

WARHAMMER
40,000
CAMPAIGN

**CRUSADE OF
FIRE™**



CRUSADE OF FIRE

A TALE OF BLOODSHED AND DESTRUCTION



CONTENTS

INTRODUCTION	3	CAMPAIGN TURN TWO	50
THE CAMPAIGN RULES	6	The Warpstorm Recedes	50
Setting up	7	The Annihilation Device	52
Fighting Battles	7	Countdown to Destruction	54
Strategic Objectives	8	Battle for the Bunker Complex	56
Grand Warlord Traits	9	Campaign Map: Phase Two	58
Planets	10	CAMPAIGN TURN THREE	60
Games Mastering	12	The End Times	60
THE CRUSADE OF FIRE	15	The Last Rites	62
The Corvus Sub-sector	16	The Battle for Uncious	64
The Coming Storm	18	The Final Throw of the Dice	66
ARMIES OF THE CONFLICT	26	Campaign Map: Phase Three	58
Gladiator Group 138	26	BURNING SKIES	70
The Sons of Mancora	27	Burning Skies - The Rules	72
The Shield of Dorn	28	Special Manoeuvres	76
The Serpent Strikes	30	Fighter Aces	80
Strike Force Seth	31	DAEMON WORLDS	84
The Hounds of Huron	32	Infamous Daemon Worlds	85
Sigvald's Allslayers	34	Fighting on a Daemon World	86
Betrayers of the Word	35	Escape from the Jaws of Hell	88
The Hydra Strikes	36	THE ARENA OF DEATH	90
THE CAMPAIGN	38	The Manoeuvre Cards	92
CAMPAIGN TURN ONE	40		
Phase One: The Crusade Begins	40		
Voidspan Point	42		
Boarding the space station	44		
Battle for Voidspan Point	46		
Campaign Map: Phase One	48		



Written by: Andrew Kenrick

Art, Design, Production and Reprographics
by the Games Workshop Design Studio

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UK

Games Workshop Ltd,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

NORTHERN EUROPE

Games Workshop Ltd,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

NORTH AMERICA

Games Workshop Inc,
6211 East Holmes Road,
Memphis,
Tennessee 38141

AUSTRALIA

Games Workshop,
23 Liverpool Street,
Ingleburn,
NSW 2565

INTRODUCTION

In recent months the Studio's gaming tables have resounded to the sound of clattering dice, bellowed challenges, cries of victory and curses of defeat. Yes, some of the finest gamers in the Studio have once again been busy playing a campaign, this time to determine the fate of the Corvus Sub-sector. In this book we tell the tale of their bloody campaign.

I've always loved campaigns – there's something about playing a series of linked games that really gets the hobby juices pumping. Over the course of a campaign firm alliances are forged and bitter rivalries formed, heroic sagas are made and villainous deeds performed. And above all else, great stories are told of the gamers' exploits and fantastic games played that will long be remembered.

Campaigns have always formed a part of my hobby, but more often than not they were something I experienced vicariously, reading about the exploits of the Studio's campaigns in the pages of *White Dwarf*, from Thorskinson's Island to Piscina IV, and poring over the rules to *Mighty Empires*, dreaming up my own campaigns and hoping that one day I'd get to run them.

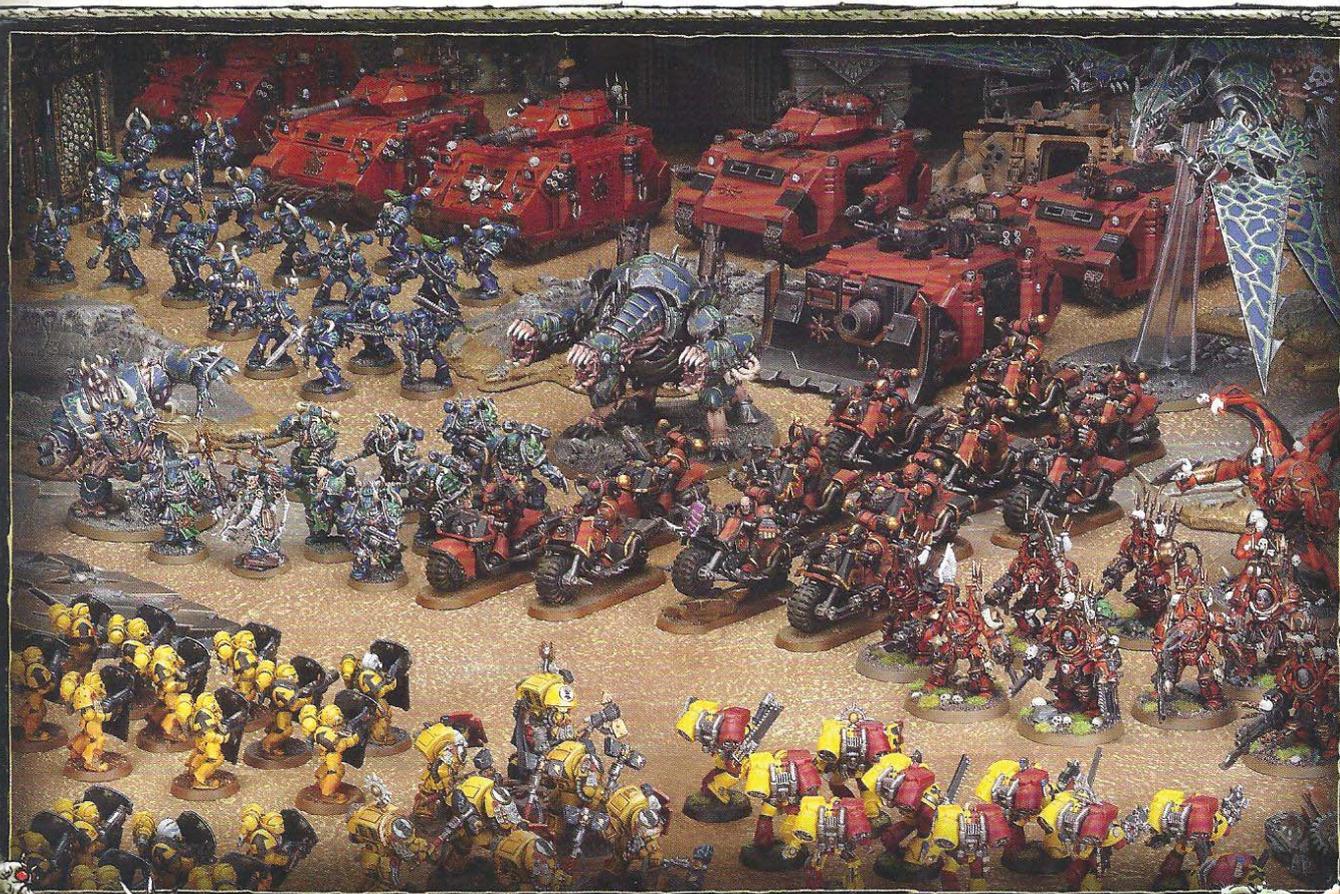
In some respects that's who this book is written for – people like me who love reading about the exploits of a group of gamers playing a campaign, but who don't always get the chance to play themselves. It's the chance to experience

the fun of our latest Studio campaign, *Crusade of Fire*. Complete with teams of dedicated players, secret missions, cunning plans and double (and treble) crosses, crazy multi-player scenarios, huge Apocalypse battles, villainous machinations and heroic last stands, this was the campaign I'd always hoped to run – and to play.

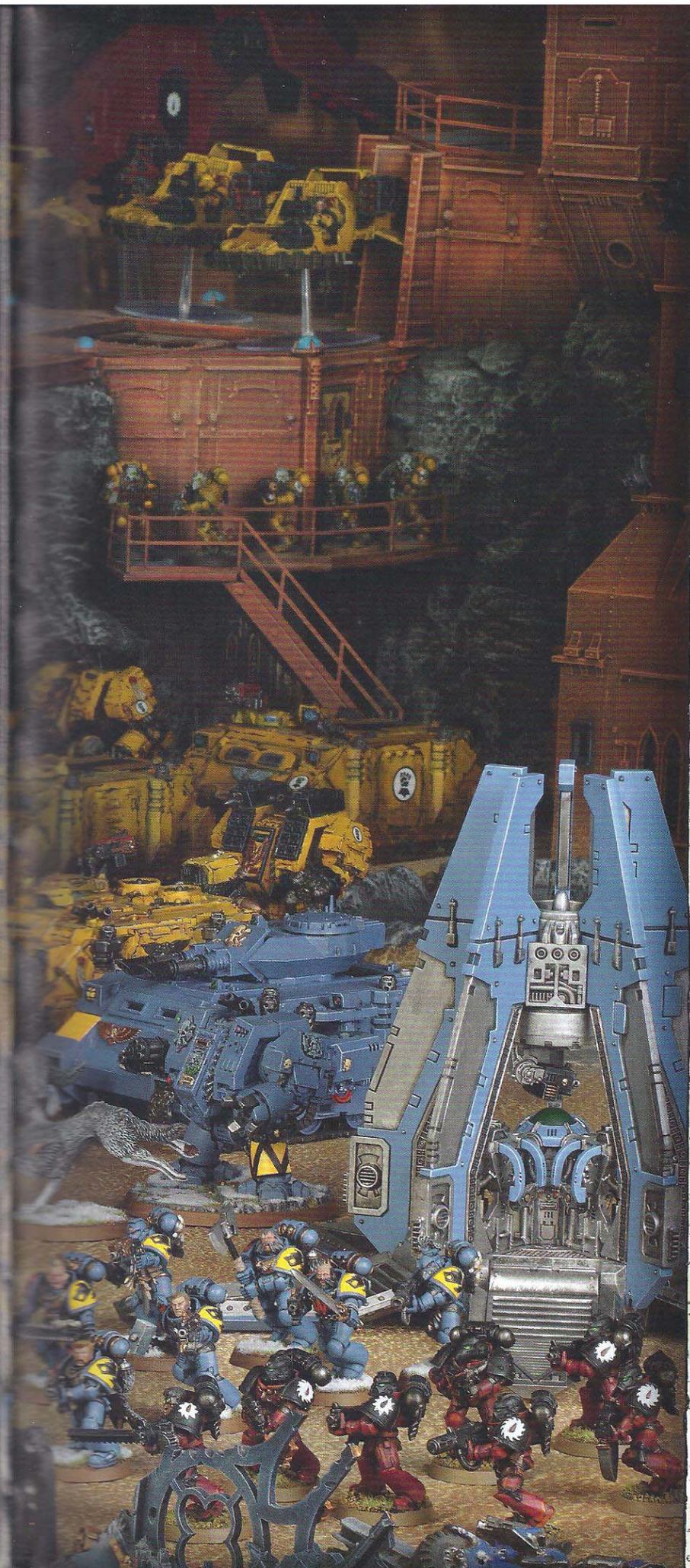
As well as the tale of the *Crusade of Fire* and the variant *Planetary Empires* campaign system we used to play it, we've also crammed this book with all manner of extra rules, from rules for playing on *Daemon Worlds* to rules for gladiatorial combat and expanded rules for *Flyers* in *Warhammer 40,000*. You can use all these rules as you play your own campaign, or just try them out in your regular games.

And perhaps more than anything else, this book is also meant to inspire you to give it a go and run your own campaign – or at least to plan to, one day!

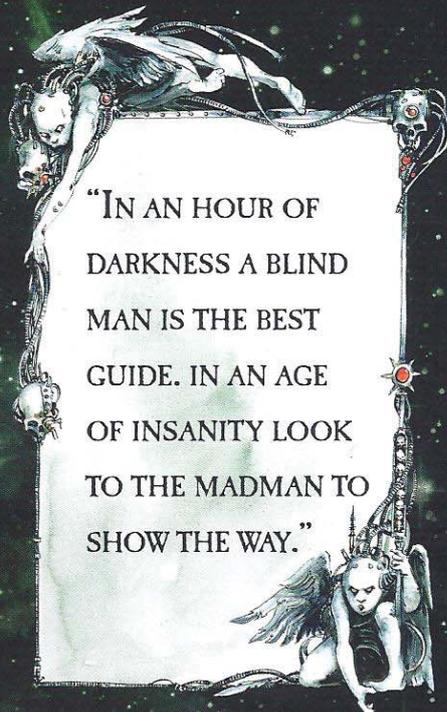
Andrew Kenrick







"IN AN HOUR OF
DARKNESS A BLIND
MAN IS THE BEST
GUIDE. IN AN AGE
OF INSANITY LOOK
TO THE MADMAN TO
SHOW THE WAY."



THE CAMPAIGN RULES

STARTING PLAY

1. Each player should pick a faction and reveal it to the rest of the group.
2. Each player starts with 5 flags painted in the colour of their army.
3. Each player should pick a personal mission (see later) and read their faction's briefing.
4. Starting with the Servants of Ruin, and then proceeding in a random order, players take it in turns to place their flags.

Crusade of Fire uses a variant set of Planetary Empires rules based on eight smaller world maps, each representing the main planets in the sector. Players seize territory by fighting battles and at the end of each turn territory held scores points towards ultimate victory.

The campaign is divided into three phases – The Crusade Begins, The Warp storm Recedes and the End Times – and different planets, missions and goals will be available in each. Each phase is divided into two turns during which any number of battles can be fought, and ends with a climactic battle that can involve all of the participants if they wish.

The campaign can be games mastered if you like – the GM will provide secret missions and cool scenarios, as well as updating the story as the campaign unfolds. If a player has a cunning plan or an idea for a scenario to get one over their

foe, just ask a GM! See page 12 for more about games mastering the campaign.

As well as the main players, you can recruit a cast of casual players to play staunch allies, dubious mercenaries and shadowy opponents. Players can request their aid or even plot to bring about their downfall if they like!

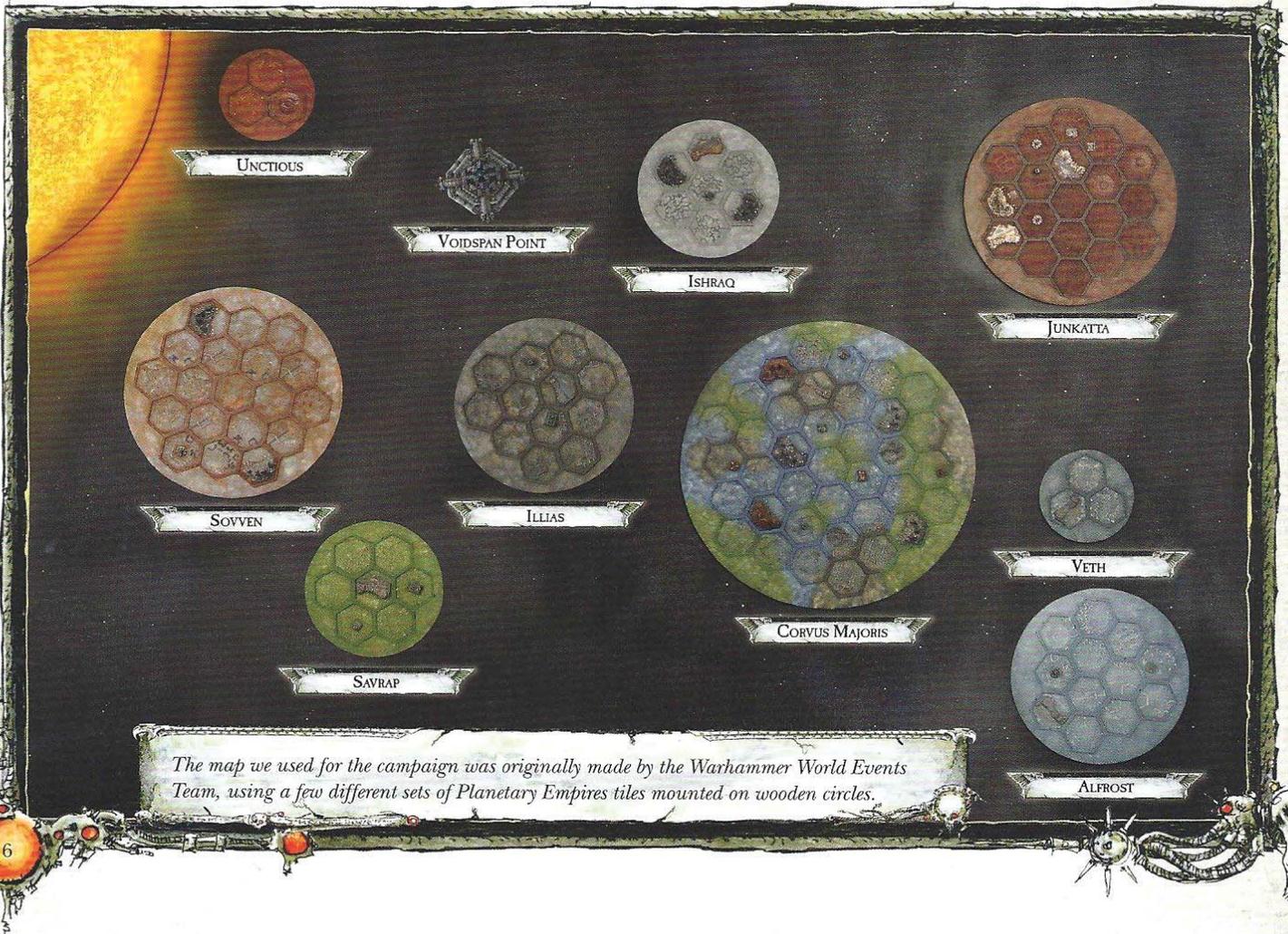
THE FACTIONS

There are three loose factions in the campaign and each player nominally belongs to one, but that doesn't stop players from fighting games within their own faction or even helping a rival faction to win:

The Crusade of Fire

The Servants of Ruin

The Prophets of War



The map we used for the campaign was originally made by the Warhammer World Events Team, using a few different sets of Planetary Empires tiles mounted on wooden circles.

STRATEGIC OBJECTIVES

The campaign map has a number of strategic objectives on it. If a player controls one of these, it bestows certain benefits both in the campaign and in games fought on that planet's surface.

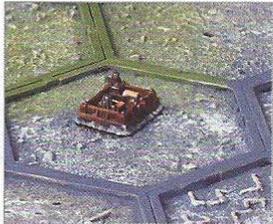


COMMAND BASTION

From this impregnable bunker, armies of conquest march forth.

Campaign: At the end of each phase, you can place an additional flag for every command bastion you control.

In-game: If playing a game on a planet where you control a command bastion, you may take a free Bastion. This still counts towards your fortification limit.



MANUFACTORIUM

Servitor-operated manufactoriums churn out munitions and heavy armour through the day and night, offering valuable reinforcements for the conquest.

Campaign: At the end of the turn, you gain an additional conquest point for every manufactorium you control.

In-game: If playing a game on a planet where you control a manufactorium, you may take an additional Elite, Fast Attack or Heavy Support choice.



POWER STATION

Blazing-hot plasma furnaces radiate power along communications lines and transit networks, enabling armies to coordinate better over vast distances.

Campaign: At the end of the turn, before players place additional flags, you can move any number of your flags on this planet about so long as they remain adjacent to one another.

In-game: If playing a game on a planet where you control a power station, you gain a +1 bonus to the roll to decide who gets to deploy first.



SHIELD GENERATOR

Thrumming void shields cause the air to shimmer with carefully directed force, forcing drop ships to divert and teleport beams to scatter.

Campaign: The shield generator protects the tile it is in, and all friendly adjacent tiles. A tile protected by a shield generator can't be captured following a Planetstrike game – both players must have flags on the same planet for it to be captured.

In-game: If playing a game on a planet where you control a shield generator, you may place a counter in your deployment zone after deploying – this counts as an Archeotech Force Dome Generator.



HIVE CITY

A hive city counts as a **spaceport**, **shield generator**, **power station** and **manufactorium**.



SPACEPORT

Campaign: You can challenge any player to a game, even if you do not have any flags on the same planet as them. In addition, once per turn you can move any number of your flags from this planet to any empty tile on another planet.

In-game: If playing a game on a planet where you control a spaceport, you may take a free Skysield Landing Pad. This still counts towards your fortification limit.

SETTING UP

Each player starts the campaign with five flags and may place these anywhere on the planets that have emerged from the Warp storm at the start of the game. A player can spread their flags across any of the planets, but a player's flags must all be placed adjacent to one another on a planet's surface.

FIGHTING BATTLES

The campaign is split into three phases, each of which contains two turns. During a turn, a player can play as many or as few games as they like. For the rules below, we'll assume that everybody plays one game per turn.

At the start of a turn, starting with the player with the fewest flags, players take it in turns to pick a planet that they have at least one flag on. They can then challenge any other player who also has a flag on that planet to a battle. The exception to this is if they play a Planetstrike game, in which case they can challenge any other player.

Players can play as many games as they can fit in during a turn, but should attempt to play any challenges first. There are also a number of special locations scattered across the maps – if players lack an opponent or want to play an additional game, they can attempt to capture one of these by playing a special mission (see page 13 for more of these).

Not everyone needs to play every turn if they are busy, but players should try to play at least one game a turn.

Battles can be fought using any number of points and any Expansion, as agreed between the players. Certain territory markers such as shield generators might impact battles fought on the same planet too – see later for more details.

