you can choose from amongst them when placing these objective markers). Each other objective marker must be set up on or within a different ruin or Sector Mechanicus structure.

DEPLOYMENT

After objective markers have been set up, the player who did not set them up then picks which table quarter is their deployment zone (the diagonally opposite table quarter is their opponent's deployment zone) and deploys their entire army first. Their opponent then deploys their entire army. A player's models must be set up wholly within their deployment zone and more than 9" from the centre of the battlefield.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

If you are using Maelstrom of War objectives, use the Cities of Death Tactical Objectives (pg 76-79). Both players start the battle with The High Ground (number 45). Starting from the second battle round, at the start of a player's turn, they generate one additional Tactical Objective.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a roll of 3+, the game continues, otherwise the game ends. At the end of battle round 6, the player who had the second turn rolls a D6. On a roll of 4+, the game continues, otherwise the game ends. The game automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points wins a major victory. If both players have the same number of victory points, the game is a draw. Victory points are scored for the following:

Take the High Ground (Eternal War): If you are using Eternal War objectives, each player scores a number of victory points for each objective marker they control at the end of the game. The two objectives markers placed on the two tallest terrain features are each worth 3 victory points, and each other objective marker is worth 1 victory point.

Take the High Ground (Maelstrom of War): If you are using Maelstrom of War objectives, victory points are scored for achieving Tactical Objectives. Each time a player achieves The High Ground (number 45), it becomes active again instead of being discarded (and can therefore be achieved at the end of future turns).

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

CITIES OF DEATH MATCHED PLAY
DOMINATION

Both sides are attempting to dominate this sector of the city by sheer weight of numbers and firepower, seizing and controlling every asset they can take. Only when all buildings are securely held can the process of driving the enemy out, once and for all, begin.

THE ARMIES

Both players select a Battle-forged army. Neither army can include any Fortifications.

OBJECTIVES OF WAR

The players determine whether they will use Eternal War objectives or Maelstrom of War objectives for this mission (see below), as described on page 60.

THE BATTLEFIELD

Create the battlefield and set up terrain as described on page 61. After terrain has been set up, the players roll off. The winner must set up 6 objective markers. Each must be set up on or within a different ruin or Sector Mechanicus structure.

DEPLOYMENT

After objective markers have been set up, the player who did not set them up then picks which table quarter is their deployment zone. The diagonally opposite table quarter is their opponent's deployment zone.

The players alternate deploying their units, one at a time, starting with the player that did not choose their deployment zone. A player's models must be set up wholly within their deployment zone and more than 9" from the centre of the battlefield. Continue setting up units until both armies have been set up.

FIRST TURN

The players roll off, and the player who finished setting up their army first adds 1 to the result. The winner chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

If you are using Maelstrom of War objectives, use the Cities of Death Tactical Objectives (pg 76-79). If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

In this mission, Purge and Annihilation Tactical Objectives (numbers 51-66) are not used. Each time you generate one of these Tactical Objectives, it is immediately discarded and a new Tactical Objective is generated in its place. If you have a deck of Tactical Objectives, we recommend excluding all Purge and Annihilation cards from the deck before the battle begins.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a roll of 3+, the game continues, otherwise the game ends. At the end of battle round 6, the player who had the second turn rolls a D6. On a roll of 4+, the game continues, otherwise the game ends. The game automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points wins a major victory. If both players have the same number of victory points, the game is a draw. Victory points are scored for the following:

Dominate the Battlefield (Eternal War): If you are using Eternal War objectives, starting from the second battle round, each player scores 1 victory point for each objective marker they control at the start of their turn.

Dominate the Battlefield (Maelstrom of War): If you are using Maelstrom of War objectives, victory points are scored for achieving Tactical Objectives.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAXIMUM ATTRITION

The time for strategy and caution is over – now the city will shake with the thunder of guns. Both sides have massed sufficient numbers to launch an all-out attack against the other, seeking nothing less than the total annihilation of the enemy, no matter the cost.

THE ARMIES
Both players select a Battle-forged army. Neither army can include any Fortifications.

OBJECTIVES OF WAR
The players determine whether they will use Eternal War objectives or Maelstrom of War objectives for this mission (see below), as described on page 60.

THE BATTLEFIELD
Create the battlefield and set up terrain as described on page 61. After terrain has been set up, the players roll off. The winner must set up 6 objective markers. Each must be set up on or within a different ruin or Sector Mechanicus structure.

DEPLOYMENT
After objective markers have been set up, the player who did not set them up then picks which table quarter is their deployment zone. The diagonally opposite table quarter is their opponent's deployment zone.