THE END OF THE TURN

At the end of each turn, starting with the player with the fewest number of flags, each player may place a flag in an empty tile adjacent to one of their own tiles. They may do this once per planet, so long as they have at least one or more flags on that planet already.

Players in the same faction are free to plot amongst themselves as to how to spread their forces.

Players belonging to the Servants of Ruin deploy their flags first. The rest of the players should then randomise the order they place their flags in.

Then, starting again with the player with the smallest empire, each player counts up the total number of flags that they possess. This is the amount of conquest points that they score towards one of their goals – each player immediately chooses **one** tracker to add all of them to:

Factional Tracker – each faction has their own conquest tracker that counts their progress towards accomplishing their overall goal. All players within a faction can contribute conquest points to the factional tracker. The faction that scores the most conquest points at the end of the campaign is declared the winner.

Personal Tracker – each player also has their own individual conquest tracker that counts their progress towards their own goal. The player on each side who scores the most on their personal tracker at the end of the campaign is the winner of their faction. The player who scores the most on the winning side is the winner overall.

Players can earn additional conquest points towards their personal tracker by completing personal missions set by their Grand Warlord Trait.



THE END OF THE PHASE

Treat the end of each phase as you would a campaign turn, except a new section of the Corvus sub-sector is also revealed. Each player gains an additional 5 flags to place on the map, using the rules for placing them at the start of the game.



Each player should nominate one of the characters in their army to be their Grand Warlord. The Grand Warlord represents the army's supreme leader, and should be present in any major conflicts that the player participates in, such as the big multi-player game.



AFTER A BATTLE

If you win a battle, you can replace any of your opponent's flags with one of your own. The exception is if the flag is in a hive city or spaceport, in which case you must win a game of Cities of Death or Planetstrike respectively to capture it.

GRAND WARLORD TRAITS

At the start of the campaign, each player should roll a D6 to determine their Grand Warlord's Trait. Conquest points gained from their trait are added immediately to their personal trackers. Prophets of War may pick which table to roll on.

SERVANTS OF RUIN WARLORD TRAITS

D6 Result

- 1 **Trophy Hunter** – What sweeter taste is there than the sight of a once-mighty hero laid low? Every time one of your Characters slays an enemy Character, roll a D6 – on a 4+ they are captured. Gain +5 conquest points every time this happens. If you then play a gladiatorial battle including this enemy character, the winner gains +5 conquest points.
- 2 **Slayer of Men** – On each and every world the enemy values you will raise a spire of their skulls higher than the tallest hive. If you end a battle and more than half the enemy units have been slain, immediately gain +5 conquest points. If you end a battle and the entire enemy army has been slain, gain +10 conquest points instead.
- 3 **Ruiner of Worlds** – You will despoil the triumphs of the enemy and cast down the idols of the False Emperor. At the end of the turn, gain +2 conquest points for every strategic objective held, and +5 conquest points for every hive or space port held.
- 4 **The Tyrant's Domain** – You will make the Corvus Sub-sector your domain. Pick any other player at the start of each turn – score an additional +2 conquest points for every planet where you have more flags than that player at the end of the turn.
- 5 **Relentless Assault** – You are the many-headed hydra, turning every defeat into a victory elsewhere. If you are defeated in battle, roll a D6 – on a 4+, you may replace the removed flag in any empty tile on any planet. If you are victorious, in addition to replacing the enemy flag, you may place a new flag in any empty tile on any planet.
- 6 **Sworn Enemy** – Your scouts have revealed that an ancient enemy also fights within the sub-sector. Nominate another player at the start of the campaign to be your sworn enemy. Gain an additional +1 conquest point for every one of your flags adjacent to one of your sworn enemy's flag at the end of the turn, and an additional +5 conquest points every time you defeat your sworn enemy in battle.

CRUSADE OF FIRE WARLORD TRAITS

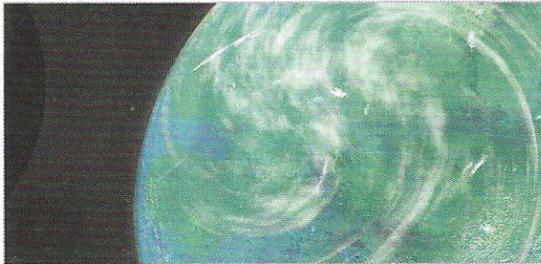
D6 Result

- 1 **Great Hunter** – Glory and honour awaits in every battle. After a battle in which one of your Characters slays an enemy Character in a challenge, destroys a Monstrous Creature or a vehicle, immediately gain +5 conquest points.
- 2 **Sworn Enemy** – Your scouts have revealed that an ancient enemy also fights within the sub-sector. Nominate another player at the start of the campaign to be your sworn enemy. Gain an additional +1 conquest point for every one of your flags adjacent to one of your sworn enemy's flags at the end of the turn, and an additional +5 conquest points every time you defeat your sworn enemy in battle.
- 3 **Master of the Crusade** – You are determined that the sub-sector will be reclaimed and rebuilt. At the end of the turn, gain +2 conquest points for every strategic objective held, and +5 conquest points for every hive or space port held.
- 4 **Bane of Tyrants** – Many are the glories of your army, innumerable their victories. Defenders of the weak and victors over tyrants, you will topple those warlords who would crown themselves with the spoils of this sector. Pick an enemy player at the start of the turn – score an additional +2 conquest points for every planet where you have more flags than that player at the end of the turn.
- 5 **The Blood of Martyrs** – You seek nothing more than a heroic end in battle, to atone for the sins of the past. If you end a battle and more than half the enemy units have been slain, immediately gain +5 conquest points. If you end a battle and more than half of your army has been slain as well, immediately gain +10 conquest points instead.
- 6 **Selfless Sacrifice** – You would put the success of the Crusade above any personal victory. At the end of the turn, if your faction is currently winning, score an additional +5 conquest points.

THE PLANETS OF THE CORVUS SUB-SECTOR

PHASE ONE

At the start of phase one, the following planets are available for conquest, each accompanied with a factional briefing.



CORVUS MAJORIS

Crusade of Fire: The one-time sector capital and seat of government now lies in ruins, its hives shattered and its cities destroyed. There is still a population, but it is divided into brutalised factions waging their own civil war for control of the world. Still, the planet is still laden with resources, including endless fertile plains, and it symbolically the capital if not in reality.

Servants of Ruin: The one-time sector capital and seat of government now lies in ruins, its hives shattered and its cities destroyed. There is still a population, but it is divided into brutalised factions fighting amongst themselves and ripe for enslavement for your own ends. Better still, Corvus Majoris is a potent symbol to the Imperium and defiling it would bring them great shame.



JUNKATTA

Crusade of Fire: Once a bustling forge world controlled by the Adeptus Mechanicus, the loss of the manufactorums of Junkatta were keenly felt by the sector government. Even the most cursory of auguries detect thriving industrial output continuing on the surface, yet hails remain unanswered. Just who is it operating the forges, and what are they making?

Servants of Ruin: Once a bustling forge world, the manufactorums now hammer to a different beat. Warpsmiths now direct the Daemonforges to produce endless Daemon Engines with which to enslave the rest of the sector.

Junkatta is a Daemon World, so the optional rules later in this book may be used.



ALFROST

Crusade of Fire: The Imperium never had a firm hold on Alfrost, but that never stopped successive attempts to colonise it to harvest its valuable resources. Orbital relays detect scant surface inhabitation, yet a lone command post still emits an Imperial distress signature.

Servants of Ruin: The death world of Alfrost holds little of value but the continued resistance of its lone Imperial post remains an affront to your pride. Defence lasers won't protect them for long.

Battles fought on Alfrost use the Sub-Zero war zone trait.



VETH

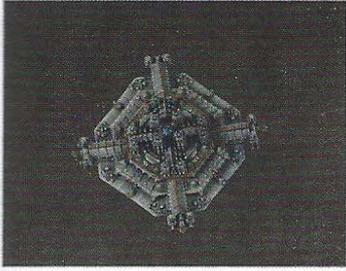
Crusade of Fire: This barren, airless moon holds little apparent value, yet a well-defended spaceport and endless miles of mine tunnels riddling its rock suggest there might be more to it than first thought.

Servants of Ruin: If the seers are correct, this barren moon holds an ancient and terrible artefact buried deep beneath its surface. Thousands of slaves have already perished digging deep into its crust, thousands more continue the excavations.

Battles fought on Veth use the Psychic Dead Zone war zone trait.

PHASE TWO

At the start of phase two, the following planets are revealed, each accompanied by a factional briefing.



VOIDSPAN POINT SPACE STATION

Crusade of Fire: Standing guard over the trade routes of the Corvus Sub-sector, Voidspan Point Space Station was once home to the Imperial fleet. If it can be reclaimed, control of the sub-sector will be one step closer.

Servants of Ruin: This space station is now ours, haunted by the Daemons of the Warp. We must hold its mighty guns.



ISHRAQ

Crusade of Fire: Although some of the population of Ishraq has survived, who can say the hardships, depravities and sacrifices that they have had to endure to do so? Be prepared to cleanse and purge.

Servants of Ruin: Depraved after centuries of inbreeding, the population of Ishraq are now servants of the Dark Gods.



SAVRAP

Crusade of Fire: The thick jungles of Savrap have long been rumoured to contain strange artefacts. More than one Rogue Trader has tried to steal its secrets, but the deadly flora and fauna have meant few have left its surface alive.

Servants of Ruin: The aliens that once dwelt on Savrap had truck with Daemons. Perhaps vestiges of their sorcery remains.



ILLIAS

Crusade of Fire: Once a thriving world home to 400 billion citizens, the surface of Illias was covered from pole to pole with hive cities and manufactorum. Although now a labyrinth of ruined cities, its resources might be reclaimed.

Servants of Ruin: Much of this world already lies in ruins, but its population stubbornly endures. Perhaps they can be turned to the worship of darker powers?



SOVVEN

Crusade of Fire: Ancient explorer records show that Sovven was once a verdant world covered in great green plains and thick forests, yet now it seems to be scorched and dead.

Servants of Ruin: Sovven was destroyed in an apocalyptic war that saw forbidden weapons unleashed. Perhaps some of these weapons remain for the taking?

Battles fought on Sovven use the Radioactive Hot Zone warzone trait.

PHASE THREE

At the start of phase three, the final planet is revealed.



UNCTIOUS

Crusade of Fire: Superficially barren and lifeless, deeper augurs suggest that hexagrammatical patterns carved into the surface act as a Warp beacon of sorts.

Servants of Ruin: This is the key. Control of Unctious enables the Grand Conjunction to occur.

Unctious is a Daemon World, so the optional rules later in this book may be used.

GAMES MASTERING

One of my aims for this campaign was for it to be games mastered, for there to be one or two players whose job it was to take on the job of running the campaign, telling the story, making stuff up and generally keeping things going. Games mastering a campaign sounds quite a daunting project, but it's really not – it's a great deal of fun, as I'll try to get across below in my top five tips for games mastering a campaign!

1. TWO'S COMPANY

I'll be upfront and say this: games mastering a campaign is hard work. It can put a lot of pressure on one person and a lot of expectation. But it needn't be that way! One of the things we did was have two games masters – me and Pete Foley. That way we shared the load and spread out the work of running the campaign. We vaguely split duties between us, so I came up with a lot of the story as we went along, as well keeping track of the scores, whilst Pete games mastered games from turn to turn, playing third party forces, coming up with nifty little scenarios and generally causing trouble.

One good way of splitting up duties is for each games master to take responsibility for one of the factions, coming up with cool missions and secret agendas for the players on 'their side.' If you do this, just make sure that all the games masters talk to each other so they know what's going on (and can help come up with ideas), and that they don't become too protective (or vindictive) towards their side.

2. GETTING STUCK IN

Just because you're games mastering the campaign, doesn't mean that you can't get involved as a player too. This is what I did during the campaign – I got to play my Flesh Tearers, as well as getting to be one of the games masters. If there's only one of you doing this, it requires a little bit of discipline – you can't get carried away and make up rules and scenarios in your favour. That's not fair on everyone else and they'll soon resent giving you that rod of authority. Equally, there might be times when you don't get to wear both hats – you might need to step aside and games master one of the big games instead of playing, or you might need to just play a regular scenario and not games master for once.

Pete and I managed to balance this fairly well – I only played in a couple of the multi-player games, and games mastered the rest, whilst stepping in to play in regular games when we were short of opponents.



3. CAMPAIGN SECRETS

One of the advantages of having a player or two whose job it is to run the campaign, is that the campaign doesn't have to be a level playing field – every player needn't know everything about what's going on all the time. Instead you've got a (somewhat) impartial player who can hold all the cards and keep track of all the information, deciding who knows what and when to reveal various secrets, allowing you to create a certain amount of surprise.

We had a fair amount of secrets on the go during the campaign from the Grand Warlord Traits each player received at the start of the campaign (as games masters, me and Pete picked the Trait most appropriate to each army and handed them out in secret) to games where the objectives (and even the opponent) were a mystery until the game started.



4. THREE'S A CROWD

Normally, when you play a game, the sides need to be balanced to make it fair. When there's a games master, fairness goes out the window! We played a few games where the games master joined in on one side or the other with an unexpected allied force, or turned up with a third army and tried to kill both the other players!

But you don't need to think big to have fun in this way – how about if an Imperial Assassin had infiltrated the battlefield and was trying to kill a target known only to the games master? Perhaps extra victory points could be on offer if a player helped him get his mark, or if they could kill the Assassin before he carried out his mission – it's up to you!

The big multi-player games that ended each phase proved to be ripe for games master involvement in this manner, as me or Pete took control of a neutral force to menace the other players, from Daemons haunting Voidspan Point to Necrons inhabiting the bunkers of Sovven.

5. HAVE FUN!

This is the most important tip of them all – remember to have fun! Just because you're the games master, doesn't mean that you can't have fun too. The more you put into the campaign, the more you'll get out, so don't be afraid to get stuck in by turning up to a game with a cool scenario or an army of your own. The more fun you're having, the more fun the players will be having too. That way, everybody wins!

So there we go, some top tips for games mastering a campaign. But there's no right or wrong way to games master a campaign – and nor do you need to have a games master, but it's great fun if you do!



FIGHTING YOUR OWN CAMPAIGN

So there you have it, all the rules that we used to play the Crusade of Fire campaign, as well as some helpful advice and handy hints that we came up with after running it. We wrote these rules to fit the needs and wants of our group of players, so you might want to tinker with them to fit your own gaming group – go right ahead and have a play. Think of it as a toolbox to delve into to help build your ideal campaign, but if you can't find the right tool, don't be afraid to make up a new one to fit!

SPECIAL LOCATIONS

One of the things we did to encourage players to get involved with the story – as well as to allow players to still play a game, even if there weren't enough opponents that week – was to scatter a number of special locations about the maps. These were marked by a gold flag, and any player could explore the location if they didn't have a regular opponent. For every gold flag we had a vague idea for a story or special scenario in mind that the player got to play instead of a normal game, usually facing Pete and an ever-changing assortment of models, from treacherous Imperial Guard to summoned Chaos Daemons and an awakening tomb full of Necrons. If a player won the scenario, they got to replace the gold flag with a flag of their own, and we came up with a cool reward for them too, from a special bit of wargear to an extra strategic objective.





THE CRUSADE OF FIRE

Not since the crusades of Lord Solar Macharius has a campaign been mustered on such a scale as the Crusade of Fire, an armada of Imperial Navy vessels bearing many hundreds of thousands of Imperial Guardsmen and thousands of Space Marines, all bound for war. When the Imperium desires a prize such as the Corvus sub-sector, it acts in force.

After nearly a thousand years, the Warp storms that have isolated the Corvus Sub-sector from the rest of the Imperium have begun to abate. Once, a rich and prosperous sub-sector sitting at the nexus of military and economic power in the galactic region, who knows what changes a thousand years of isolation will have wreaked on the sector? Chaos and ruin might now reign, or some vestige of Imperial governance may yet remain, as might arcane technology long thought lost to the Warp.

Led by Lord Militant Arian Vos and accompanied by no less than a dozen companies of Space Marines and a hundred regiments of Imperial Guard, a glorious crusade was launched to reclaim the sector and its riches, cleanse it of corruption and restore Imperial rule.

But as the first ships emerged from the Warp, the worst fears of Lord Vos were confirmed – much of the sub-sector lay in ruins, shattered by war and madness. Worse still, Chaos Space Marines had already laid claim to its planets, sacrificing entire populations to enact a dread ritual, a ritual that would cast the Corvus Sub-sector back into the Warp forever more and deny the Imperium its prize...

THE CRUSADE OF FIRE

Launched amidst great fanfare and ceremony, with a parade that lasted 14 days, the Crusade of Light set out to reclaim the Corvus Sub-sector for the Imperium. Under the command of Lord Militant Arian Vos, the crusade fleet was to make for the sub-sector with all haste, Administratum vessels deploying compliance teams to make contact with the native populations and assess them for re-integration. Companies of Space Marines and Imperial Guard regiments accompanied the fleet, but only to purge the sector of hostile aliens or protect the Administratum officials.

No sooner did the crusade fleet emerge from the Warp into realspace than the error of its intended plan was made clear. The Crusade of Light was too late: the Servants of Ruin stood ready for them, gun ports open. The Crusade of Light would instead be a Crusade of Fire...

THE SERVANTS OF RUIN

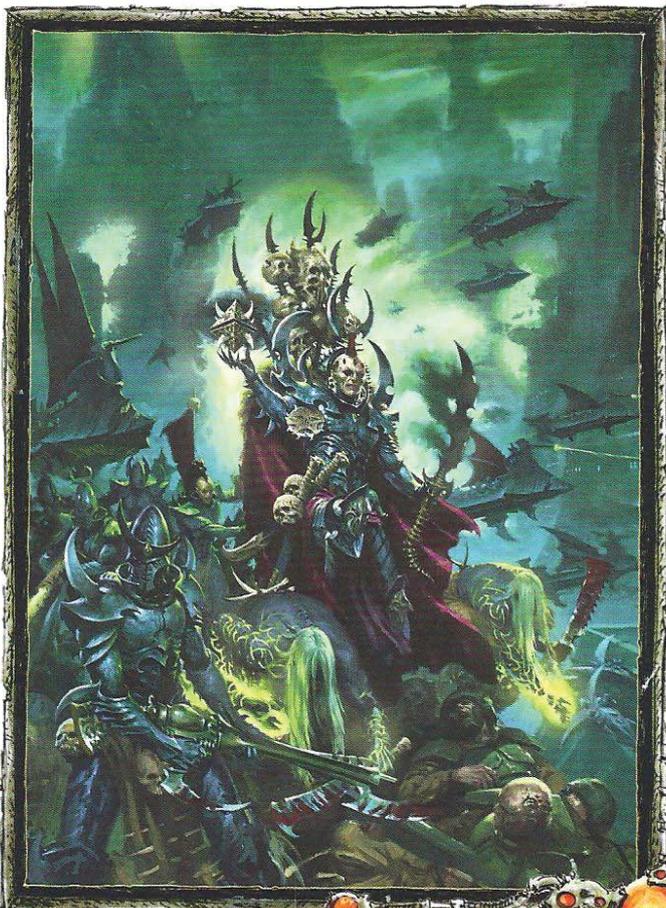
The Ruinous Powers desire no less than an entire sub-sector as an offering, the worlds of the Corvus Sub-sector presented like a banquet to be feasted upon by ravenous gods. Although the Warp churned about the sub-sector for nigh-on a millennia, the gods of Chaos and their servants still exerted their malign influence upon them. Whilst

planetary governors and generals were cut off from the support of their Imperial masters, the acolytes of Chaos had no such limitations, the presence of the Dark Gods closer at hand than at any time in the past.

As the Warp storms abated, the architect of this misery, the Daemon Prince of Nurgle Anathrax the Foetid, decreed that the time was at hand when he could complete his machinations and cast the sub-sector into the Warp forever.

THE PROPHETS OF WAR

As the Warp storm cleared, it was not just the eyes of the Imperium that fell upon the Sub-sector. Greedier eyes gazed upon these ruined worlds and dreamt of claiming them. Individually, these warbands of pirates and raiders would be too disorganised to pose a threat to their rivals, but the Dark Eldar Archon Viscount Rex wielded enough power and influence to weld together a somewhat fractious alliance with enough guile and cunning to face down the Crusade of Fire or the Servants of Ruin and spoil their precious plans.



THE CORVUS SUB-SECTOR

Sited close to the heart of the Segmentum Ultima in the galactic east, the Corvus Sub-sector comprises the major planetary bodies orbiting the yellow dwarf star (designated I118-B) and a handful of neighbouring systems. Once a major galactic trade hub, the sub-sector had been thought lost forever to the Warp storm known as the Crow's Eye. Now, a thousand years after the Warp storm first appeared, contact has been resumed.



SAVRAP



CORVUS MAJORIS



SOVVEN



JUNKATTA



VETH



ALFROST

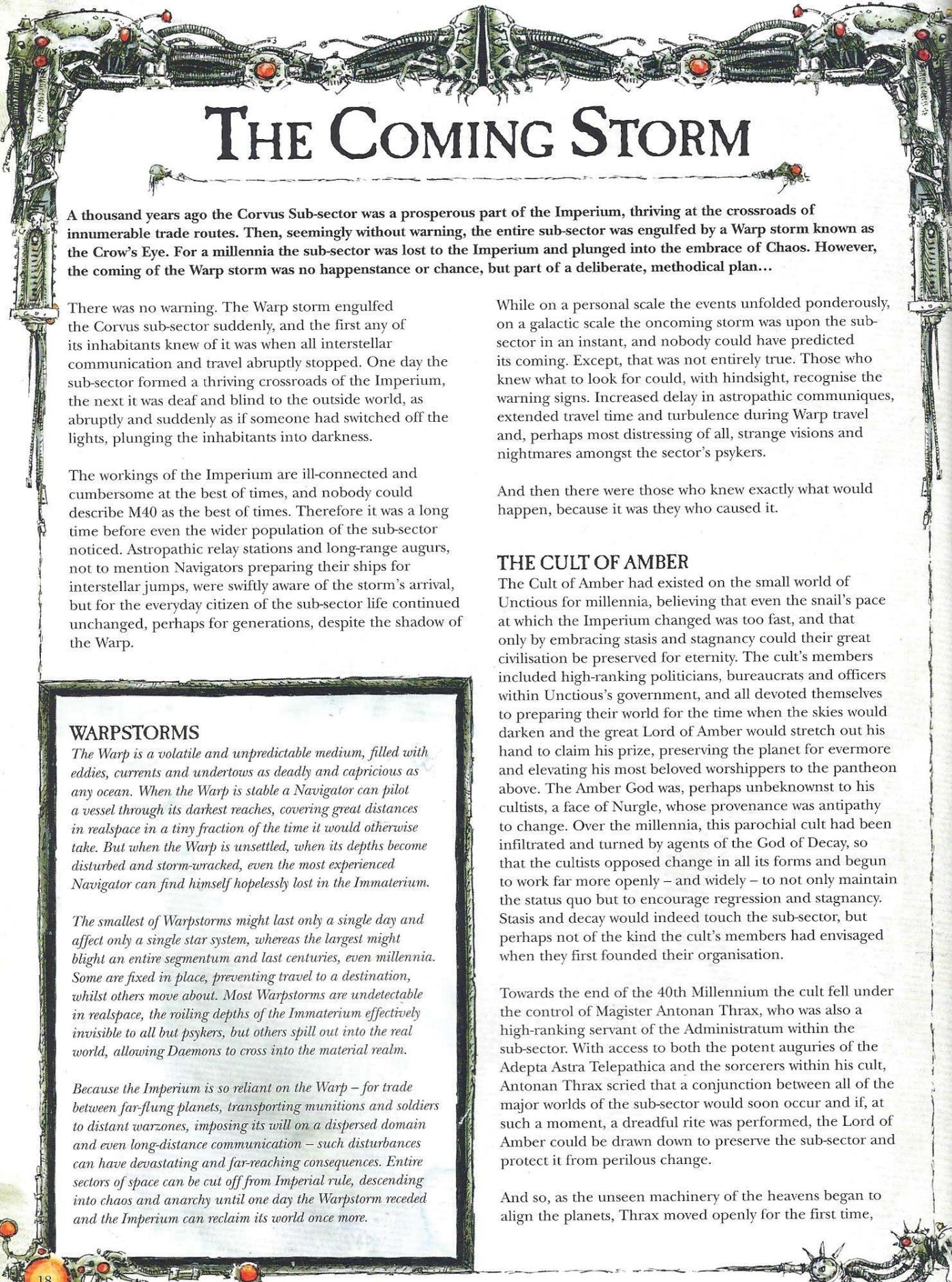
VOIDSPAN POINT

UNCTIOUS

ISHRAQ

THE CHELLIS BELT

ILLIAS



THE COMING STORM

A thousand years ago the Corvus Sub-sector was a prosperous part of the Imperium, thriving at the crossroads of innumerable trade routes. Then, seemingly without warning, the entire sub-sector was engulfed by a Warp storm known as the Crow's Eye. For a millennia the sub-sector was lost to the Imperium and plunged into the embrace of Chaos. However, the coming of the Warp storm was no happenstance or chance, but part of a deliberate, methodical plan...

There was no warning. The Warp storm engulfed the Corvus sub-sector suddenly, and the first any of its inhabitants knew of it was when all interstellar communication and travel abruptly stopped. One day the sub-sector formed a thriving crossroads of the Imperium, the next it was deaf and blind to the outside world, as abruptly and suddenly as if someone had switched off the lights, plunging the inhabitants into darkness.

The workings of the Imperium are ill-connected and cumbersome at the best of times, and nobody could describe M40 as the best of times. Therefore it was a long time before even the wider population of the sub-sector noticed. Astropathic relay stations and long-range augurs, not to mention Navigators preparing their ships for interstellar jumps, were swiftly aware of the storm's arrival, but for the everyday citizen of the sub-sector life continued unchanged, perhaps for generations, despite the shadow of the Warp.

While on a personal scale the events unfolded ponderously, on a galactic scale the oncoming storm was upon the sub-sector in an instant, and nobody could have predicted its coming. Except, that was not entirely true. Those who knew what to look for could, with hindsight, recognise the warning signs. Increased delay in astropathic communiques, extended travel time and turbulence during Warp travel and, perhaps most distressing of all, strange visions and nightmares amongst the sector's psykers.

And then there were those who knew exactly what would happen, because it was they who caused it.

THE CULT OF AMBER

The Cult of Amber had existed on the small world of Unctious for millennia, believing that even the snail's pace at which the Imperium changed was too fast, and that only by embracing stasis and stagnancy could their great civilisation be preserved for eternity. The cult's members included high-ranking politicians, bureaucrats and officers within Unctious's government, and all devoted themselves to preparing their world for the time when the skies would darken and the great Lord of Amber would stretch out his hand to claim his prize, preserving the planet for evermore and elevating his most beloved worshippers to the pantheon above. The Amber God was, perhaps unbeknownst to his cultists, a face of Nurgle, whose provenance was antipathy to change. Over the millennia, this parochial cult had been infiltrated and turned by agents of the God of Decay, so that the cultists opposed change in all its forms and begun to work far more openly – and widely – to not only maintain the status quo but to encourage regression and stagnancy. Stasis and decay would indeed touch the sub-sector, but perhaps not of the kind the cult's members had envisaged when they first founded their organisation.

Towards the end of the 40th Millennium the cult fell under the control of Magister Antonan Thrax, who was also a high-ranking servant of the Administratum within the sub-sector. With access to both the potent auguries of the Adepta Astra Telepathica and the sorcerers within his cult, Antonan Thrax cried that a conjunction between all of the major worlds of the sub-sector would soon occur and if, at such a moment, a dreadful rite was performed, the Lord of Amber could be drawn down to preserve the sub-sector and protect it from perilous change.

And so, as the unseen machinery of the heavens began to align the planets, Thrax moved openly for the first time,

WARPSTORMS

The Warp is a volatile and unpredictable medium, filled with eddies, currents and undertows as deadly and capricious as any ocean. When the Warp is stable a Navigator can pilot a vessel through its darkest reaches, covering great distances in realspace in a tiny fraction of the time it would otherwise take. But when the Warp is unsettled, when its depths become disturbed and storm-wracked, even the most experienced Navigator can find himself hopelessly lost in the Immaterium.

The smallest of Warpstorms might last only a single day and affect only a single star system, whereas the largest might blight an entire segmentum and last centuries, even millennia. Some are fixed in place, preventing travel to a destination, whilst others move about. Most Warpstorms are undetectable in realspace, the roiling depths of the Immaterium effectively invisible to all but psykers, but others spill out into the real world, allowing Daemons to cross into the material realm.

Because the Imperium is so reliant on the Warp – for trade between far-flung planets, transporting munitions and soldiers to distant warzones, imposing its will on a dispersed domain and even long-distance communication – such disturbances can have devastating and far-reaching consequences. Entire sectors of space can be cut off from Imperial rule, descending into chaos and anarchy until one day the Warpstorm receded and the Imperium can reclaim its world once more.



mobilising his cult to seize control of the major cities of Unctious and to enact the final act of change that would ever blemish his world – and his sub-sector. As the conjunction occurred and his ritual was completed, the Lord of Amber – Nurgle himself – did indeed manifest upon the world of Unctious, but it was not stasis that he brought, but decay in all its forms. The flesh of Thrax's sorcerers, his cultists and indeed every man and woman of Unctious sloughed from their bones, their bodies withering and atrophying to dust in short, painful moments. The once-glorious hive-cities turned to rust and ruin, and soon death and decay ruled everywhere and no more could the forces of change hold any sway here.

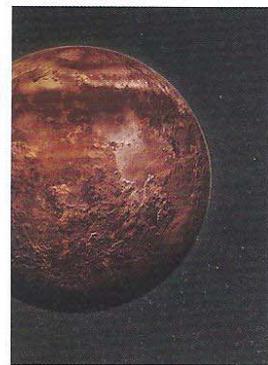
Nurgle was not yet done, for the conjunction had brought every world within his grasp, but as he moved to seize his prize he was thwarted by the Lord of Change himself. Such a bold move by the God of Decay had drawn the attention of his brother Tzeentch, who would not so readily have an entire sub-sector rife with life and change stolen away from him. Much as a man might draw a cloak about

him, Tzeentch plucked at the Warp and drew it about the shoulders of the sub-sector, snatching it from Nurgle's sickly grasp, scattering the planets and breaking the conjunction, denying him his prize.

Nurgle sulked at his failure, snatching the world of Unctious and Magister Thrax as his consolation and returning to the depths of the Warp. The conjunction, missing a major world, was broken and the ritual aborted.

But the Corvus Sub-sector was by no means safe, its fate merely changed. Instead of being lost in an instant to death and decay, it succumbed to a long and slow malaise brought about by change. Where once it had the stagnancy of the Imperium, now it was denied that and forced to surrender to a new destiny brought about by Chaos. On a dozen worlds anarchy replaced order, cults replaced governments and war replaced peace.

Yet Nurgle would not be so easily denied. In a thousand years, he would return Unctious to its rightful place, and Thrax would conclude his ritual at last.



Unctious

Orb. Dist. 0.2 AU

Daemon World – Quarantine
Maximus

Population: Lost

Comments: Vanished for a millennia, sightings of this planet to be treated with suspicion. Inform authorities at once and submit for scrutiny.

THE CORVUS SUB-SECTOR

The Corvus Sub-sector lies to the galactic east, nestling in the heart of the vast administrative region of the Segmentum Ultima. Sitting at the convergence points of several stable Warp routes – collectively known as the Voidspan Passage – the sub-sector has long been an influential player in interstellar trade. Countless gigatonnes of cargo, from agri-grain shipments destined for Varsis to war materiel for the battlefields in the rest of the segmentum and beyond, passed through this sector every day, making it a prime target for pirates and raiders. Consequently, it was also home to a large section of Battlefleet Ultima, who, anchored off Voidspan Point space station, patrolled the region.

To lose the sub-sector would not only have catastrophic consequences for the immediate sector, but for the Imperium as a whole, the disrupted flow of trade and manpower impacting warzones across the Eastern Fringe and beyond. The High Lords of Terra could not countenance such a disaster and ensured that the sub-sector was suitably bolstered – no enemy fleet or army could make war on Corvus and survive.

However, the enemy that felled the Corvus Sub-sector was no mortal foe, but a mighty Warpstorm.

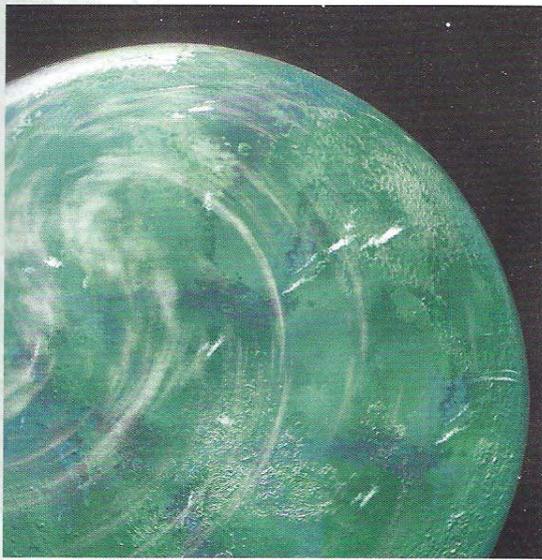
THE CROW'S EYE

The Warp storm known as the Crow's Eye enveloped the entire Corvus sub-sector, as well as a number of outlying regions, cutting off the area from the wider Imperium for almost exactly a millennium. From realspace the Crow's Eye was invisible, but those with the Sight could glimpse it peering through the Immaterium, a baleful orb staring down from the heavens.

Yet despite its unseen presence, the Crow's Eye still cast its malign influence upon the inhabitants of the sub-sector's worlds. Denied the succour and trade of the Imperium, not to mention administrative and military support, starvation and anarchy were rife. Worse still, the inhabitants of the Warp were not denied transit as the Imperium was, and many worlds fell to the predations of Daemons and – more recently – Chaos renegades and Eldar corsairs.

Now, after a thousand years staring out from the Warp, the Crow's Eye has blinked and the Corvus sub-sector has emerged once again. The Crow's Eye did not recede all at once, so at first only the outermost planets of the sub-sector were reachable. Yet the Warpstorm is inexorably vanishing, and it is only a matter of time before all the worlds of the sub-sector have emerged, perhaps even Unctious...





CORVUS MAJORIS

Imperial planet, formerly sub-sector capital

Tithe Grade: Solutio Extremis – Exactic Tertius

Aestimarc: A100

CORVUS MAJORIS

Corvus Majoris was once the regional capital, the seat of government and administration and the hub of much of the trade that passed through the sub-sector. Five great hives rose from its surface, each glorious constructions of stone and iron, and the hive primus – the seat of the governor – was renowned for light years around for the beauty of its architecture.

No more, for the capital planet now lies in ruins, its hives shattered and its cities destroyed. There is still a population, but it is divided into brutalised factions waging their own civil war for control of the world, each centred within the blasted shells of one of the great hives. Yet, the planet is still laden with resources, including the endless fertile plains of its supercontinents, and the multitude of sealife that flourishes within its narrow but deep seas.

Corvus Majoris remains the capital symbolically, if not in reality, and controlling it will certainly unlock the rest of the sector.

Of note upon its surface are the remains of the hive primus, sited at the confluence of three great seas. Although much of the hive now lies in ruins, its spire still stands to a height of two kilometres, although the governor's palace that once topped it tumbled down long ago, and now lies nestled amidst the stone of its own foundations.



JUNKATTA

Junkatta was second only to Corvus Majoris in power and importance. Whereas the capital world concerned itself with interstellar trade, Junkatta was a primary manufactorum centre of the Adeptus Mechanicus, its industrial output rivalling the forge worlds of other, better-known systems. Its manufactorums specialised in producing components for Imperial Guard artillery, from the barrels of earthshaker cannons to the carefully attuned electronics for storm eagle warheads, as well as less prestigious work such as tracks and treads for construction servitors and other heavy lifters. The loss of Junkatta was keenly felt by the sector government, for it disrupted production and trade greatly.

Yet the coming of the Warpstorm did nothing to halt the operations of the Cult Mechanicus, whose work was often held apart from the wider Imperium. Indeed, decades, perhaps centuries passed before the Tech-priests glanced up from their duties and noticed that the components produced in their factories now languished and decayed in orbital stations, uncollected by interstellar trade vessels, unrequested by warzones beyond the sub-sector. How long they continued regardless is undocumented, but at some point the ends to which they worked changed. Corrupted by decay and madness, the Mechanicus of Junkatta slowly replaced their faith in the Ommissiah with faith in the powers of the Warp. Their forges now produce Daemon Engines and the planet's population was long ago turned into servitors to serve their dark masters.

EMERGENT WORLDS

When a world is cut off from the Imperium by a Warpstorm, no matter how long the storm might last, it will emerge changed in some way. This is especially true if the Warpstorm has lingered for more than a century or two. In that time, for perhaps the first time in its existence, a world will find itself alone, cut off from the wider galaxy and the comforting rule of the Imperium. Its population must be self-reliant, for it can no longer import food or other goods, nor can its government request aid from the Administratum, the Imperial Guard or the Adeptus Astartes. During this time in exile from the galaxy, one of two things traditionally happens.

Firstly, a world continues as it always has done, its government draconian steps to maintain the status quo, quashing any unrest and ruling with an iron fist. Perhaps its rulers become dynastic tyrants or kings, its population indentured and enslaved to the supposed values of the Imperium of ancient myth and legend. If it has taken such a path, when this world emerges it will not readily submit to the yoke of the Imperium's rule, and oft will need be made to forcibly comply.

Alternatively, a world will not weather the storm at all, its government incapable of maintaining order, its civilisation tears itself apart and the world regresses to a primitive state. When this type of world emerges, its use to the Imperium is measured only in the resources it still contains.

ALFROST

The Imperium never had a firm hold on the death world of Alfrost, but that never stopped successive attempts to colonise it to harvest its valuable resources – the planet's crust was rich with nitridium ore and its atmosphere laden with high-yield phosphates. The surface temperature of the planet rarely rises above absolute zero, leading it to be caked in a thick crust of ice for much of its rotation. Perhaps because life on the surface has ever been an up-hill struggle, requiring a self-sustaining and tough streak, its scattered communities remained largely unchanged by the passage of time. Indeed, a lone Imperial outpost still remains on its surface, unrelieved of its duties for a thousand years. The men stand watch as their fathers and grandfathers did before them, waiting the time when their Imperial Guard regiment returns with fresh orders, or a new colony ship arrives to once again try to colonise Alfrost.

VETH

This barren, airless moon holds little apparent value for the Imperium, and for much of the sub-sector's history it has gone largely unnoticed and unclaimed. Yet at some point in its past a well-defended spaceport and heavily armed fortifications were constructed, suggesting that the Imperium had grander designs on it than it might have let on. Endless miles of mine tunnels now riddle the rock as enslaved cultists dig ever deeper, whilst the fortifications are now manned by Chaos Space Marines who seek to claim the ancient artefacts they believe reside within its core.

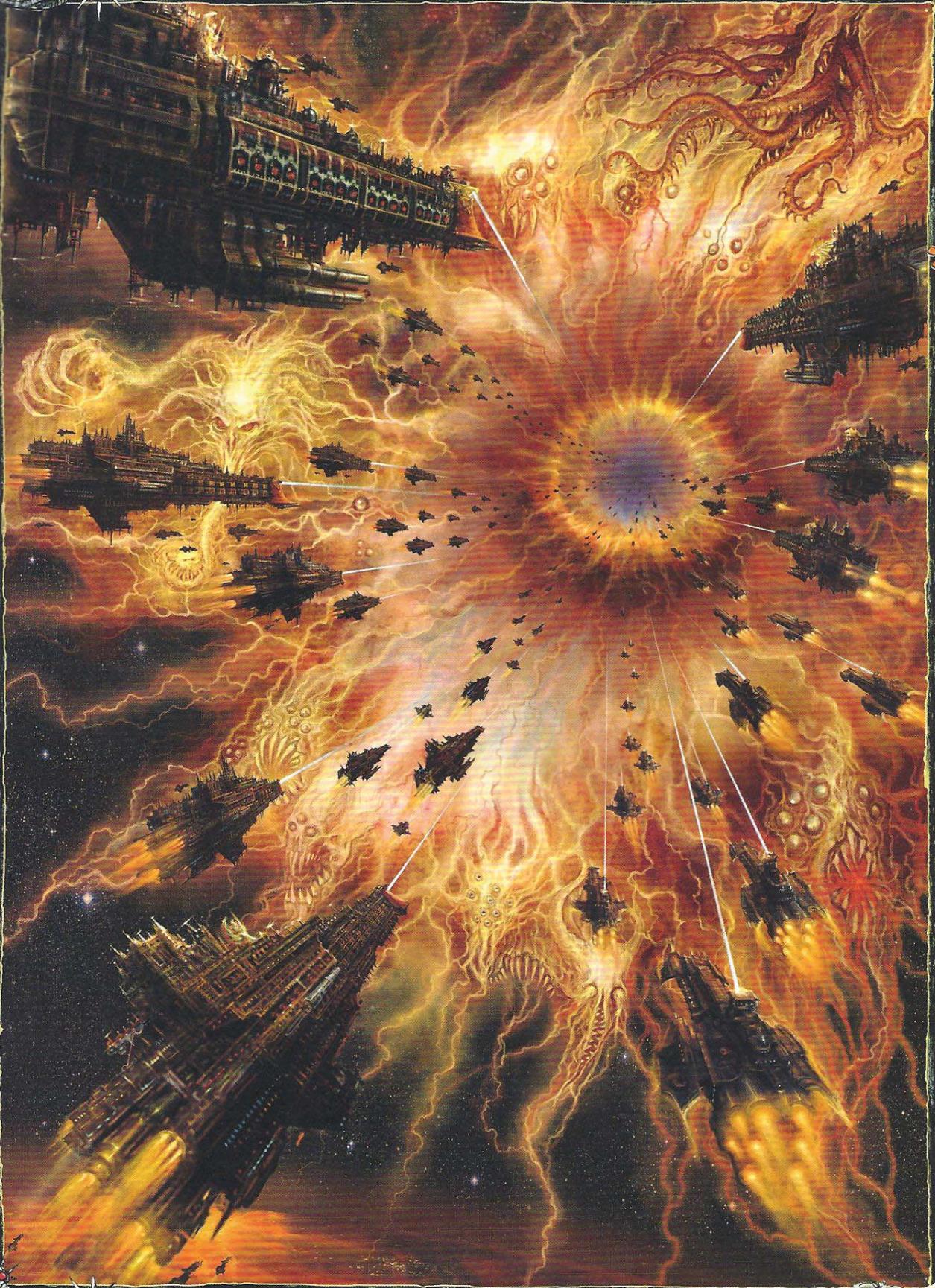
What neither the Crusade of Fire nor the Servants of Ruin know is that Veth was once a crown world of the Nihilakh Dynasty of Necrons, although it has slumbered for millions of years. Now, awoken by warnings triggered by the invading forces above, the revivication chambers whirl into life once more, awakening Necrons by the thousand.