The players alternate deploying their units, one at a time, starting with the player that did not choose their deployment zone. A player's models must be set up wholly within their deployment zone and more than 9" from the centre of the battlefield. Continue setting up units until both armies have been set up.

FIRST TURN
The players roll off, and the player who finished setting up their army first adds 1 to the result. The winner chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES
If you are using Maelstrom of War objectives, use the Cities of Death Tactical Objectives (pg 76-79). Both players start the battle with Crushing Firepower (number 51) and No Quarter (number 52). Starting from the second battle round, at the start of a player's turn, they generate one additional Tactical Objective.

BATTLE LENGTH
At the end of battle round 5, the player who had the first turn rolls a D6. On a roll of 3+, the game continues, otherwise the game ends. At the end of battle round 6, the player who had the second turn rolls a D6. On a roll of 4+, the game continues, otherwise the game ends. The game automatically ends at the end of battle round 7.

VICTORY CONDITIONS
At the end of the game, the player with the most victory points wins a major victory. If both players have the same number of victory points, the game is a draw. Victory points are scored for the following:

Seek and Destroy (Eternal War): If you are using Eternal War objectives, each player scores 1 victory point for each objective marker they control at the end of the battle. In addition, victory points are scored for each unit in the enemy army that has been destroyed. The number of victory points scored is equal to the Power Rating of the unit divided by 5 (rounding up). For example, a unit with a Power Rating of 13 is worth 3 victory points if destroyed.

Seek and Destroy (Maelstrom of War): If you are using Maelstrom of War objectives, victory points are scored for achieving Tactical Objectives. Each time a player achieves Crushing Firepower (number 51) or No Quarter (number 52), it becomes active again instead of being discarded (and can therefore be achieved at the end of future turns).

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

CITIES OF DEATH MATCHED PLAY
URBAN ASSAULT

Two opposing forces are launching an assault upon each other's strongholds, but each must spare sufficient warriors to defend their own, lest they lose more ground than they gain. It may be necessary to penetrate deep into enemy territory to secure a foothold, so the advancing forces must give no quarter.

THE ARMIES

Both players select a Battle-forged army. Neither army can include any Fortifications.

OBJECTIVES OF WAR

The players determine whether they will use Eternal War objectives or Maelstrom of War objectives for this mission (see below), as described on page 60.

THE BATTLEFIELD

Create the battlefield and set up terrain as described on page 61. After terrain has been set up, the players roll off. The winner must set up 4 objective markers. Each must be set up on or within a different ruin or Sector Mechanicus structure that is wholly within a different quarter of the battlefield.

DEPLOYMENT

After objective markers have been set up, the player who did not set them up then picks which table quarter is their deployment zone. The diagonally opposite table quarter is their opponent's deployment zone. They then set up one extra objective marker on or within a ruin or Sector Mechanicus structure in their deployment zone that does not already have an objective marker on or within it, before setting up their entire army. Their opponent then does the same. A player's models must be set up wholly within their deployment zone and more than 9" from the centre of the battlefield.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

If you are using Maelstrom of War objectives, use the Cities of Death Tactical Objectives (pg 76-79). Both players start the battle with Capture Stronghold (number 43). If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a roll of 3+, the game continues, otherwise the game ends. At the end of battle round 6, the player who had the second turn rolls a D6. On a roll of 4+, the game continues, otherwise the game ends. The game automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points wins a major victory. If both players have the same number of victory points, the game is a draw. Victory points are scored for the following:

Seize and Control (Eternal War): If you are using Eternal War objectives, starting from the second battle round, each player scores victory points for each objective marker they control at the start of their turn. The number of victory points you receive for each objective marker depends on its location: each objective marker in your opponent's deployment zone is worth 2 victory points, each other objective marker is worth 1 victory point.

Seize and Control (Maelstrom of War): If you are using Maelstrom of War objectives, victory points are scored for achieving Tactical Objectives. Each time a player achieves Capture Stronghold (number 43), it becomes active again instead of being discarded (and can therefore be achieved at the end of future turns).

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

CITIES OF DEATH MATCHED PLAY
ISOLATED RESISTANCE

The remaining forces of both armies are scattered in pockets across the city. Each army needs to clear out surrounding buildings and establish a battle line before the enemy can gather in strength and push back.

THE ARMIES

Both players select a Battle-forged army. Neither army can include any Fortifications. Each player divides their army into three forces, with as equal a number of units in each as possible, before selecting one of their forces (if a player has fewer than three units, select one of them). This is the player's Starting Force.

OBJECTIVES OF WAR

The players determine whether they will use Eternal War objectives or Maelstrom of War objectives for this mission (see below), as described on page 60.