THE GHELLIS BELT

The innermost reaches of the sub-sector are divided from the outer planets by a great belt of dust, ice and asteroids called the Ghellis Belt that pose a dangerous environmental hazard for ships seeking passage between the outermost planets and those further in. Worst still, the belt has long been inhabited by pirates and raiders, who took advantage of the disruption the belt causes to augury arrays to hide from Imperial authorities. Now, worse things hide within the belt – renegades and traitors, as well as hideous Warp-spawned monstrosities able to swallow a battleship whole.

VOIDSPAN POINT SPACE STATION

Safe passages through the Ghellis Belt are few and far between, rarely staying open for long. The only stable gap is known as Voidspan Point, and before the coming of the Warp storm it was heavily defended by the Imperial fleet based at Voidspan Point Space Station. Now abandoned, the station's echoing corridors are said to be haunted by nightmares made flesh; the remnants of the personnel once stationed there, and worse.



ISHRAQ

The surface of the small hive world of Ishraq is terminally polluted from millennia of heavy industry, great dune seas of ash waste stretching from shore to shore, lapped by oceans of toxic sludge and fouler chemicals. The hive cities of Ishraq and Ishraqa still rise up above these wastes as they always have done, for their inhabitants weathered the turmoil of the preceding millennium by raising their hermetic seals and abandoning the rest of the planet to an unpleasant fate. The passage of the millennium has not been kind to the hives' population, however, as they quickly faced food shortages. Yet a populace of sorts remains within each hive, deprived, degenerate and devoted to darker powers, recognisably human in body if no longer soul.

Whilst the Crusade of Fire might be better off destroying the hives from orbit, the planet's infrastructure remains largely intact. If its population could be cleansed, perhaps the world can be recolonised anew.

SAVRAP

The planet of Savrap is swathed in a thick layer of mist and cloud that obscures its surface from orbital view for much of the year. Beneath its dense cloud layer the world is similarly cloaked with thick jungles and mangrove swamps, vegetation and animal life thriving in the trapped heat. The Imperium showed little interest in colonising Savrap, for explorer vessels proved it had only a low resource yield.

However, the jungles have long been rumoured to contain alien ruins and strange artefacts, remnants of a far more ancient xenos civilisation. This mystery has led more than one Rogue Trader to try to steal its secrets, often landing in force, but the deadly flora and fauna that also inhabit the jungle have meant few have left its surface alive. Those that do invariably return mad, screaming of having witnessed unholy visions of alien vistas that should not be. That expeditions to the planet have almost always proven fatal does not seem to have dissuaded further efforts, for those treasures recovered have always allowed the wielder to command awesome powers.

ILLIAS

Rich in surface ores, Illias was heavily industrialised early in the colonisation of the sub-sector, great hive cities and manufactorum plants steadily marching across its surface. At its peak, the thriving hive world was home to 400 billion citizens, its output making it one of the most prosperous and productive in the segmentum. Yet even before the coming of the Warp storm, the world had begun its long slide into anarchy, many of the hives abandoned to warring gangs and its manufactory output plummeting, prompting Administratum investigation.

Now, the surface of the world is a near-endless labyrinth of ruined streets and derelict structures, controlled by petty warlords ruling over the remains of hive cities. Yet the planet remains rich in resources, if it can be reclaimed.



SOVVEN

Ancient explorer records show that Sovven was once a verdant world covered in great green plains and thick forests, an agri-world that was home to a large and stable population. Such was its agricultural output that it was often referred to as the Cornfield of Corvus. Yet in the aftermath of the Warp storm's appearance, its sun began to expand and bathe the planet's surface in deadly radiation, irradiating crops and cattle and leading to severe starvation and drought amongst the population. The war that erupted over the ever-dwindling resources led to the deployment of forbidden weaponry, scorching the skies, burning the planet's surface and driving its scattered survivors into fallout shelters far below the surface.

A thousand years later, the descendants of these survivors exist only as horribly mutated monsters or depraved warbands of cannibals, falling on any visitors to the planet's surface in a frenzy of bloodletting and feeding. Within the deepest of these bunker complexes dreadful weapons remain, each with the potential to destroy a planet, awaiting the arrival of one who remembers how to awaken their terrible power.

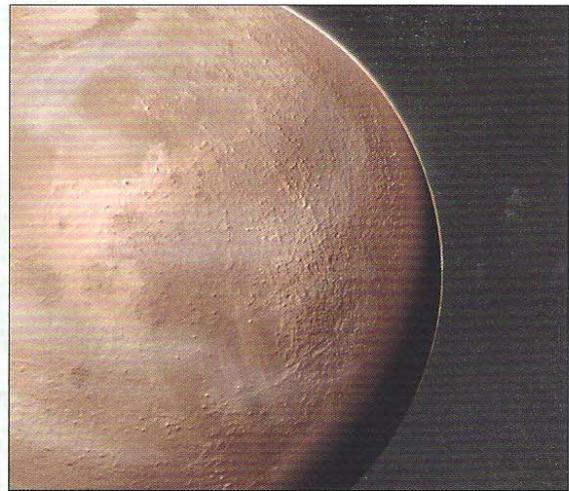
UNCTIOUS

Unctious' close proximity to the system's star has ever caused the small planet to be geologically turbulent, its surface constantly wracked with tectonic trauma. This violent geology led to great seams of ore frequently thrusting to the surface, where colonists quickly took advantage of its riches. A prosperous civilisation thrived amidst the trauma and, for a time, life was good, if hard. This hardship bred an independent, strong-willed population who ever chafed under the yoke of Imperial rule, frequently leading to civil disobedience and unrest, and the constant presence of radical cults and groups. In M40 one of these cults – the Cult of Amber – gained enough power to enact a ritual that condemned Unctious to be lost in the Warp, its population damned and the planet turned into a Daemon world.

A millennia later, Unctious has returned to its former position within the sub-sector. Of the planet's population, there is no sign, for the surface of the world is barren and lifeless. Where once stood cities, now rise great altars and shrines to Nurgle, whilst roads and rivers now form strange, eldritch patterns that act as a Warp beacon of sorts.

I118-B

The huge, swollen yellow star at the centre of the sub-sector bathes all in its sickly glow. Already an aging star, a thousand years tormented by the unnatural influences of a Warp storm have done nothing to improve its stellar health. The star is ever in flux, causing unstable gravitic eddies within the inner system and scourging nearby worlds with deadly bursts of radiation. Some astronomical observers even report seeing leering faces and eyes within the eddies of its surface, suggesting a malign intent.



SOVVEN

Dead world (formerly high-yield agri-world: prior statistics shown in parentheses below for Explorator comparative purposes)

Population: 1000< (1,900,000)

Tithe Grade: Aptus Non (Exactis Prima)

Aggregate: 200 (2000) Aestimare: G1000 (B50)

THE GRAND CONJUNCTION

Whilst many of the planets of the sub-sector come into conjunction with one another every century or so, it is a rare occurrence for all the major worlds to line up. Such a grand conjunction is a significant event, both in an astronomical sense, the heightened gravitational pulls between the planets combining to create turmoil on each of the worlds; and in an occult sense, for the movement of stellar objects resonates within the Warp.

At such a time, the potential for a dozen or more rituals is unlocked upon each of these worlds, each capable of summoning unspeakable horrors or harnessing untold powers. Cults and cabals gather with renewed fervour, preparing for their own personal apocalypse when they can take advantage of the conjunction for their own ends.

And yet, even the most powerful of these rituals pale into insignificance compared to the Grand Conjunction, the ritual first attempted by Magister Thrax a thousand years ago, that would harness the power of the alignment to plunge the entire sub-sector into the Warp. Now, Thrax has returned, elevated to daemonhood as Anathrax the Foetid, Daemon Prince of Nurgle. With his newfound powers, and the might of several Chaos Space Marine Legions at his command, he intends to complete his ritual and doom the sub-sector once and for all.

GLADIATOR GROUP 138



WADE PRYCE

Although Wade is the Studio's Warhammer system editor, he's famed throughout the Design Studio (and beyond) for his massive World Eaters Chaos Space Marines and his army of Chaos Daemons. It's fair to say that he enjoys painting red...

Although I've been painting Ravenwing recently, my biggest army by far are my World Eaters Chaos.

RUINING THE RUINERS

The World Eaters have not joined with the misguided Chaos warbands that make up the Servants of Ruin faction. The other Chaos Space Marine forces may seek to bring the Warp to the Corvus Sub-sector, but Khorne demands nothing more than unending war in his name. If the Word Bearers have their way they'll probably turn entire planets into cathedrals made out of fire or sorrow or something equally mad; Khorne does not care for this. It's a bit weird, frankly.

The Blood God demands that whole worlds are made into battlefields in his name, their oceans emptied and filled with blood, their mountains toppled and pyramids of skulls

raised to the heavens, and that is precisely what the World Eaters will deliver to him. This might mean allying at times with the treacherous Dark Eldar, but ally or not, sooner or later they're going to end up with a chain axe in their skull.

BURNING THE CRUSADE

A number of loyalist Space Marine Chapters have joined the Imperium's Crusade of Fire, and I look forward to roaring challenges across the gaming table at my opponents and generally impugning the honour and pedigree of their chosen Chapters. These are the World Eaters, Space Marines of the First Founding, Sons of Angron and Chosen of Khorne, and I intend to play completely in character by bellowing this information at all the other players in what will probably be considered a threatening manner by all concerned. I care not, so long as the blood flows.

THE SONS OF MANCORA



I've always been a stalwart defender of the Imperium, and my Howling Griffons have stood against its enemies for more years than I can remember; ever since me and a few friends each painted an army of Howling Griffons for a Warhammer World Campaign Weekend. They're my number one choice to secure victory for the Crusade of Fire.

COMBINED ARMS

They do not, however, stand alone, for I also have smaller collections of both Grey Knights and Sisters of Battle. I fully intended to take advantage of the allies rules throughout the campaign to bolster my Space Marines on the battlefield.

The core of my army is a few Tactical Space Marine squads with a unit or two of Scouts in support. Not only are these my main objective holders, they have plenty

of plasma weapons for facing Chaos Space Marines, and enough sniper rifles to take out enemy squad leaders and special weapons troopers. Thankfully, my collection is large and versatile enough to allow me to change my army list from game to game. In one battle I might take an Assault Squad, a Landspeeder and a Razorback to rush down a flank, but in the next game I can invest my points in a Devastator squad, a Predator and a Thunderfire Cannon and pound my enemy into oblivion. I've even got several HQ choices, meaning that my opponent won't know which of the Chapter's heroes he'll be facing, including the freshly painted Chaplain Strabo.

My hope is that by keeping my army list and tactics varied, the Chaos team won't have a chance to adapt or devise tactics to defeat me. I'm sure the writings in the Codex Astartes would agree. So bring on my first opponent, glory awaits...



ROBIN CRUDDACE

One of the Design Studio's games developers, Robin has written both Codex: Imperial Guard and Tyranids, yet his army of choice are in fact the red and yellow-armoured Space Marines of the Howling Griffons Chapter.



KEVIN CHIN

Artist Kevin Chin usually has a new army on the go, yet he always returns to his Imperial Fists. His yellow-armoured force are feared throughout the Studio – and rightfully so, as he is a master tactician who has racked up more than his fair share of victories.

THE SHIELD OF DORN

I'm drawn to the Imperial Fists because of their Primarch, Rogal Dorn, and their role during the Horus Heresy. I like the idea of them as the defenders and praetorians of the Emperor's Palace, as well as their near-fall following Horus' death over Rogal Dorn and Roboute Guilliman's extreme differences of opinion as to the future of the Legions. It's almost a tragic tale, a classic fall from grace as it were.

I've been collecting Imperial Fists for over six years now, ever since my wife, Sharon, bought me a Space Marine Battleforce as a present. I've carried on adding to the army over all this time; it's a project that I go back to again and again, even though I'll go away and paint a different army

inbetween. I've just finished a Stormtalon, and have a couple of Contemptor Dreadnoughts built and ready to go, and after that there's the rest of the company to finish. See what I mean, it's always on the go!

When I first started the army it was very clean-looking, but it didn't look right. So I took an interest in weathering and applied some of the techniques I learned to the army. I want it to look like it's been on campaign, not factory fresh, so I've used Forge World Weathering Powders and plenty of washes to create a dirty, used appearance; a much more muted yellow, contrasted with the traditional black of the 5th Company.



THE SHIELD OF DORN

At the head of my army stands Lysander – he'll be my Grand Warlord in the Crusade of Fire. He's my favourite special character, embodying the passage of pain and sacrifice to emerge stronger than the Imperial Fists all go through. He's a character with real presence too, both as a miniature, in the background and on the tabletop. In fact, more than any other, he seems to scare enemy players, really unsettling them. It's certainly true that he can take a lot of punishment and emerge unscathed.

I tend to field Lysander in a unit of Terminators – with thunder hammers and storm shields, naturally – or my latest addition to the army, the Boarding Marines. When he's in with the latter unit, they can benefit from his Bolter Drill special rule and, if he's at the front, he can protect them by taking any firepower that comes their way.

Lysander leading a unit of Boarding Marines not only looks cool, but it really fits the theme of my army. The Imperial Fists are experts in siege warfare, so this is the unit they unleash when power armour is not enough. In fact, I can field a whole army armed with shields – Lysander, Assault

Terminators, Boarding Marines, Ironclads (who are so up-armoured they might as well have shields), and even the Vindicator with its siege shield!

My favourite part of the army are its Ancients – my nine Dreadnoughts. I just love Dreadnoughts, there's something particularly good about a walking coffin with guns. I've got two Contemptors on the go, and then I want to take my Ironclads up to six, then I reckon I'll have enough. I hope I have the opportunity to field them all at once!

NEVER KNOWINGLY OUTGUNNED

In the campaign, I plan on focusing purely on firepower; as much as I can field. I've got a large enough army that I can be flexible from game to game. In more defensive situations, I'll take more guns; Dreadnoughts, Devastator Squads and the like, as well as plenty of Tactical Marines. In scenarios where mobility is required, I'll field my Razorbacks and roll out the Predators and Vindicators too.

One thing for sure with my Imperial Fists: they might be outnumbered, but they're never outgunned.

THE SERPENT STRIKES



PHIL KELLY

In a campaign full of power-armoured opponents, Phil Kelly is playing the token xenos player with his Dark Eldar. Not to worry, for he's a deadly opponent on the tabletop, nigh-unbeatable at games of Warhammer 40,000 in the Studio.

I love playing the 'bad guy' armies in the 41st Millennium, and they don't come much more evil than the Dark Eldar. There's something about their super-sleek look, deadly technology and utter contempt for the other races of the galaxy that screams 'supervillain' to me. Foiling the plans of the stolid, solemn Imperium is always a hoot – I shall make sure I get lots of maniacal laughter in there as I slash my way through the slow-witted humans and grab as many captives as I can, leading the charge of the Prophets of War.

FLOAT LIKE A PTERASQUIREL, STING LIKE A PSYCHNEUEIN

My Dark Eldar army is relatively new. Although my Ulthwé Eldar date back to the mid-nineties, I've only collected Dark Eldar for the past year or two. As a result the army could be euphemistically described as 'small but perfectly formed'.

I'll be using pretty much the same army list regardless of what game I'm fighting. It's based around a core of Raider-mounted Wyches who tend to get stuck into the enemy as quickly as possible, backed up by a small cadre of Incubi – very useful indeed against power-armoured troops, of the sort I know I'll be facing in every game. My favourite HQ choices are the notorious Duke Sliscus, for whom I've converted up a model, and the beautiful but frequently temperamental Lelith Hesperax. I feel sure the gruesome twosome will net me some prime fodder for the arena.

My overall plan for the campaign is to manipulate the Servants of Ruin and the Crusade of Fire into depleting each other's strengths, and then pounce on whatever's left. It's an age-old bad guy tactic, but what the Dark Eldar lack in raw strength, they more than make up for with dastardly cunning. Let the games begin!

STRIKE FORCE SETH



My first army were Blood Angels, painted a particularly lurid shade of orange, if I remember correctly. When the latest Codex came out, I knew I wanted to start a new army, but I wanted to try a different take on the Sons of Sanguinius. The Blood Angels Successors have always had a strong identity of their own, and none more so than the Flesh Tearers, so when Chapter Master Seth was released I knew I had to collect an army centred around his strike force.

COLLECTING THE ARMY

One of my favourite parts of the hobby has always been modelling, converting and kit-bashing my armies, to make them unique to me. This is why, no matter how many times I might wander to play about with Imperial Guard or Chaos Daemons or Necrons, I'll invariably return to Space Marines or their traitor brethren – the plastic ranges provide so much scope for kit-bashing, that all I need to do is delve

into my bitz box or grab a couple of kits off the shelf and I'll be inspired in no time.

The Flesh Tearers were no exception, and although some squads (such as the Sanguinary Guard) are built pretty much straight out of the box, most use components from all manner of kits (in particular the Death Company box set).

The most extreme example of this is Seth's own Honour Guard, where I went out of my way to find the most gnarled-looking Space Marine heads I could, making them all look like veterans of a dozen wars.

Playing Games

Although I toyed with fielding the army as a pure assault army, I found I needed a solid core of Tactical Marines to guard my base, so the army tends to be a mix of Assault Marines, Tactical Marines and more elite units mounted in my Stormraven.



ANDREW KENRICK

Andrew is a member of the White Dwarf team and a hobby butterfly of some renown, although of late he has calmed down a little bit and started to focus on finishing up just a few painting projects, rather than a few dozen...



MATT HUTSON

Never happier than when he's painting power-armoured miniatures, Matt is famed for the number of Space Marine armies he's collected. For this campaign, he's returned to his Red Corsairs army, originally painted for A Tale of Four Gamers in White Dwarf.

THE HOUNDS OF HURON

My main army in Warhammer 40,000 has always been Space Marines, whether Blood Angels, Imperial Fists or Black Templars, but I also have a huge army of Chaos Space Marines belonging to the Red Corsairs. And it's these I plan on using in the campaign.

TALES OF TREACHERY

I've always liked the background of the Red Corsairs – the Astral Claws Chapter recently turned renegade under the command of their charismatic Chapter Master, Huron Blackheart – but it wasn't until A Tale of Four Gamers in White Dwarf a few years back that I got round to painting an army of them.

The thing that inspired me then was a couple of pieces of background. First up was a story in the last edition of Codex: Space Marines, the Wolf of Fenris, which told the tale of Huron Blackheart taking the eponymous Space Wolves cruiser; and the second was a piece of background – the Fall of Vilamus – about the Red Corsairs and their Night Lords allies capturing a Space Marine fortress-monastery.

BROTHER FIGHTING BROTHER

Based on this background, my army was built to fight Space Marines – a handy thing for this campaign, I feel – so not only features plenty of power weapons and plasma guns but also lots of Space Marine



helmets on trophy racks. In many regards, the army is very Space Marine in its composition – lots of Terminators, Rhinos, Predators and the like. As they're only recent converts to the cause of Chaos, I like to think that the Red Corsairs wouldn't be as corrupted as the Chaos Legions, so there are no Daemon Princes, Possessed, Berzerkers or Daemon Engines, for example.

No army is ever complete, and as I've recently got my hands on some of the new Chaos Space Marine kits I've been adding to the force, with Chosen, Cultists and Raptors all on my paint station rapidly being painted for deployment in the campaign.

I've already got a small contingent of Night Lords in the army – in the background they joined the Red Corsairs in the raid on Vilamus – but I'm toying with painting the new additions to my army to match these traitors instead, expanding the dark blue contingent.

I also painted a couple of bastions for the army, which I can now include in my army list in regular games as a fortification choice.

CORRUPT AND DEFILE

Perhaps more than other Chaos Space Marine armies, the Red Corsairs are defined by their special character – Huron Blackheart. Therefore I almost always take him as my Warlord, accompanied by a big unit of Chaos Space Marines or Chosen. He's formidable in battle – easily the equal of a Space Marine Captain – and is amplified yet further by the Hamadrya and its random psychic power that it generates each turn.