THE BATTLEFIELD

Create the battlefield and set up terrain as described on page 61. After terrain has been set up, the players roll off. The winner must set up 6 objective markers. Each must be set up on or within a different ruin or Sector Mechanicus structure.

DEPLOYMENT

After objective markers have been set up, the player who did not set them up then picks which table quarter is their deployment zone; the diagonally opposite table quarter is their opponent's. The players then alternate deploying their Starting Force units, one at a time, starting with the player who did not choose their deployment zone. Their other units are set up in Reserve. A player's models must be set up wholly within their deployment zone and more than 9" from the centre of the battlefield. Continue setting up units until both Starting Forces have been set up.

FIRST TURN

The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

If you are using Maelstrom of War objectives, use the Cities of Death Tactical Objectives (pg 76-79). If, at the start of a player's turn, they have fewer active Tactical Objectives than the current battle round number, they generate Tactical Objectives until they have a number equal to the current battle round number.

RESERVE FORCES

At the end of your first Movement phase, roll a D6 for each of your units in Reserve. On a 3+ that unit is set up wholly within your deployment zone and wholly within 6" of any battlefield edge (units may still use any abilities they may have that allow them to arrive elsewhere, such as 'Teleport Strike'). If a unit is embarked within a **TRANSPORT**, they will arrive when their transport does (make a single roll for the transport and the units inside). At the end of your second Movement phase, all of your units still in Reserve automatically arrive, and are set up as described above.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a roll of 3+, the game continues, otherwise the game ends. At the end of battle round 6, the player who had the second turn rolls a D6. On a roll of 4+, the game continues, otherwise the game ends. The game automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points wins a major victory. If both players have the same number of victory points, the game is a draw. Victory points are scored for the following:

Dominate the Battlefield (Eternal War): If you are using Eternal War objectives, each player scores 1 victory point for each objective marker they control at the end of each turn.

Dominate the Battlefield (Maelstrom of War): If you are using Maelstrom of War objectives, victory points are scored for achieving Tactical Objectives.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.
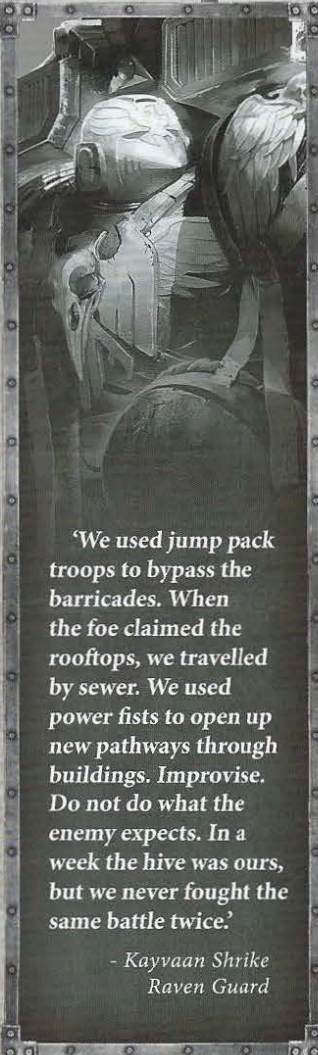
First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

CITIES OF DEATH OPEN PLAY MISSIONS

On these pages you will find three examples of open play Cities of Death missions – Secure the City, Military Escort and Blood in the Square – that you can use to start waging urban warfare right away. You will also find a few ideas below to spark your imagination for other open play battles; you should feel free to use these hooks as the basis of your Cities of Death battles, or simply create ones of your own.

- The defenders have erected a void shield to protect their city from bombardment; the attackers must disable it.

- A convoy of military transports must travel through the roads of a hostile city, surviving heavy fire to reach wounded troops.

- This quarter of the city houses a vital manufactorum. Both armies must attempt to capture this building intact.

- Invaders are attempting to flatten the city, razing every structure in their way one at a time. The defenders must stop them whilst there is still a city to save.

- This city houses a holy shrine, which must not fall into enemy hands. Protect it at any cost.

- The sewers beneath the city are infested with mutants, aliens or cultists. They boil to the surface, threatening to overwhelm the defenders.

- An escape pod has crash landed in this city. Locate and recover the dignitary inside before the enemy captures them.

- A beleaguered army must hold out in the shattered ruins of a city that is being shelled, long enough for reinforcements to relieve them.

- Two rival snipers race to find the best position from which to eliminate their counterpart in a claustrophobic battle through the ruins of a fallen hive city.

- A spy is sheltering in a building within hostile territory. Their allies must attempt to extract them before patrols discover them.