As I do when playing Space Marines, I field two or three ten-man squads of bolter-armed Chaos Space Marines. These are primarily used for defence, controlling the big guns on my bastions or holding any of my objectives. When on the attack, I spearhead the assault with both Huron and his squad, and a unit of Chaos Terminators. Armed to the teeth with power weapons, chainfists and heavy flammers, there's little that can stop this unit when it gets stuck in.

I've got my eye on a few of the strategic objectives, so will go out of my way to seize them early on, in particular any space port that I can get my hands on so I can launch raids on the rest of the players regardless of where they are.

SIGVALD'S ALLSLAYERS



SIMON GRANT

A former member of the White Dwarf team and now an assistant games developer, Simon's beard and love of mead is testament to his calling to lead the Space Wolves army to battle. He's even converted and painted up a Wolf Lord miniature to represent himself!

At last, I have the opportunity to unleash my Wolves in anger. Lo, do I make a sacred oath to slaughter the enemies of the Allfather with righteous fury, preferably using the largest axe I can get my hands on. It's convenient, then, that my Warlord for the campaign, Jarl Sigvald Deathgranter, is armed with a particularly large frost axe. Nice.

HONOUR OF THE WOLVES

It is the heroic character of the Space Wolves that always appeals to me, namely their endless quest to earn glory, honour and an epic saga worthy of the ages. Whenever I use Space Wolves in a game, I always try to make sure my army is living up to this worthy goal. I always declare a challenge in combat where possible (especially with mighty Sigvald!) and endeavour to make the bravest battlefield decisions possible: charging headlong

at enemy gunlines; engaging in combats that may better suit my opponent's forces; holding the line against impossible odds and never ceding ground to the enemy. I freely admit that this can sometimes result in my Space Wolves getting mercilessly crushed, but it also creates the opportunity for my characters or squads to perform great and heroic deeds, and that's enough of an excuse to keep at it as far as I'm concerned!

A SAGA OF HEROES

It is also for this reason that I always give Sigvald Deathgranter the Saga of the Bear. Not only does having the Eternal Warrior special rule often come in handy, but the accompanying oath encourages me to challenge enemy characters and slay them in glorious combat, conveniently achieving my personal mission for the campaign at the same time. That's a win-win situation in my book.

BETRAYERS OF THE WORD



THE STUFF OF CHAOS

The whole point of this army was that I wanted to make sure that every model in this army was converted; each a bespoke miniature unique to me. And in that I've succeeded – every model except the Maulerfiend and the Dark Apostle has been converted in some way, however small. Even the Maulerfiend – which I felt needed no converting, as it's such a great miniature – has a suitably elaborate, rubble-strewn base. I was helped in this endeavour by possessing a well-stocked bitz box, as well as having a circle of fellow hobbyists who I could trade bitz with or raid their own bitz boxes.

FORGED IN BATTLE

Although I consider myself to be a pretty good gamer, often going to tournaments with my Grey Knights and placing pretty highly, I've struggled with the Chaos Space

Marines in the few games I've played so far. I think this might be to do with getting to grips with the close combat-oriented army I've built after playing with the super-shooty, elite Grey Knights for the past couple of years.

It's a lot of fun throwing Chaos Space Marines to their deaths though, hurling them into the teeth of the enemy force. Sure, a lot get shot and die on the way in, but those few that make it can tear apart the foe.

As with all my collections, it's an ever-growing army that I'll no doubt expand over the course of the campaign. I've got eyes on lots of the new units from *Codex: Chaos Space Marines*, especially Chaos Cultists to soak up the enemy's fire. I'm also painting up a second Maulerfiend – my first one tends to attract a lot of attention, so I'm planning on taking two!



GLENN MORE

As well as being a great painter and modeller, Glenn is also a consummate tournament gamer, regularly cleaning up at competitive events at Warhammer World. Can he repeat his success during the campaign with his Word Bearers Chaos Space Marine army?



CHRIS PEACH

Valiant hero of the Hobby Team, Chris Peach is a professional army painter with many dozens of armies to his name. His skill at painting does not extend to the gaming table, but he'll have fun all the same!

THE HYDRA STRIKES

I teamed up with Hobby Team-mate and fellow army painter Duncan Rhodes to paint this Chaos Space Marine army, which seemed oddly appropriate given the Alpha Legion's background. I like to think of myself as Alpha Legion Primarch Alpharius to Duncan's... well, that would be giving things away, wouldn't it?

CHAOS UNBOUND

We picked Alpha Legion because we had a yearning to paint a non-red, non-black, non-red-and-black army of Chaos Space Marines. But we didn't want them to look like evil Ultramarines either. I know, we're awkward. That's why we settled on blue armour but highlighted it up with green –

it sounds like it shouldn't work, but it really does. The end result is almost a sickly blue, which seemed about right to us for the traditional look of the Alpha Legion.

We both started with a copy of Dark Vengeance, and then added to the army from there. Dark Vengeance gave us a good amount of models to start with, although we left the second Chaos Lord and Helbrute to one side (although I'm planning on converting the spare Helbrute with leftover bits from the Forgefiend). We added a couple of units of Chaos Space Marines, combining with the forty Cultists to give us a pretty solid core of Troops, and then some shiny new Daemon Engines and a Dark Apostle.



THE ENEMY WITHIN

The idea we came up with for the background was 'the enemy within and the enemy without.' I imagine that the Cultists have risen up on a planet, stirred into revolt by the machinations of the Alpha Legion, no doubt. As the planet tries to fend off this rebellion, the Chaos Space Marines attack from above, sweeping the defenders aside. I think all the Cultists really support this imagery; half of them are clad in militaristic uniforms and led by an officer of some sort, so they must be the local militia, whilst the other half are a rag-tag rabble led by a demagogue, so must be religious zealots. I imagine they're all being agitated by the Dark Apostle.

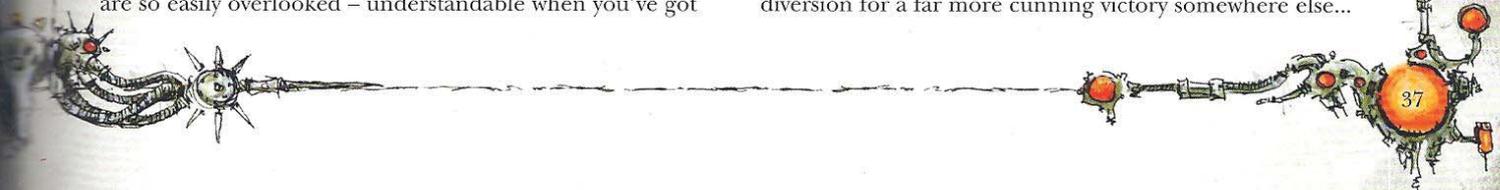
The Cultists are going to form the meat of my army during the campaign too. They're really quite pathetic, but there's something satisfying about chucking large numbers of expendable troops away – it might surprise you to learn that my other army is Imperial Guard. With two large units, however, I tend to find that one usually dies but the other usually does quite well by holding an objective or killing something unexpected. I think it's the fact that Cultists are so easily overlooked – understandable when you've got

a Forgefiend or a Heldrake bearing down on you – but in large numbers they can be a real nuisance. Plus I love putting on a snivelling, grovelling Cultist voice as I move them about. 'Yesss massster!'

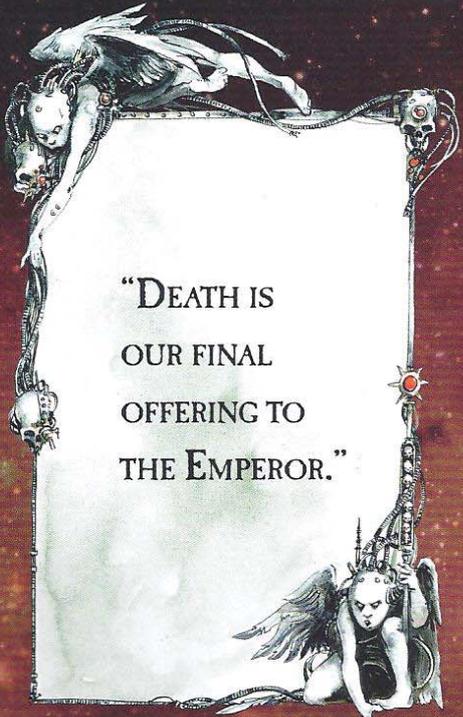
I don't normally use all of the Daemon Engines in one game – one is usually enough – but I've had a fair amount of success with all of them. The Helbrute is big and angry and his power fist can tear a hole in anything. The Forgefiend, on the other hand, is probably the shootiest thing in this army – I've assembled it with three ectoplasma cannons and their Strength 8, AP 2 blasts kill Space Marines like nobody's business. It's almost like I knew what I'd be facing most...

The Heldrake is largely untested, sadly – it's had one game where it came on too late to do anything, and another game when it flew about killing loads of stuff on the ground and ripping flyers apart with its claws.

Although I'm not renowned for winning, in my mind whenever I lose a game, I didn't really lose, just acted as a diversion for a far more cunning victory somewhere else...







"DEATH IS
OUR FINAL
OFFERING TO
THE EMPEROR."

THE CRUSADE BEGINS

No sooner had the Crusade fleet exited the Warp than they immediately came under fire from Chaos battleships - they were clearly ready and waiting, alerted by the powers of the Warp. The Lord Militant ordered the immediate deployment of the Adeptus Astartes en masse, dozens of sleek Thunderhawk Gunships carrying the Space Marines planetside, even as boarding torpedoes carried yet more towards the Chaos Space Marine fleet.

The manufacturums of Junkatta were identified as the top priority, and two Space Marine strike forces landed there. A combined force of Space Wolves and Imperial Fists cautiously entered the primary hive, looking to discover who - or what - still operated the manufactory plants. They found their answer soon enough as renegade Imperial Guard poured from the shadows of the hive stacks, ambushing the Space Marine column from both sides. Sigvald Deathgranter led his Space Wolves into the treacherous command section, but the Imperial Fists, bore the full brunt of the infernal betrayal: a clanking, daemonic Soulgrinder crashed into their midst and slayed their Master of the Forge with a snip of its giant claws. Worst was still to be revealed, as the Space Wolves turned their boltguns upon their allies. Only as Deathgranter's axe beheaded the Colonel was the Changeling revealed and his spell undone. Their leader slain, the Imperial Guard lost the will to stay and fight, but the toll inflicted upon the Space Marines was great. The Imperial Fists called in reinforcements and began to reclaim and reformat the hive.

The Howling Griffons were the first to engage the enemy upon the main planet of Corvus Majoris, ambushed by forward elements of the Alpha Legion. Forgefiends and Chosen took their toll on the red and yellow-garbed Space Marines, but stubbornness born of long years on crusade coupled with heavy armour of their own saw Alpharius' sons driven off.

As they made landing upon Alfrost, the Space Wolves were attacked by a Dark Eldar raiding party who leapt through a webway portal. The Space Wolves vanguard were slain by the Wyches, the Space Marine tanks blasted apart by missiles streaking from Razorwing Jetfighters. The tide turned as Long Fangs activated a Skyfire Nexus, their rockets reducing the sleek jetfighters to a rain of debris. Deathgranter joined battle with the Dark Eldar Succubus and, although he slew her, her handmaidens brought the hero down. As the Sons of Russ secured the battlezone and retrieved the dead, they could find no sign of Sigvald. Commorragh had a new victim for its arenas...



Upon the icy wastes of Alfrost, the Space Wolves were ambushed by Dark Eldar raiders eager for slaves. Although the Sons of Russ were triumphant, their Wolf Lord, Sigvald Deathgranter, was captured and taken back to the arenas of Commorragh...



THE FORGES BEFOULED

Pete and Andrew took on the GMing duties for this game, as Kevin and Simon attempted to claim one of the mysterious gold flags from the map. The Crusade of Fire players deployed in the middle of the board, unsure as to the nature of the foe they would be fighting, until Andrew and Pete revealed with a flourish

that the enemy comprised treacherous Imperial Guard. Unfortunately the Imperial Guard deployed too close to the Space Marines, so were quickly assaulted. Yet the GMs' trickery was not at an end, as both a Soulgrinder and the Changeling entered the fray. Kev ended the battle with a single Marine left, earning him a hard-fought victory.



TO OVERTHROW A TYRANT

The sly and manipulative Alpha Legion had set themselves up as rulers of the principal hive city on Corvus Majoris, enslaving much of the population to their dark whims. Captain Xerxes of the Howling Griffons launched a Drop Pod assault on the hive world, seeking to overthrow these bloody tyrants. Battle was hard

fought, the Alpha Legion unleashing their deadly Forgefiends upon the attackers, but the fierce Howling Griffons Assault Marines butchered the Cullists that served Chaos. The hive city was recaptured for the Imperium and its inhabitants assessed for compliance. The Alpha Legion, although defeated here, regrouped elsewhere on the planet's surface.



While Kev and Andrew check the rules Pete makes a sneaky move.



Despite Chris' game face Robin shows him how it's done.

ROBIN VS GLENN

On the war-torn forge world of Junkatta, another strike force of the Howling Griffons did battle, this time led by Chaplain Xerxes. The Word Bearers, driven into a zealous rage by the sermonising of their Dark Apostle, charged heedlessly at the Space Marines. Their fury was undone by disciplined volleys of fire from the Howling Griffons Tactical Squads, carefully picking off Rhinos and elite squads alike, the Space Marines barely losing a man.

VOIDSPAN POINT

To control Voidspan Point is to control access to the interior of the sub-sector, but to capture the space station a Warlord must first battle his rivals... and the foul Daemons who have made it their lair.

Standing guard over the trade routes of the Corvus Sub-sector, Voidspan Point Space Station was once home to the sector's fleet. Now it lies abandoned, its echoing corridors said to be haunted by nightmares made flesh. But if it can be reclaimed, control of the sub-sector will be one step closer.

TEAMS

This mission is for two or more teams of players. In our campaign, players for the same Faction fought together.

THE ARMIES

All players select an army from their chosen *Warhammer 40,000* Codex. Because there's not a huge amount of space (no pun intended), we recommend 750 points a side. Players need not follow the Force Organisation chart – each Faction has sent a crack force to capture Voidspan Point, so has sent its most elite soldiers.

THE BATTLEFIELD

Almost any battlefield is suitable for recreating this scenario, but ideally, the more madcap the better. We used the awesome starfort board built by the Hobby Team's Chad Mierzwa. Whatever you use, make sure there is a suitable structure or area to represent a drop site for every player.

Then nominate half of these to be the Primary Objectives (on our board we used the two landing pads, the central command bastion and the planetary defence lasers – i.e. each of the islands).

DEPLOYMENT

Before deploying their forces, players should roll for Warlord Traits and psychic powers as normal. The players then deploy one at a time, randomly determining their drop point – they may deploy their entire army within 12" of this point, so long as they are not within 2" of an enemy model. Any models that cannot be deployed start the game in reserve.

TURN ORDER

Each Faction takes its turn one after another.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

At the end of the game, each Primary Objective is worth 3 Victory Points. Each drop site is worth 1 Victory Point.



SECONDARY OBJECTIVES**Slay the Warlord, First Blood.****GAME LENGTH**

This battle uses Variable Game Length.

MISSION SPECIAL RULES**Reserves.**

Zero Gravity: Its anti-gravitic devices long since decayed into ruin, soldiers attacking Voidspan Point operate in a zero-gravity environment. To represent this, all non-vehicle units count as having the Jump unit type, but if they do so must make a Dangerous Terrain test – a failed roll indicates that they have misjudged their leap and potentially sailed off into space. Models that are already Jump Infantry may choose to leap further than normal, in which case they can double their normal movement, run or assault distance – if they choose to do so, they must also take a Dangerous Terrain test.

Hard Vacuum: The atmospheric shield generators on Voidspan Point are inoperable and a hard vacuum persists. While this is of no consequence to Daemons, other troops may be at grave risk. Whenever you roll To Wound, keep any rolls of a 6 to the side. To represent the chance of causing sudden decompression, these hits are treated as AP 2. Models that don't breathe (such as Daemons or Necrons) are immune to these effects.

The Long Walk: Voidspan Point floats through the stillness of the void and only endless-space awaits those who are cast adrift. If a blast marker touches a model within 2" of

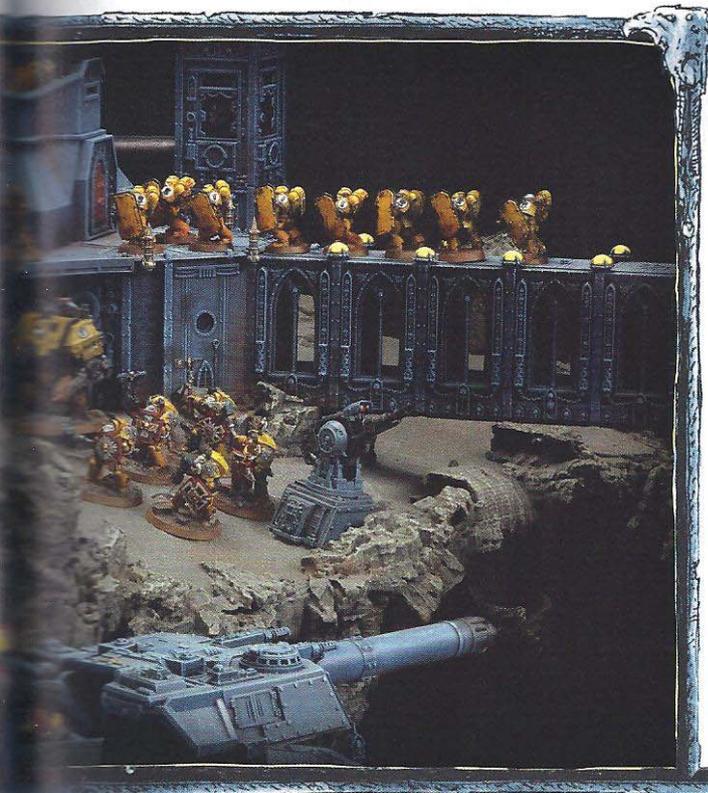
the edge of the starfort, in addition to any other damage caused, take a Strength test for that model. If the test is failed, it has been thrown from the station to drift into space. Remove it as a casualty. Vehicles and Monstrous Creatures are unaffected.

In Space: Reserves normally enter from the controlling player's board edge; however, in this mission, they can enter from any board edge of the starfort as they are shuttled in by a variety of transports and boarding torpedoes. Models that enter play by Deep Strike do not scatter, so long as they arrive on one of the landing pads. If a model attempts to enter by Deep Strike anywhere else and scatters into space, it counts as a Deep Strike Mishap (as if they had moved into impassable terrain).

Haunted: Voidspan Point is haunted by creatures of nightmare – Daemons of Chaos. At the start of each game turn, one of the players should roll a D3 – this is the number of Daemon units that appear this turn, each appearing at a randomly determined drop site. The Daemons appear by Deep Strike but do not scatter, and may launch an assault on the turn they arrive. If you are using a GM, he controls the Daemons once they've appeared. Otherwise, randomise which Daemons appear from the collection you have at your disposal. Once they've appeared, they always move and assault the closest target.

VICTORY AND THE CAMPAIGN

The Faction that controls Voidspan Station at the end of the game may immediately place 10 flags on the newly revealed planets. The player who scored the most counts as having a permanent spaceport from now on.

**GAMES MASTERY**

Whilst you can happily play this scenario with teams of opposing players, it can benefit greatly from the presence of a GM. The GM can decide on where everybody deploys, as well as set up all manner of tricks on the players such as booby-trapped sections or teleport relays.

Perhaps most importantly, the GM can take on the role of playing the occupants of Voidspan Point – the Chaos Daemons. In this role the GM can bring on Daemons as the game progresses, having them randomly spawn across the board to turn the tide against players who are doing well or finish off players who are doing badly. As players get knocked out, they can join the GM's team in inflicting torment on their former allies!



BOARDING THE SPACE STATION

As the first phase of the campaign came to an end, we pulled back the dust sheet that hid much of the map, revealing a half-dozen new worlds for the taking. But it was the space station that our players were eager to seize, so we mustered as many as could make it one gaming night for a big multi-player battle to determine the fate of Voidspan Point!



XENOS ATTACK

For this game Phil Kelly had enlisted the notorious Necron warlord, Phil Cowey, to aid him in battle. The two Phils were canny at the start of the game, leaving their armies in reserve so that the other two factions could turn on one another first. At the start of their second turn, the xenos invaders swooped onto the board, fast Raiders deploying squads of Wyches and Kabalite Warriors whilst Doom Scythes and Razorwings tore across the skies above.



DREADNOUGHT VS. DAEMON

Every player wanted to field their most elite units, which meant there were a lot of Dreadnoughts and Daemon Engines on the battlefield. Glenn led the charge against the Imperial Fists with his Maulerfiend, but had not anticipated the toughness of Kev's Ironclad Dreadnought, which quickly dispatched the Daemon.



BATTLE FOR VOIDSPAN POINT

The randomised deployment saw the forces of the Imperium scattered across the board, interspersed with contingents from the Servants of Ruin. Only the Space Wolves managed to establish a beachhead, occupying the bunkers on the far side of the space station, and the Imperial Fists took the central command station. All around them were Chaos Space Marines, eager to tear into their hated enemies.

Kevin found his Imperial Fists under siege almost immediately. On one side of the central command station were Glenn's Word Bearers, into which one of his Dreadnoughts charged. On the other side of the command station, Chris' Alpha Legion swarmed towards Kev, Cultists climbing over one another to get into combat whilst his Helbrute leapt between the walkways to lay into the yellow Ironclad, the pair of Dreadnoughts mutually annihilating one another. Finally, Matt's Chaos Terminators, led by Huron Blackheart, tore into the Space Wolves, before forging a path towards the centre of the battlefield and Kev's army.

At the start of the second turn, reinforcements for all three sides tore onto the battlefield. Xenos forces flooded the landing pad and the defensive batteries, whilst the Flesh Tearers made an appearance, their Stormraven hurtling towards the crowded centre of the board. It was here that Chris' Hell Drake chose to hunt as well, burning a squad of Boarding Marines alive with its baleflamer.

The Stormraven immediately made its presence felt, blasting a Necron Doomsythe out of the sky, before disgorging its complement of Death Company led by Reclusiarch Carnaeon into the Khornate Daemons rampaging across the station. The Death Company tore through the Bloodcrushers before ploughing on into the remnants of the Alpha Legion.

The Dark Eldar Wyches and Necron Wraiths made short work of the Howling Griffons who had taken the gun platform only a turn earlier, with the exception of Sergeant Abraxas, who managed to hold them off single-handedly for a couple of turns before being laid low by an Incubi.

The xenos forces took advantage of the bloody battles between the Chaos and Imperial forces, swooping in to prey on the combatants whenever an opportunity arose. Their superior mobility allowed the Dark Eldar and Necrons to sweep across the station, ultimately gaining control of it by the end of the game. Voidspan Point was Phil's!



As GM, Pete got to make his own fun, in this case randomly spawning units of Chaos Daemons as the game went on. Amusingly, his Pink Horrors seemed to be following Chris' Chaos Lord appearing next to him wherever he went.



BATTLE FOR THE GUNS

The huge defensive arrays proved to be a prize that everyone wanted to grab, as whoever controlled them got to bombard the rest of the space stations with powerful ordnance. Simon started off in control of them before Glenn's Chosen leapt across the gap and seized them for Chaos. This control was short lived, as

Robin's Assault Marines jumped into combat with them, slaying the Word Bearers. The guns were just not destined to remain in the hands of the Imperial players, however, as Phil and Phil brought most of their forces in from reserve and straight on to the guns. With the guns in xenos hands, both Chaos and Imperial forces alike were blasted to smithereens.



Chris moves his Cultists forwards while Pete brings in more Daemons.



More Pink Horrors arrive, much to Pete's great delight and everyone else's amusement.



Chris is dumbstruck that the Daemons turned on him, prompting everyone to say 'I told you so'.



THE SOUL GRINDER COMETH

Robin initially praised the random location that his Howling Griffons occupied – the landing pad was far enough removed from the scrappy battles that plagued the centre of the board, whilst allowing his jump infantry easy access to the guns. However, his luck changed when Pete's Soul Grinder spawned

on the landing pad too. Knowing when he was outmatched, Robin wisely withdrew from the landing pad, leaving the Daemon Engine to the rather more foolhardy Flesh Tearers' reinforcements. Andrew's Sanguinary Guard admittedly did rather better than expected, damaging the Daemon before they were slain, leaving it free to play with the Necrons nearby.

CAMPAIGN MAP: PHASE ONE

ANNOTATIONS

The campaign saw the Servants of Ruin on the back foot as the Crusade of Fire launched into action.

A *These planets were hidden from the players due to the still-receding Warp storm. They would be revealed in campaign phase two.*

B *Matt took early control of the barren moon of Veth, seizing its spaceport to launch raids upon Alfrost throughout the early stages of the campaign.*

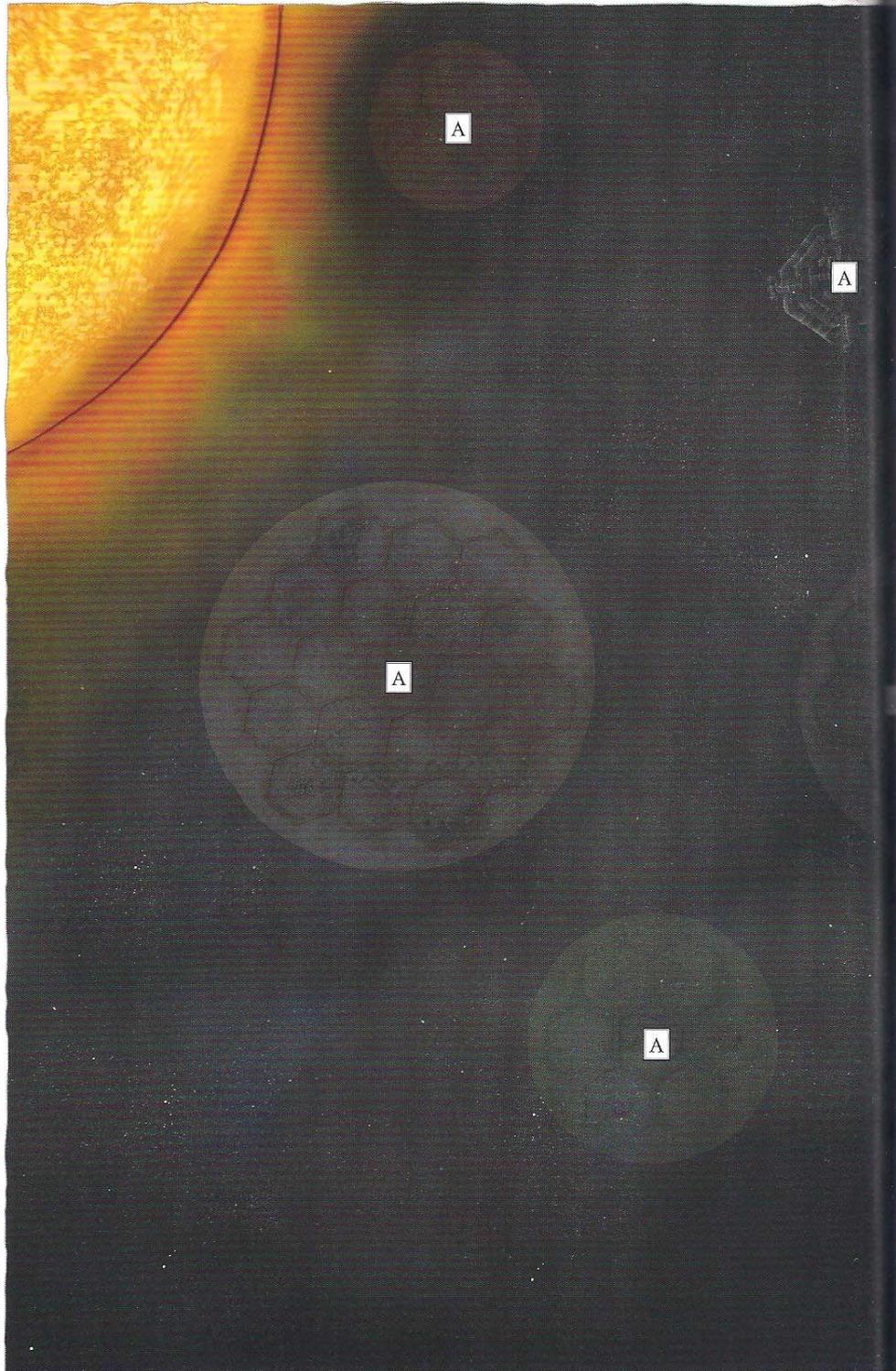
C *The opening volleys of the campaign were fought on the huge world of Corvus Majoris, where its empty tiles offered plentiful room for expansion.*

D *The Howling Griffons engage both the Word Bearers and the Alpha Legion in battle on the surface of Corvus Majoris.*

E *Junkatta saw the lion's share of the fighting during the opening stages of the campaign, coveted by all three sides for its manufactorums.*

F *The Crusade of Fire investigate the mystery of Junkatta's forges, pushing the Chaos forces from the planet's hive.*

G *Phil's Dark Eldar launch lightning raids against the Space Wolves defending Alfrost, carrying off Simon's Wolf Lord to fight in the arenas.*

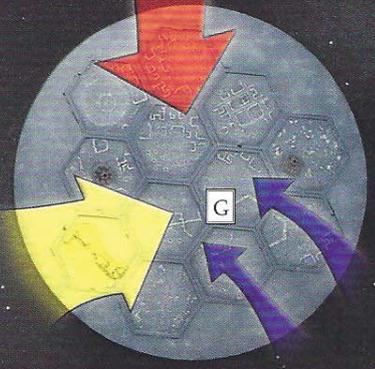
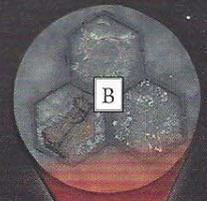
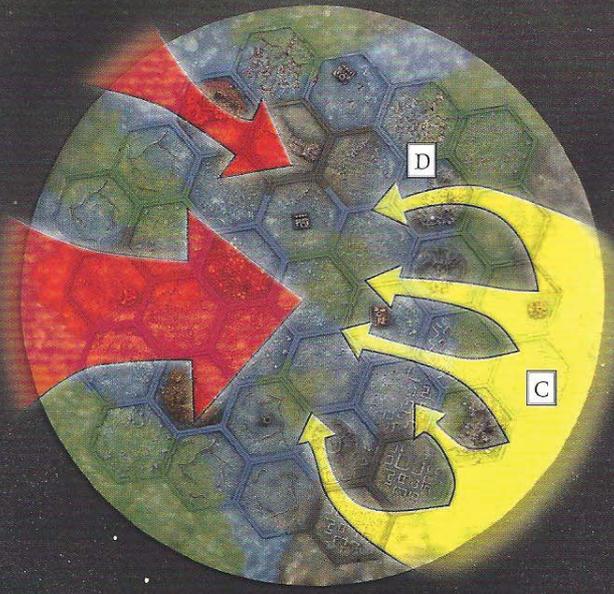
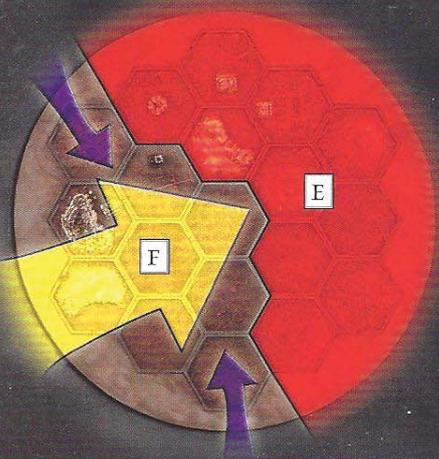
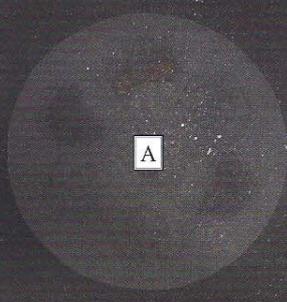


MAP KEY

CRUSADE OF FIRE	→
SERVANTS OF RUIN	→
PROPHETS OF WAR	→

CONQUEST POINTS

CRUSADE OF FIRE	37
SERVANTS OF RUIN	20
PROPHETS OF WAR	36



THE WARPSTORM RECEDES

As the Warpstorm receded, new planets emerged from the depths of the Crow's Eye, augury arrays blinking into life at the sudden astronomical appearances. But the Crusade of Fire had to pick their way carefully towards the centre of the sub-sector, for the long-range guns of Voidspan Point were trained across the vast void of space by the Prophets of War, ready to blast any ships that strayed too close.

Taking immediate advantage of his control of Voidspan Point, Duke Sliscus led his Kabal in a low-orbital raid on the jungle planet of Savrap, seeking the treasures that lay within its verdant depths, but ran into an advance party of Flesh Tearers. Sliscus quickly found himself out of his depth, realising that he had fallen prey to a Flesh Tearer trap, as Reclusiarch Carnaeon led his Death Company into the fray accompanied by Deathwatch Kill Teams. But, Sliscus had brought Necron 'allies' of his own, and the timely phasing in of a unit of Wraiths forced the Flesh Tearers to withdraw.

Fighting continued in the manufactory hives of Junkatta, where Captain Lysander led the Imperial Fists 1st Company in a desperate bid to cleanse the city of Chapter Master Bane's World Eaters. The formidable wall of storm shields presented by Lysander's veterans proved impossible for even the World Eaters Terminators to breach. Under the disciplined fire control of Lysander, ever the seasoned drill-master, the Imperial Fists held firm and completed their fortification of the city.

On the irradiated world of Sovven, having escaped from the pits of Commorragh, Sigvald Deathgranter led the Wolves of Fenris into battle against the Alpha Legion, who had claimed one of the many fallout shelters that littered the surface. The Alpha Legion struck on many fronts, wrecking the Space Wolves' tanks. The Chosen and Cultists fared less well, the disciplined Grey Hunters gunning them down as they charged. As darkness fell the Alpha Legion were forced from another of their holes.

The World Eaters saw action elsewhere in the sub-sector as well, engaging the Howling Griffons in bloody combat in one of the labyrinthine cityscapes of Illias. Here the World Eaters had the upper hand, the Howling Griffons unable to bring their superior firepower to bear, but a combined assault by Captain Xerxes and Chaplain Strabo caught the World Eaters line in a deadly pincer. The final straw was when the World Eaters' Chaos Lord claimed one too many victims, Khorne gifting him with the dubious blessing of Spawnhood. The World Eaters slunk back into the ruins.



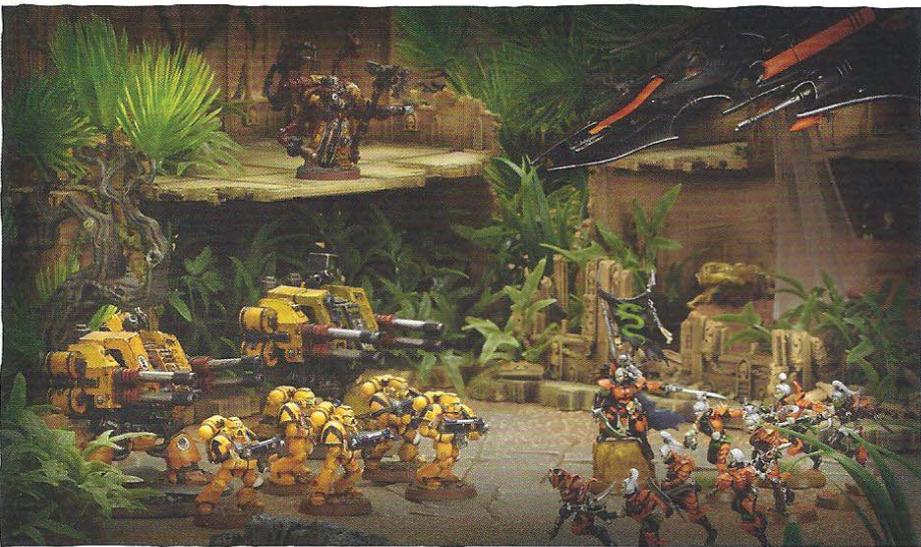
The forces of the Alpha Legion do battle with Sigvald Deathgranter's Space Wolves on the irradiated world of Sovven, Chris callously throwing waves of Cultists against the disciplined fire volleys of Simon's Grey Hunters.



CRUSADER VS. CORSAIR

The Howling Griffons – ever a crusading army – saw plenty of action along the widening battlefield of the Crusade of Fire, pushing the Servants of Ruin back upon a half-dozen worlds to fulfil their mission to oppose tyranny on as many worlds as possible. Chaplain Strabo led the Howling Griffons into

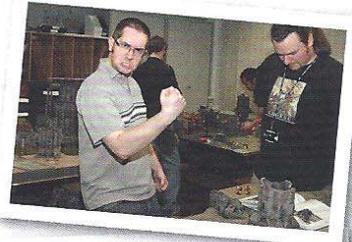
battle against the Red Corsairs on Sovven, but were met with almighty resistance from Huron Blackheart's traitorous warband. Despite initial resistance, chiefly by the Tyrant of Badab and his squad of Terminators, the Red Corsairs found their fortifications destroyed by lascannon volleys and their warriors blasted apart by Thunderfire bombardment.



ARROGANCE UNDONE

Overconfidence has always been Duke Sliscus' undoing, and that certainly proved to be the case in battle against the Imperial Fists on Savrap. Abandoning his usual tactic of a low-orbital raid, Sliscus launched a webway assault. Unfortunately, the Imperial Fists' Master of the Forge commanded a potent

augury array that predicted the portal's opening, allowing the Space Marines to meet Sliscus' vanguard with rank-upon-rank of bolters and Dreadnoughts toting autocannons. Not even a supersonic strike from a Razorwing Jetfighter could save the Dark Eldar, who were forced to retreat back into the webway before their portal closed and trapped them.



Judging by Matt's face things may not be going too well for the Red Corsairs.



Phil faces the unenviable challenge of facing Keo's gunline.



The players all gather for the second of the multi-player games, fighting over the Zone Mortalis board.

THE ANNIHILATION DEVICE

Buried beneath the blasted wasteland of Sovven within ancient bunker complexes, lie devastating weapons with the power to destroy worlds. They must be controlled and turned upon the enemy.

The foul powers that control the world of Sovven have launched a baleful warhead that will consume the fleets in fire. The rocket cannot be stopped but perhaps it can be redirected... In the heart of a heavily defended bunker complex on the continent of Sovven Secundus sits the the control centre – deploy all forces, capture the control centre at all costs.

THE PLAYERS

This mission is for an even-numbered group of players, who will pair up and fight on separate battlefields, before entering a shared battlefield beneath the surface of the planet. In our campaign, players on the same Faction fought together once they entered the bunker complex. If you don't have an even number of players, you can double up on one of the battlefields – just adjust the points total on that battlefield accordingly so that the number of points on each side remains equal.

THE ARMIES

All players select an army from their chosen Warhammer 40,000 Codex. We recommend 1500 points a side. Because some of the battle takes place in the close confines of the bunker complex, players might want to take units suited to close-quarters combat, rather than vehicles.

THE BATTLEFIELDS

This battle is a little unusual in that it takes place over several different battlefields. You will need one battlefield for every two players. At the centre of each of the regular battlefields, place a marker of some sort to represent the access hatch to the bunker below.

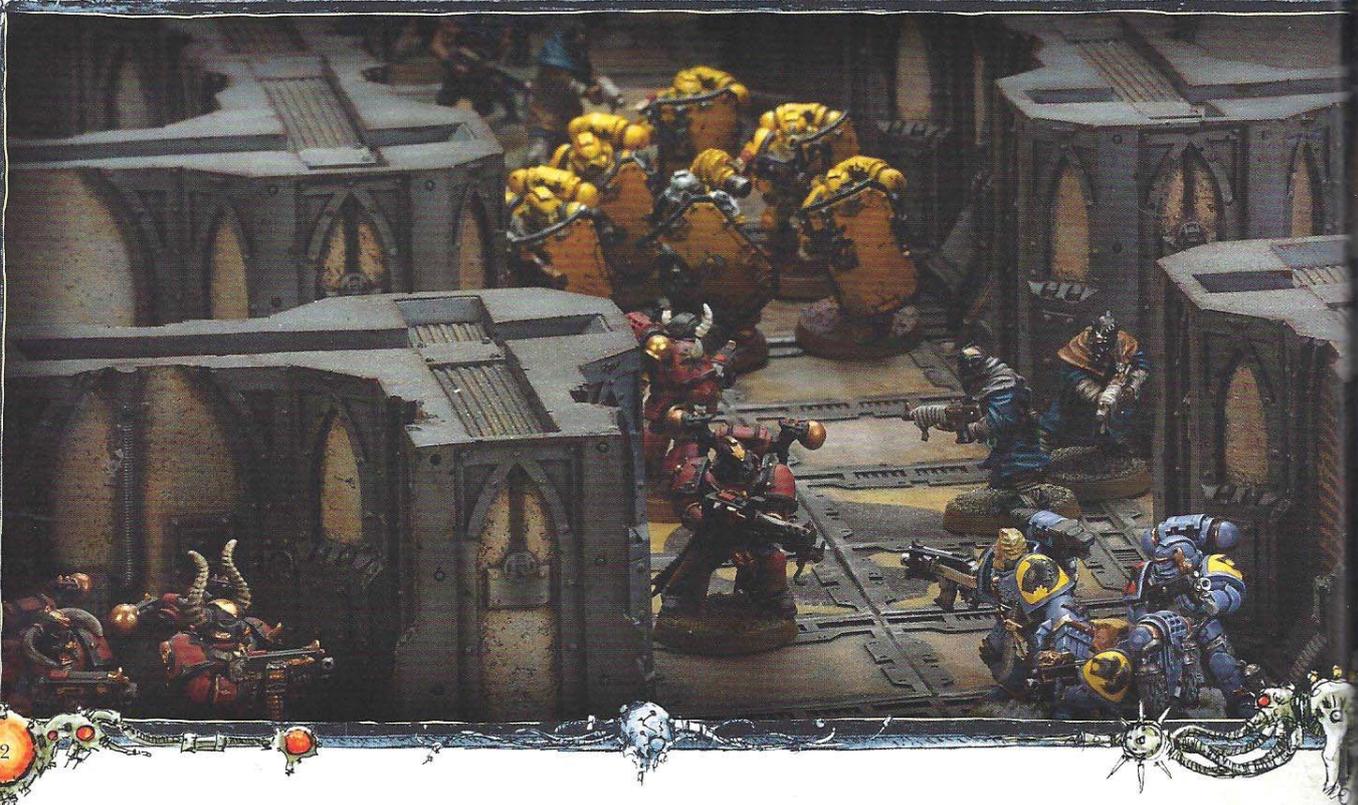
You will also need an extra gaming area to represent the underground bunker complex – we used a 3'x3' board made up of Forge World's Zone Mortalis set, but you needn't go to such lengths if you don't want to. At the centre of the bunker complex, place an objective marker to represent the annihilation device's control panel.