- The enemy have fortified this position, and it has held out for many weeks. An elite force now arrives to crush the resistance.

- An assassin must bypass city patrols to reach and eliminate their target.

'We used jump pack troops to bypass the barricades. When the foe claimed the rooftops, we travelled by sewer. We used power fists to open up new pathways through buildings. Improvise. Do not do what the enemy expects. In a week the hive was ours, but we never fought the same battle twice.'

- *Kayvaan Shrike*
Raven Guard

SECURE THE CITY

Two armies have converged on the same quarter of the city, intent on seizing and garrisoning as many buildings as they can before their foes can establish a foothold.

THE ARMIES

In order to play this mission, you must first muster an army from the miniatures in your collection. You can include any models in your army, but this mission works especially well when both armies have a roughly equal Power Level.

THE BATTLEFIELD

Create the battlefield and set up terrain as described on page 61.

DEPLOYMENT

Once the battlefield has been created, the players roll off. The player who rolled highest divides the battlefield into two equal-shaped halves. Then, the player who rolled lowest chooses a half to be their deployment zone; the other half is their opponent's deployment zone. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. Models must be set up wholly in their deployment zone, more than 12" from the enemy deployment zone. Continue setting up units until both players have set up all units in their army, or you have run out of room to set up more units.

FIRST TURN

The players roll off and the winner chooses who has the first turn.

BATTLE LENGTH

The battle lasts for five battle rounds, or until one army has slain all of its foes.

VICTORY CONDITIONS

If one army has slain all of its foes, it wins a major victory. Otherwise, at the end of the battle, the army that controls the most ruins and Sector Mechanicus structures wins a minor victory. An army controls a terrain feature if there are more friendly models on or within it than there are enemy models.

MILITARY ESCORT

An invading army is sweeping through the city and shows no signs of stopping. The defenders must fall back and escort their Warlord through hostile territory to reach friendly lines before they are cut off.

THE ARMIES

In order to play this mission, you must first muster an army from the miniatures in your collection. You can include any models in your army, but this mission works especially well when the Power Level of one army is between a third higher and twice that of the other. In this mission, the player whose army has the higher Power Level is the Attacker; their opponent is the Defender.

THE BATTLEFIELD

Create the battlefield and set up terrain as described on page 61.

DEPLOYMENT

Once the battlefield has been created, the Attacker chooses a long edge of the battlefield and sets up their entire army wholly within 12" of that edge. The Defender then sets up their entire army wholly within 6" of the opposite edge.

FIRST TURN

The players roll off and the winner chooses who has the first turn.

BATTLE LENGTH

The battle lasts for five battle rounds, or until the Defender's Warlord either escapes (see below) or is slain.

ESCAPE

The Defender's Warlord can move off the Attacker's battlefield edge. If they do, they escape and are removed from the battlefield.

VICTORY CONDITIONS

The Defender wins a major victory if their Warlord escapes. The Attacker wins a major victory if the Defender's Warlord is slain. Any other result is a draw.

BLOOD IN THE SQUARE

The enemy have surrounded the city and are pushing their way towards the main square with the intent of toppling a monument sacred to the defenders and destroying their morale.

THE ARMIES

In order to play this mission, you must first muster an army from the miniatures in your collection. You can include any models in your army, but this mission works especially well when the Power Level of one army is at least twice that of the other. In this mission, the player whose army has the higher Power Level is the Attacker, and their opponent is the Defender.

THE BATTLEFIELD

Create the battlefield and set up terrain as described on page 61. The centre of the battlefield should contain one terrain feature such as an Imperial Statue that the Defender's units are protecting, and several barricades, but be otherwise clear of ruins and Sector Mechanicus structures.

DEPLOYMENT

Once the battlefield has been created, the Defender sets up their entire army anywhere that is wholly within 18" of the centre of the battlefield. The Attacker then sets up their entire army anywhere that is more than 12" from any enemy models.

FIRST TURN

The players roll off and the winner chooses who has the first turn.

BATTLE LENGTH

The battle lasts for five battle rounds, or until one army has slain all of its foes.

VICTORY CONDITIONS

If one army has slain all of its foes, it wins a major victory. Otherwise, at the end of the battle, the Defender wins a heroic victory if they have even a single model within 18" of the centre of the battlefield.

QUICK REFERENCE

CITIES OF DEATH

The rules on this page have been summarised for ease of reference. For the full versions of these rules, see pages 62-64. In the case of any rules discrepancy, the full rule takes precedence.

Obscured Targets

After you have chosen a unit to shoot with and the target(s), you must determine if any of the targets are obscured.