DEPLOYMENT

Before deploying their forces, players should roll for Warlord Traits and psychic powers as normal. Players should either randomly determine or decide amongst themselves which battlefield they will play on.

TURN ORDER

Play proceeds as normal, but after completing a game turn players on each battlefield should wait until all the other games have ended their turn too. Then all the players should play a turn on the bunker complex.



Roll-off anew each turn when you come to take a turn on the bunker complex board to determine the turn order. Each player then takes their complete turn in that order with one exception – the Fight sub-phase is not resolved until everybody has taken a turn (so as to avoid an assault being fought multiple times in the course of the turn).

Players on the same Faction are considered on the same side for the purposes of shooting and assaulting. It is up to players on different Factions to form alliances, but no alliance is binding.

VICTORY CONDITIONS

Victory is determined only by whoever has control of the control panel at the end of the game (see Primary Objective, below).

PRIMARY OBJECTIVE

At the end of the game, the player who has a model within 3" of the control panel objective wins the game. If more than one player has a model equally close then the model worth the most points is considered in control and wins the game instead.

SECONDARY OBJECTIVES

None.

GAME LENGTH

This battle uses Variable Game Length or until a pre-agreed time limit has been reached, whichever occurs first.

MISSION SPECIAL RULES

Reserves.

Access Hatches: If a unit ends its Movement phase with at least one model within 1" of an access hatch, a player may choose to enter the bunker complex. Remove the unit from the table and place them next to the bunker complex board (but not yet deployed).

Booby Traps: If a unit enters the bunker complex on a turn immediately after an enemy unit entered the complex, each model in the unit must make a Dangerous Terrain test as their foe has booby trapped the entrance.

Labyrinthine Tunnels: At the start of a player's turn in the bunker complex, they must randomly determine which board edge or tunnel entrance each of their units arrive on, and may move the unit on from that board edge or entrance as though coming on from reserve.

Close Confines: Weapons that use any blast marker or template to fire must re-roll failed rolls To Wound, to represent their increased lethality in the close confines.

VICTORY AND THE CAMPAIGN

The player that wins the game may enter the access codes and divert the missiles to a different target. They must immediately pick one of the revealed planets – that planet is instantly and violently destroyed and does not feature in the remainder of the campaign.

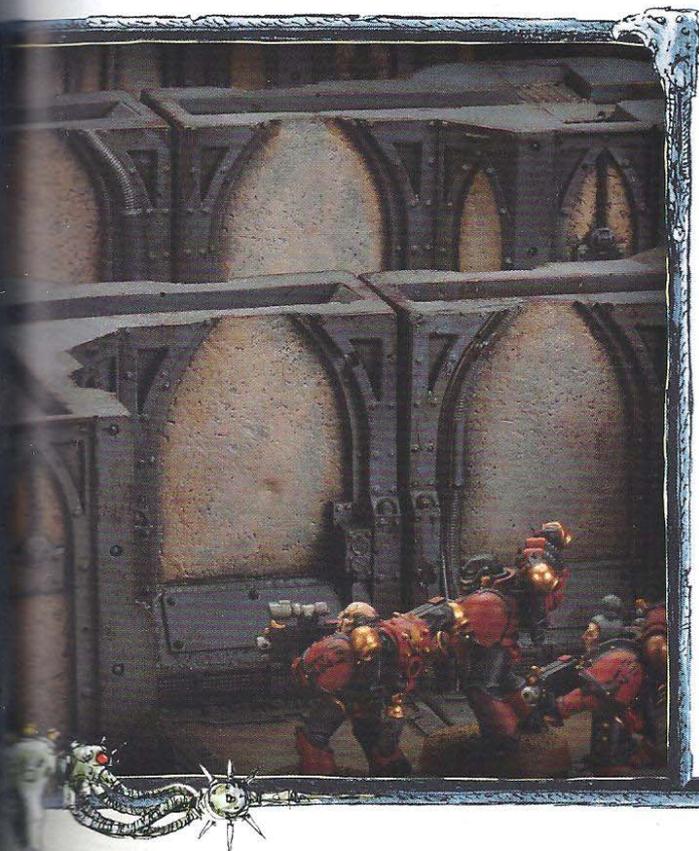
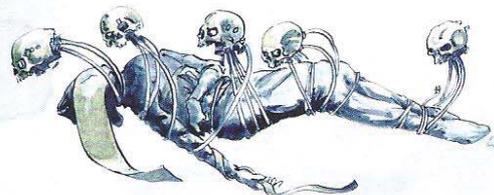
There is a (small) chance that forces on the planet's surface might be able to escape. Each player may roll a D6 for each of their flags on the destroyed planet. On a 6+ the flag may be moved to an empty space on any other planet. If the player is on the same faction as the winner, they need a 5+.

GAMES MASTERY

To add even more chaos to this scenario, the games masters in our campaign decided to play the inhabitants of the bunker complex, who stirred into life as soon as the first player entered an access hatch, acting after the other players had their turn.

In our case me and Pete grabbed our freshly painted Necron armies that we'd been itching to use for a while and hid them under a cloth so the other players wouldn't suspect what we were up to. We used Canoptek Scarab bases to move about the map until another unit was able to draw a line of sight to them, and then replaced them with a Necron unit, ready to blast them away with alien firepower!

We were careful not to overstay our welcome, however, and once a few players were in the bunker complex we reduced the number of Necrons in play turn by turn.



COUNTDOWN TO DESTRUCTION

The objectives of this mission posed several different approaches from the gathered players. In the case of Matt and Phil, they rushed as many of their warriors towards the centre of the board as quickly as possible, gaining an early foothold in the bunker complex. Simon and Robin, on the other hand, were content to wait and see what happened in the bunker below, seizing control of the entrance point and bringing down fresh troops later in the game.

Matt stole a march on Robin on the surface board, Huron's Master of Deception Warlord Trait allowing him to infiltrate his Terminators, accompanied by Huron Blackheart and his retinue of Chaos Space Marines into the centre of the board – and straight down the hole into the bunker complex. But his force was not entirely spent in doing so, his Chaos Space Marine Bikers and Chaos Lord charging into Robin's lines and cutting down a handful of characters, until the Howling Griffon Scouts finally put a halt to his rampage with a well-aimed sniper rifle.

Phil had a similar idea to Matt, zooming his Raiders across the board as fast as he could and into the tunnels. There he and Matt came to a hasty truce, agreeing not to fight amongst themselves... for now. He did not leave the surface entirely in Kev's hands, however, leaving two squads of Wyches led by Lelith Hesperax to tie up the Terminators.

Glenn's Word Bearers clashed with Simon's Space Wolves on the ruined bridge, but the Chaos Space Marines

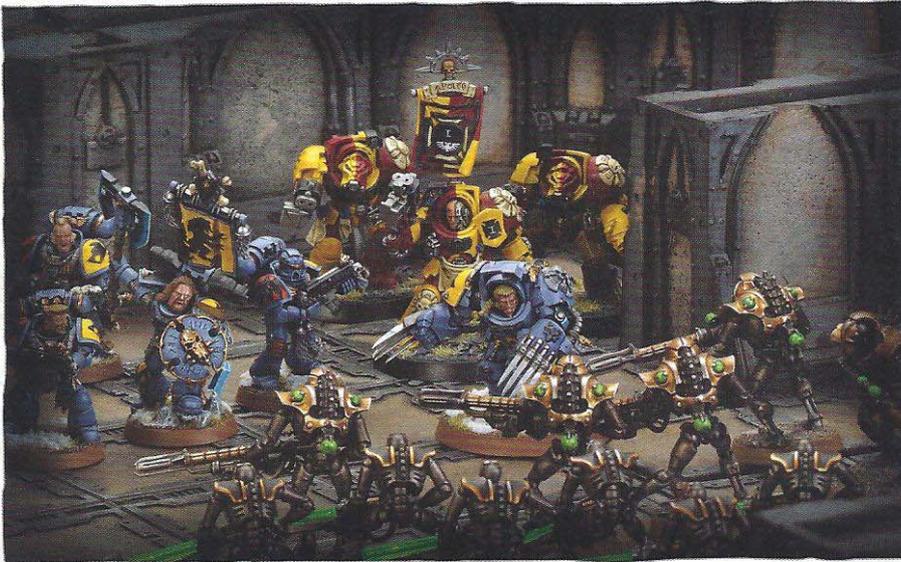
struggled to make much headway against Canis Wolfborn's warriors. Confronted by not one but two Maulerfiends, Simon brought his Long Fangs and Predator to bear, blasting one into slag before Sigvald destroys the other in close combat.

Beneath the surface, Andrew and Pete – GMing the evening's action – brought their Necrons into the fray as Matt and Phil advanced. The Necrons proved little more than an annoyance, however, and the allies swiftly dealt with them and seized the controls. Kev brought boarding shield-armed Space Marines into the fray too, but could not get enough of a foothold in the complex in time.

At the last, Phil turned on his erstwhile ally Matt, slaying Huron Blackheart and taking control of the bunker complex and the world-shattering missiles it commanded. Phil chose to aim the missiles at Junkatta, where the majority of the Crusade of Fire's gains had been during the past two phases. Not for long... Kaboom!



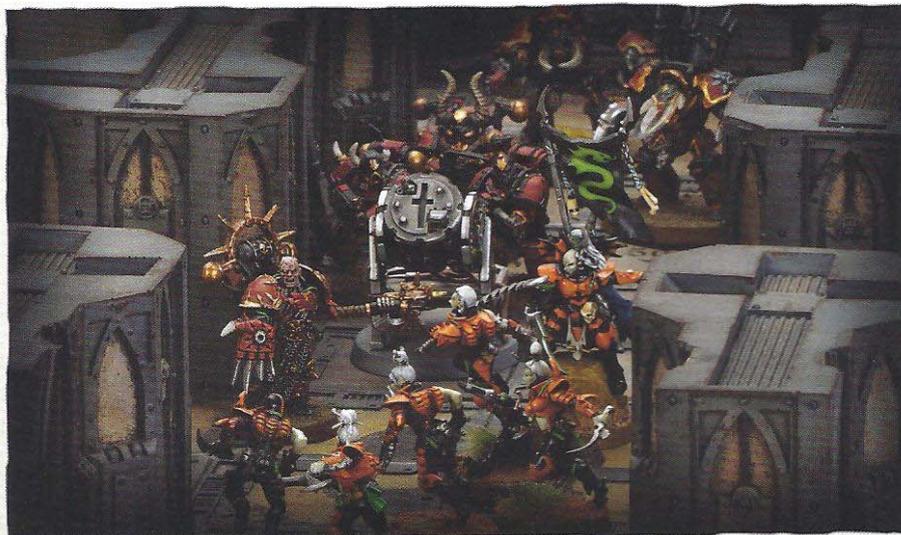
Glenn's Word Bearers battle Simon's Space Wolves for control of the dam complex, suffering horrendous casualties in the process. After the dust settles, only the Chaos Cultists survive to descend into the bunker complex below.



TOO LITTLE, TOO LATE

The forces of the Imperium made a late entrance into the bunker complex, having tarried on the surface defeating Chaos Space Marines and Dark Eldar alike. By the time they arrived, it was perhaps too late for them, as the complex's Necron defenders had awoken and now stood between them and the Dark

Eldar and Red Corsairs. Sigvald Deathgranter and the Howling Griffon Terminators led a mighty charge into the Necrons, but they proved to be an immovable object, even for such seasoned veterans. The Deathmarks in particular surprised everyone by not only surviving Simon's charge, but killing his Lone Wolf in melee!



THE INEVITABLE BETRAYAL!

The truce between Matt and Phil had been altogether too amicable for everyone's liking, the Red Corsairs and the Dark Eldar restraining their natural enmity until now. But, as the end of the game approached, Duke Sliscus inevitably turned upon Huron Blackheart - Matt was left cursing that he'd

not taken the chance to betray the Dark Eldar first. Both Warlords had commanded the controls to the annihilation device from early on in the game, but only one could dictate their ultimate target. Sliscus and Blackheart engaged in a challenge, but the Tyrant of Badab was struck down by the venoms of Phil's Archon.



Kev and Pete disagree about where reinforcements should arrive.



Play comes to a halt as Phil stabs Matt in the back and Duke Sliscus fights Huron Blackheart.



Pete delights in Phil's treachery and declares it a Dark Eldar victory!

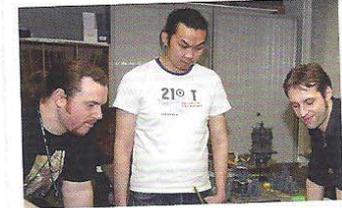
BATTLE FOR THE BUNKER COMPLEX

The inspiration for a big battle can come from all manner of different places – sometimes the events of the campaign so far can lead to an obvious confrontation, someone might have a cool idea for a story, and sometimes a cool piece of terrain might provoke the idea for a game. When we came to the end of phase 2, we all knew one thing – we wanted to play a game with Forge World's Zone Mortalis set!



TRAPPED!

To Kev's frustration – but everyone else's delight – he found his Dreadnought stuck in a corridor unable to fit through the bulkhead to reach the main body of the fighting. Kev lamented the choice of an Ironclad, rather than a Dreadnought with a big gun.



Kev finds that his Dreadnought can't fit through the bulkhead.



Simon has a cunning plan, but the other players aren't quite so sure.



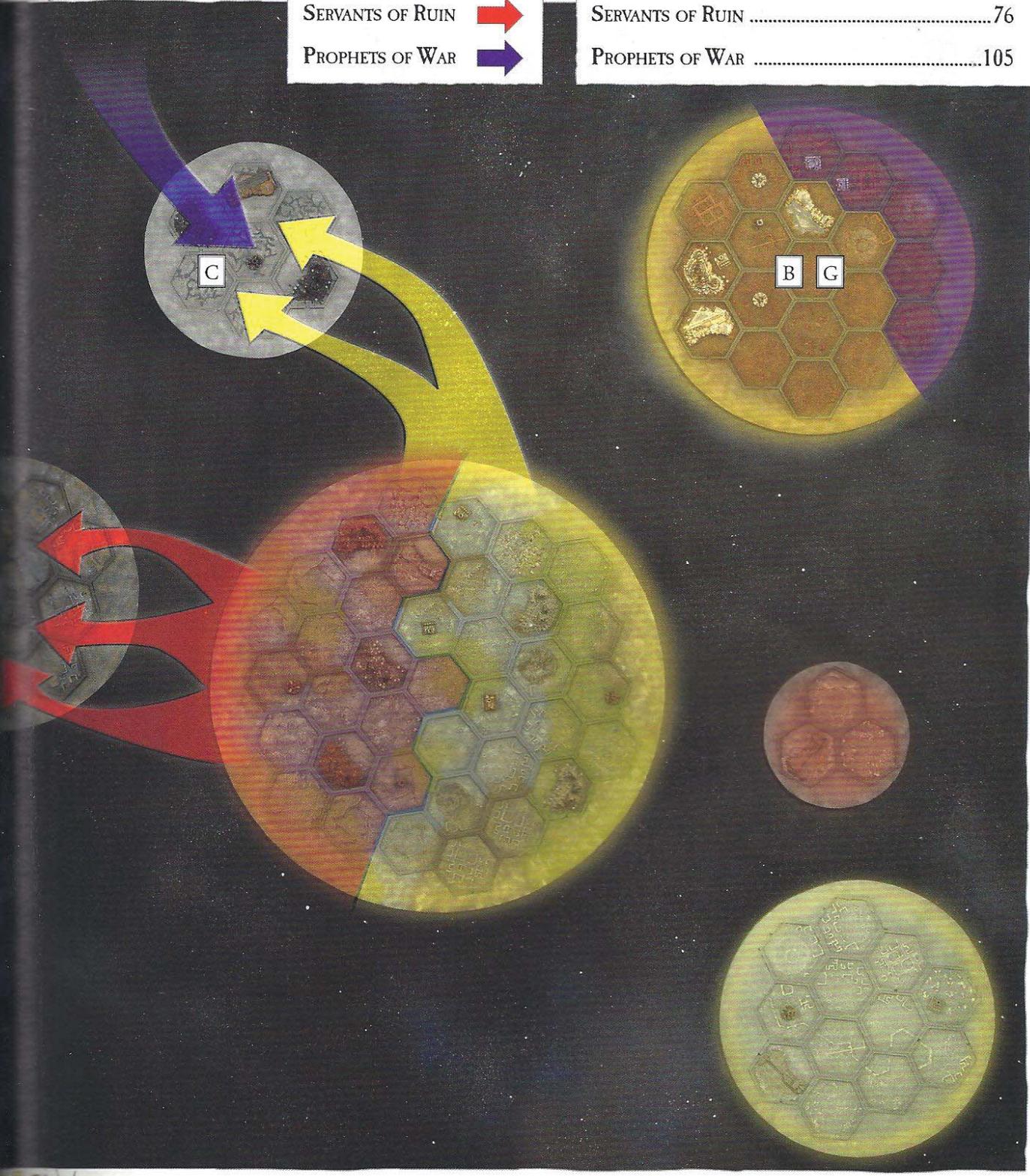
Simon disagrees with Kev's plan and threatens him with an imaginary boltgun.

MAP KEY

- CRUSADE OF FIRE →
- SERVANTS OF RUIN →
- PROPHETS OF WAR →

CONQUEST POINTS

CRUSADE OF FIRE	118
SERVANTS OF RUIN	76
PROPHETS OF WAR	105



THE END TIMES

The destruction of Junkatta tore through the Imperial fleet, destroying those ships too close to the planet and scattering the remainder. Those Space Marines still on the planet's surface were slain instantly; only a handful were warned in time to evacuate. Even as the Crusade of Fire reeled from their losses, their long-range auguries warned them that a new planet had appeared in the farthest depths of the sub-sector – the Daemon World of Unctious, the prize for all sides.

The Flesh Tearers fared the best in the aftermath, their forces largely uncommitted to the outer planets. As such they wasted no time launching a series of counterstrikes. Battle was joined with the World Eaters on the world of Ilias in the shadow of a shattered cathedral. The Flesh Tearers hastily dug in, their Tactical Marines setting up arcs of covering fire as Assault Squads and Sanguinary Guard tore into squads of Berzerkers, only to be slain in return by Chaos Terminators. As the battle looked to be turning in the favour of the chosen of Khorne, Gabriel Seth leapt from the assault ramp of his Stormraven, carving apart World Eaters. At the last, he was felled by Chapter Master Bane, but not before striking the Chaos Lord down as well.

The Space Wolves and Word Bearers clashed amidst the howling and gibbering wastes of Unctious. The Word Bearers gave themselves willingly to the daemonic hordes braying to gain a foothold in realspace, countless numbers possessed. The Word Bearers hurled themselves heedlessly at the Sons of Russ, their Chaos Rhinos blazing smoke

trails across the plains and their Maulerfiends slamming into the Space Wolves. Even as the mighty Deathgranter single-handedly slew a squad of Chaos Space Marines, Canis Wolfborn was pulled from his Thunderwolf by a swarm of possessed Cultists, yet survived, his claws carving a path through the masses.

War still raged across the surface of Sovven, the rad-zone making battle particularly deadly for unarmoured combatants. Even the Alpha Legion were forced to abandon their Cultists to take to battle against the Flesh Tearers, fighting for control of an ancient relic. Heedless of the survival of his soldiers, Lord Alpharius drove wave after wave of Chaos Marines into the poisonous sludge that hid the relic, nearly a dozen succumbing to its toxicity. The Hellbrute was destroyed by a lucky shot from Epistolary Vekt's plasma pistol, but the Forgefiend survived to obliterate much of the Flesh Tearers forces. Although Lord Alpharius was slain in a challenge with Vekt, his warriors took advantage of the chaos to escape with the relic.



Sigvald Deathgranter leads his Space Wolves to destroy the Word Bearers plaguing the sub-sector once and for all, attacking the Possessed Chaos Space Marines and Daemon Engines on the world of Unctious.



DROP POD ASSAULT

The Space Wolves were not the only Space Marines to engage the Word Bearers upon the possessed world of Unctious: the valiant Imperial Fists also launched a daring Drop Pod assault onto the Daemon World's surface. At first this seemed foolhardy, the Word Bearers weathering the Imperial Fists' gunfire to assault them from the armoured shells of their Land Raiders, but cruel gods of fortune had other ideas. One by one, the Word Bearers launched

potentially devastating assaults upon the loyalist battlelines, where the elite – and frenzied – traitor combatants would surely slay the foe, but several of their charges pulled up short, exposing their battlelines to devastating return fire. As their assault was blunted, the Imperial Fists were able to launch a counter assault, bringing their close-range weaponry to bear with deadly effect. As Lysander led his Assault Terminators into melee, the battle was over for the Word Bearers.