A target unit is obscured if every model in it is obscured from the point of view of the firing model. A model is obscured unless all parts of it that are facing the firing model are visible from the point of view of the firing model (a VEHICLE or MONSTER is instead obscured unless 50% or more of the model facing the firing model is visible from the point of view of the firing model).

A model can see through other models in its own unit and other models in the target unit. Models with the Flyer Battlefield Role are never obscured, even if less than 50% of the model is visible to the firing model.

Subtract 1 from hit rolls for attacks with ranged weapons if the target is obscured.

In a firing unit, only the models to whom the target unit is obscured suffer the penalty to their hit rolls.

Lucky Hit

A hit roll of 6 always hits the target, irrespective of any modifiers that may apply.

Streets and Roads

If a model spends its entire Movement phase on a street or road, its Move characteristic is increased by 3" until the end of the phase. This has no effect on units that can FLY.

Dangerous Terrain

Each time a model Advances or charges through dangerous terrain, roll a D6; on a 1, that model's unit suffers a mortal wound.

Height Advantage

A model gains a height advantage whilst it is occupying the upper levels of a ruin or a Sector Mechanicus structure and it shoots at a unit that is either at street level or within a lower level of a ruin or Sector Mechanicus structure. To gain a height advantage, every model in the target unit must be on levels that are 3" or more below that of the firing model.

If a model makes an attack with a ranged weapon against an enemy unit over which it has a height advantage, the Armour Penetration characteristic of that weapon is improved by 1.

Soft and Hard Cover

If a unit is entirely on or within any terrain feature, or it is receiving the benefit of cover from a terrain feature, add 1 to its models' saving throws against shooting attacks if the terrain feature is classed as soft cover, or add 2 if the terrain feature is classed as hard cover. Invulnerable saves are unaffected. Units gain no benefit from cover in the Fight phase.

Improving the Benefits of Cover

If a model has an ability that improves the bonus it receives to its saving throw when it is receiving the benefit of cover, you only add the bonus to its saving throw when it receives the benefit of soft cover. If such a model is receiving the benefit of hard cover, you instead add an additional +1 bonus to its saving throws, regardless of the actual number listed in its ability.

Ignoring the Benefits of Cover

If a model has an ability that ignores the benefit a target might otherwise receive to its saving throws from being in cover, or is shooting a weapon that has an ability like this, it makes no difference whether the target is receiving the benefit of soft or hard cover – it gains no bonus to its saving throws. Note, however, that such abilities only ignore the bonus a target might otherwise have gained to its saving throws; it does not ignore any penalty incurred to the firer's hit rolls as a result of the target being obscured.

STREETS OF DEATH

The information below summarises the Streets of Death campaign round, and includes a key for the different markers on your marker sheets. For the full Streets of Death rules, see pages 38-55.

Campaign Round Summary

1. Action Phase

The players fight one or more Cities of Death battles, using the matrix on page 37 to pick each mission. Players receive glory points depending on the results: each game won earns 3 points, each game drawn or lost earns 1 point, each enemy Warlord slain earns 1 point.

2. Strategy Phase

Determine Initiative: The player with the most glory points has the highest initiative, the player with the second greatest number of glory points has the second highest initiative, and so on.

Earn Campaign Points: Add up the Resource Values of each location you control (the top number) – you earn this many campaign points. Then check whether players have achieved the campaign's Strategic Goal.

Earn Strategy Points: Add up the Strategic Values of each location you control (the bottom number) – you earn this many strategy points.

Spend Strategy Points: In initiative order, players take it in turn to purchase Strategic Resource cards using their strategy points, repeating this until each player has up to three cards – add these to the campaign map.

Seize Territory: In initiative order, players take it in turn to capture a location – locations can only be captured from another player if you won a game against them in the Action phase. Special locations which are controlled can only be captured if the capturing player won a battle against the controlling player using the Assault Stronghold Strategic Resource card in that round. After this, players take it in turn to capture a second location, but this time in reverse initiative order.

Random Events: Replace the Random Event card with a new one, and begin a new Action phase.

Location Upgrade Markers
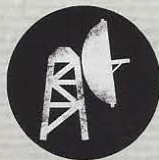
Comms Augurs: A location with this upgrade has +1 Strategic Value.

Outpost: A location with this upgrade has +1 Resource Value.

Fortified Location: The controlling player rolls a D6 each time an enemy player attempts to seize this location: on a 1-3 that location is seized as normal; on a 4-6 the location is not seized and remains under your control.

Razed: When a location is Razed, place a Razed marker on that location, and remove the army marker if there is one. No player can control that location for the remainder of the campaign.

WARHAMMER 40,000

URBAN CONQUEST

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