AMBUSH

The Howling Griffons found themselves lured into a cunning ambush launched by Duke Sliscus on the surface of Illias, but Captain Xerxes would not yield so readily, ordering an immediate counter-attack. The Space Marine Captain quickly found himself surrounded by Wyches, but successfully held them off even

as fresh units joined the fray, challenging Hekatrix after Hekatrix in a succession of bloody challenges. The day would belong to the Duke, however, as he callously employed his Kabalite Warriors as shields before closing with the Howling Griffons Terminators, slaughtering them in melee and driving the Space Marines back to their Thunderhawks.

WILL IT BE AN IMPERIAL VICTORY?

At the close of Phase 3, the campaign score was awfully close. Although the Servants of Ruin had been left by the wayside, there were only 25 points between the Crusade of Fire and the Prophets of War. So long as the Crusade of Fire could hold off the Prophets of War in the final game, the sub-sector could be cleansed with flame. But, the scores were close enough that if the Prophets of War could win the last battle, they could pip the Imperium to the post and seize victory, casting the sub-sector forever into war and bloodshed...



THE LAST RITES

The fate of the Corvus Sub-sector will be decided upon the Daemon World of Unctious. If the grand conjunction can be completed, the entire sub-sector will be doomed, lost to the Warp forever.

Once every thousand years the major worlds of the Corvus Sub-sector align, creating a grand conjunction. At this time a ritual can be enacted, plunging the entire sub-sector into the Warp. It was this ritual, a thousand years ago, that caused the Warp storm and turned Unctious into a Daemon World. Now, a millennia later, the stars are right once more and the Servants of Ruin plan to try again. Unless the Prophets of War or the Crusade of Fire can thwart them.

THE APOCALYPSE MISSION

Much of this scenario is based on the Apocalypse Mission, as presented in *Warhammer 40,000: Apocalypse*. Rather than repeat the information presented there, this scenario refers you to Apocalypse instead. If in doubt about a rule or situation, assume that the rules presented in Apocalypse are used.

TEAMS

This mission is for two teams of players. In our campaign, players on the same Faction fought together, with the Servants of Ruin and the Prophets of War joining together for the battle.

THE ARMIES

All players select an army as described in Warhammer

40,000: Apocalypse to an agreed points value – we had teams of four players aside, each with 2000 points. Players can take as many legendary units and battle formations as they can afford, as normal. Each player must include their Grand Warlord.

THE BATTLEFIELD

See the guidelines in the Apocalypse rulebook for setting up the battlefield. The world of Unctious was once a thriving hive world until Nurgle claimed it for his own, so we made sure there was plenty of city ruins and decayed foliage on the otherwise barren world. As Unctious is now a Daemon world, you can pretty much justify using whatever terrain you have to hand – the weirder the better!

Deployment zones and no-man's-land are determined in the same way as described in Apocalypse.

STRATEGIC ASSETS

Both teams pick their strategic assets as described in Apocalypse, but a number of additional strategic assets are awarded to the teams depending on which Faction controls which planet as follows. Control of a planet is indicated by the faction that has the most flags on the planet. In the case of a tie, no strategic asset is awarded.



Planet	Strategic Asset
Corvus Majoris	Supreme Headquarters
Junkatta	Shield Generator
Alfroth	Bunkers
Veth	Null Field Generator
Voidspan Point*	Orbital Bombardment
Ishraq	Careful Planning
Illias	Minefields
Sovven	Vortex Grenade
Savrap	Camouflage

*Whichever player won the Battle for Voidspan Point is considered to control the space station.

DEPLOYMENT

Forces are deployed as described in Apocalypse.

FIRST TURN

The team that bid the least amount of time for deployment takes the first turn.

VICTORY CONDITIONS

Victory is determined by the living objectives (see below).

LIVING OBJECTIVES

In this mission there are six objectives, and the winner is determined by the team that has control of the most objectives at the end of the game. If both teams have an equal number, play one further turn until a winner is determined.

Unlike in a normal scenario, these objectives are 'alive', represented by miniatures on the tabletop. Each team has

three objectives, each of which represented by a model or unit each worth no more than 250 points. These objectives can, in effect, be anything – ours included a Bloodthirster, a Daemon Prince, an Inquisitor and his retinue, a squad of Deathwatch and so on. They are chosen and deployed along with the rest of their army and act as regular units of their type in every way. If they are slain, replace them with a token or lie them on their side – even when dead, they still count as an objective and can be captured.

CAPTURING OBJECTIVES

An objective is controlled if a scoring unit (as described in the *Warhammer 40,000* rulebook) is within 3" of a model designated a living objective, and there are no denial units within 3". In this mission, HQ units are also considered scoring units. Note that an objective unit is never considered a scoring or denial unit in its own right.

SECONDARY OBJECTIVES

None.

GAME LENGTH

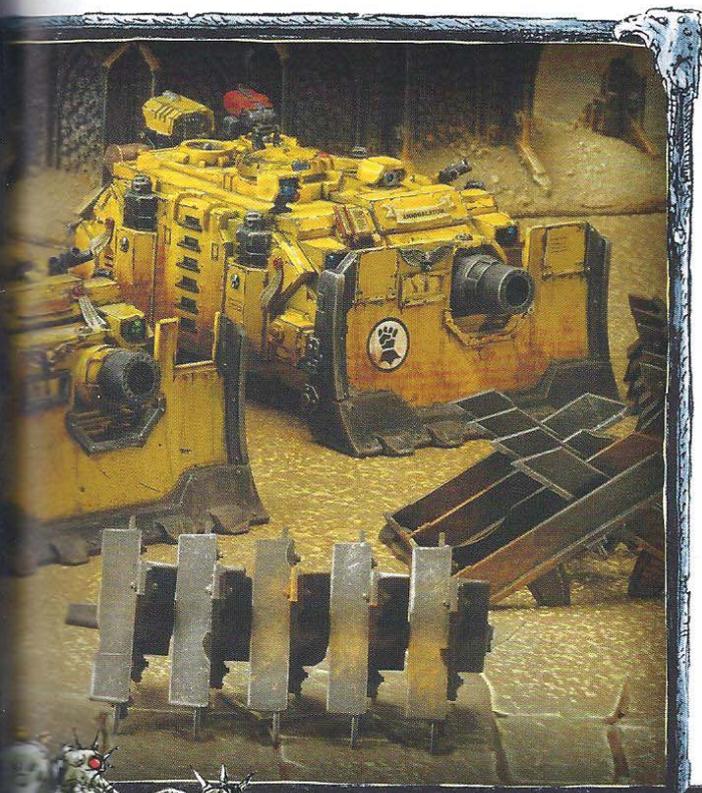
The game ends after a set time limit is reached.

MISSION SPECIAL RULES

Daemon Worlds, Strategic Reserves.

VICTORY AND THE CAMPAIGN

The Faction that controls the most objectives at the end of the game successfully control – or destroy – the Daemon world of Unctious. The Faction in control immediately gains 30 conquest points, which may well decide the fate of the campaign.



GAMES MASTERY

If you play this game between two teams of opposing players, the objective units simply become part of their armies, moving, shooting and assaulting according to the wishes of their commanding officers.

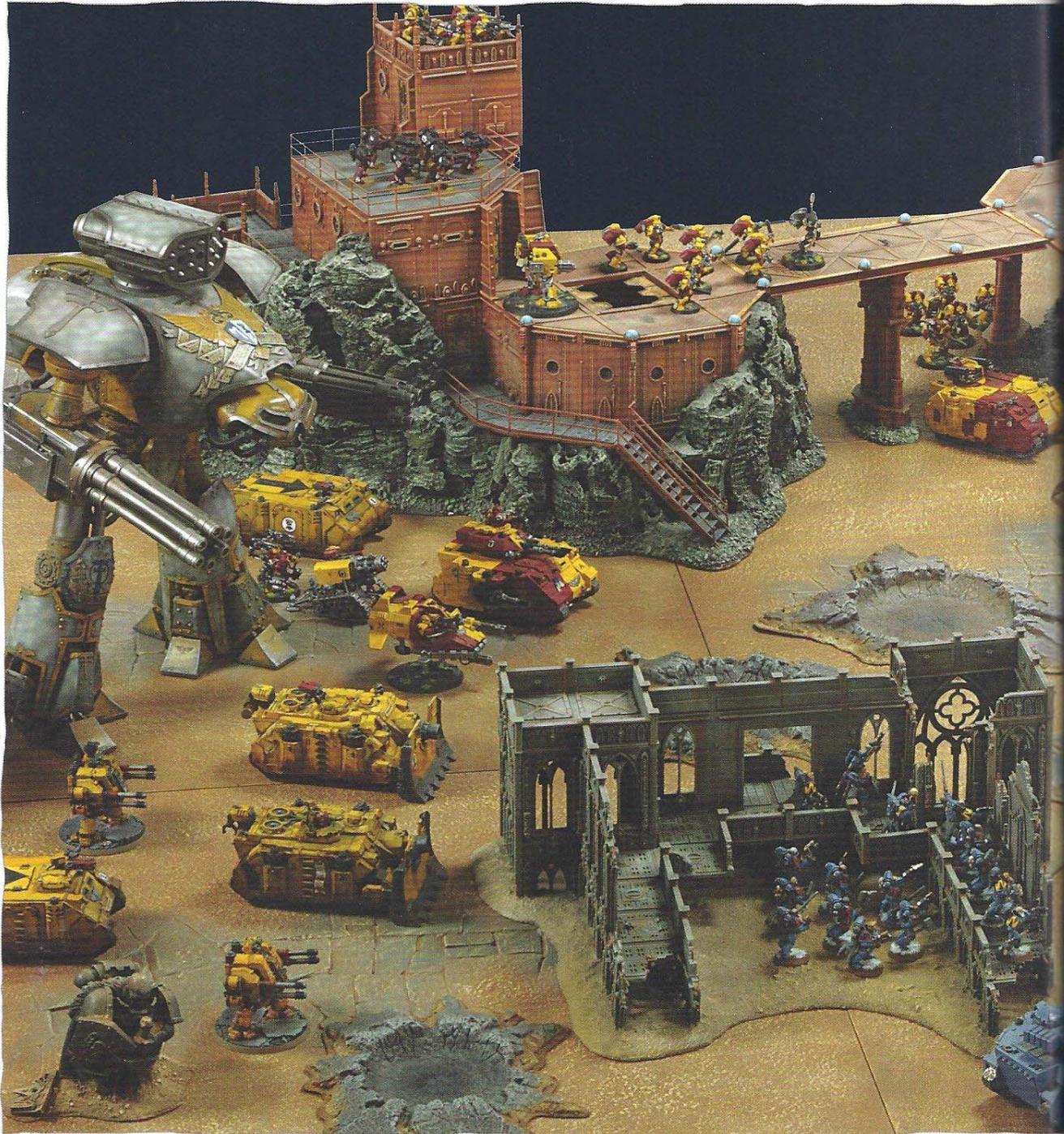
With a games master, however, the living objectives fall under their control, allowing them to dictate their actions. This can keep the players on their toes, forcing them to respond to potentially unpredictable objectives from turn to turn, chasing them across the battlefield as they sally forth or retreat.

The GM should try not to be vindictive, but to control the objectives as though they are living, breathing characters, responding to the situation at hand in a realistic manner.



THE BATTLE FOR UNCTIOUS

Although we'd fought a couple of big, multi-player games, we'd not had the opportunity to gather everyone together and use our entire collections, so to finish the campaign we thought we'd do just that. All of the players (well, almost all of them), 2000 points or more each, and as many Titans and super-heavies we could get hold of.



The Chaos Warhound Titan and Imperial Reaver Titan spent much of the game trading shots, pausing only to obliterate large parts of the battlefield.



AERIAL SUPPORT

Using the Careful Planning asset, Andrew brought his pair of Stormraven Gunships on from reserve in the first turn. These zoomed into the middle of the battlefield and disgorged their passengers right into the heart of the fight. Reclusiarch Carnaeon led the Death Company into battle with Duke Sliscus – not for the first time in this campaign – whilst Chapter Master Gabriel Seth took on the elites of Wade’s World Eater army. Blood flowed freely wherever they trod.



THE FINAL THROW OF THE DICE

The final battle would decide the fate of the campaign, but sadly not for the Servants of Ruin – they were already out of the running. So, for this game, the Servants of Ruin swore themselves to the dark service of the Prophets of War. If they could win, the Prophets of War would not complete a ritual, but instead forever damn the sub-sector to war eternal.

Chris was otherwise engaged for this game, so instead Alpha Legion brother-in-arms, Duncan Rhodes took his place.

Bidding a ludicrously short time to deploy, the Crusade of Fire got to set-up and go first, but ended up with huge chunks of their army in reserve. It mattered not, as a combination of Careful Planning and Flank March assets allowed the Imperial Fists to get into position early on.

Kev delighted in the opportunity to use his entire collection of nine Dreadnoughts, bringing them all on as a single wave to attack both the Chaos Warhound Titan and the Revenant Titan. The Revenant Titan was destroyed with a combination of meltaguns and chainfists, whilst the Reaver Titan blew off the Brass Scorpion's tail gun, and a turn later Captain Xerxes of the Howling Griffons managed to accurately land his vortex grenade at its feet, dragging it (and huge swathes of the surrounding army) into the Warp.

For their part, the Prophets of War employed a couple of Indiscriminate Bombardments. Wade chose to target

Andrew's Flesh Tearers, whose Tactical Marines guarded the Inquisitor while his Assault Marines threatened the Chaos line, blowing most of them up. Andrew retaliated, dropping a template on Wade's Berzerkers. The Khornate troops fared little better than the Flesh Tearers, and both players were forced to take dozens of Space Marines off the board!

The brutal conflict between the Flesh Tearers and World Eaters was not at an end, for a pair of Stormraven Gunships swooped onto the board. Reclusiarch Carnaeon led his Death Company directly onto the bastion held by Duke Sliscus, defeating the Archon in a challenge and routing the Dark Eldar. Seth led his Honour Guard into the midst of the World Eaters: the Honour Guard died fighting the Chaos Terminators, but Seth slew Wade's Chaos Lord.

In the middle of the battlefield, Phil's Raiders swept onto an objective, whilst Khorne Berzerkers and Alpha Legion Cultists cleared the Space Wolves from two other objectives. As the game drew to a close, it was clear that the Prophets of War controlled more objectives...



The Imperial Fists make use of the Outflank strategem, allowing Kev to bring his nine (yes, nine!) Dreadnoughts onto the battlefield right in the Prophets of War's flank, where they swiftly set to work dismantling Titans.



THE RECEIVING END

The Howling Griffons were at the forefront of the main spearhead, their erstwhile allies taking the flanks, and as such Robin's Assault Marines found themselves right in front of the Chaos Warhound, atop the gantry. Eager for revenge for his poor Brass Scorpion, Wade eagerly scooped up a handful of (red)

dice for the Warhound's vulcan mega-bolter and, thirty shots later, Robin removed his Assault Squad. That was not the end for the Howling Griffons, however, for his Tactical Marines and Terminators found themselves in the thick of the fighting when Phil's Dark Eldar reserves turned up a turn later, right behind the friendly lines.



Robin looks less than impressed at the fate about to befall his prized unit of Howling Griffons.



SLISCUS STEALS IT

Around the mid-point of the game, it occurred to the Crusade of Fire that there weren't many Dark Eldar left on the table: Phil replied by bringing on most of his army from reserve. Wyches did battle with Sanguinary Guard and Howling Griffons Terminators, whilst Incubi slew Flesh Tearers Tactical Marines

and Kabalite Warriors drove Space Wolves from key objectives. This late-game strike left the Prophets of War in control... As usual when it comes to Studio campaigns, Phil had jammily managed to win it at the end! The Prophets of War were victorious, the Corvus Sub-sector forever plunged into the abyss of war and violence unending!



Phil, Wade and Duncan ponder the location of their next indiscriminate bombardment.

CAMPAIGN MAP: PHASE THREE

ANNOTATIONS

At the start of the final phase of the campaign, the Daemon World of Uctious finally emerged from the depths of the Warp.

A At the end of the last phase, Phil used the Annihilation Device to detonate the world of Junkatta, scattering the Crusade of Fire's fleet and slaying hundreds of thousands of combatants – not to mention costing both the Servants of Ruin and Crusade of Fire dozens of flags!

B Andrew's Flesh Tearers do battle with Wade's World Eaters on the surface of Illias. The battle is bloody but the Chaos Space Marines prevail and drive the loyalists from the planet.

C The Space Wolves fight the largely possessed hordes of Word Bearers on the Daemon World of Uctious. The Sons of Russ are victorious!

D The Howling Griffons are lured into a trap amidst the shattered ruins of Illias, laid by dastardly Duke Sliscus. Although many Wyches are slain, Robin suffers his first defeat of the campaign.

E Having carefully marshalled his forces for much of the campaign, Matt uses the fact that everyone else is distracted on Uctious to launch raids on both Space Marines and Dark Eldar.



MAP KEY

CRUSADE OF FIRE →

SERVANTS OF RUIN →

PROPHETS OF WAR →

CONQUEST POINTS

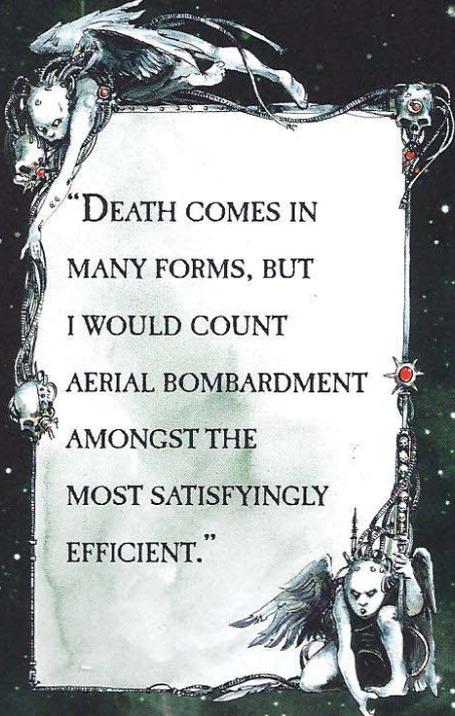
CRUSADE OF FIRE218

SERVANTS OF RUIN116

PROPHETS OF WAR223







"DEATH COMES IN
MANY FORMS, BUT
I WOULD COUNT
AERIAL BOMBARDMENT
AMONGST THE
MOST SATISFYINGLY
EFFICIENT."

BURNING SKIES

In our games throughout the campaign we decided to roll out some new, advanced rules for Flyers. Flyers have become a super exciting part of the new Warhammer 40,000 and finding new and fun ways to use them got everyone really geared up for using plenty of them in their games.

DOG-FIGHTING RULES

In the skies above the battlefields of the 41st Millennium, human and xenos battle to gain air superiority. With control of the skies, a victory on land beneath is assured.

You may use these dog-fighting rules in any game of Warhammer 40,000. Simply agree with your opponent and get ready to enjoy the new tactical challenge of Dog-fighting in the 41st Millennium.

INITIATING A DOG-FIGHT

At the end of your Movement phase choose **one** of your models with the Flyer rule (this model is the Attacker), which is within 12" of an enemy model with the Flyer rule (this model is the Defender), to attempt to initiate a Dog-fight.

To initiate a Dog-fight you and your opponent Roll-off to determine whether you have successfully Engaged. You may modify your dice roll dependant on the following conditions:

- Attacker is in the Defender's Front Arc.....+0
- Attacker is in the Defender's Side Arc.....+1
- Attacker is in the Defender's Rear Arc.....+2

DESIGNER'S NOTE:

Whilst attempting to outwit your opponent is a fun part of the game you can always try trusting your pilots instincts and roll the dice to decide your tactic. Let fate decide the fortunes of your loyal minions!

If the Attacker's score is equal to or greater than the Defender's then he has successfully Engaged. The two models will perform a Dog-fight in the following Shooting phase. If the Attacker's score is less than the Defender's then he has failed to Engage and the Attacking model may not shoot in the following Shooting phase.

THE DOG-FIGHT

A Dog-fight is split up into three rounds: Pursuit, Lock-on and Destroy.

In each round the Attacker and Defender secretly select their tactic from the following table by placing a dice face up under their hands or dice cup. They then reveal the dice and resolve the effects immediately.

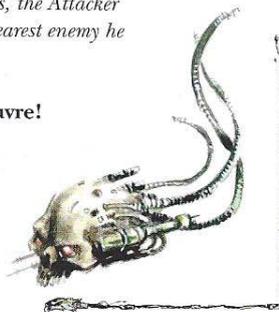
Once effects are resolved move on to the next round.

ROUND 1 – THE PURSUIT

The Attacker moves into position, attempting to get the Defender in his sights. The early stages of any Dog-fight are cagey affairs as both hunter and prey vie to gain the upper hand, only time will tell who will be victorious.

ATTACKER

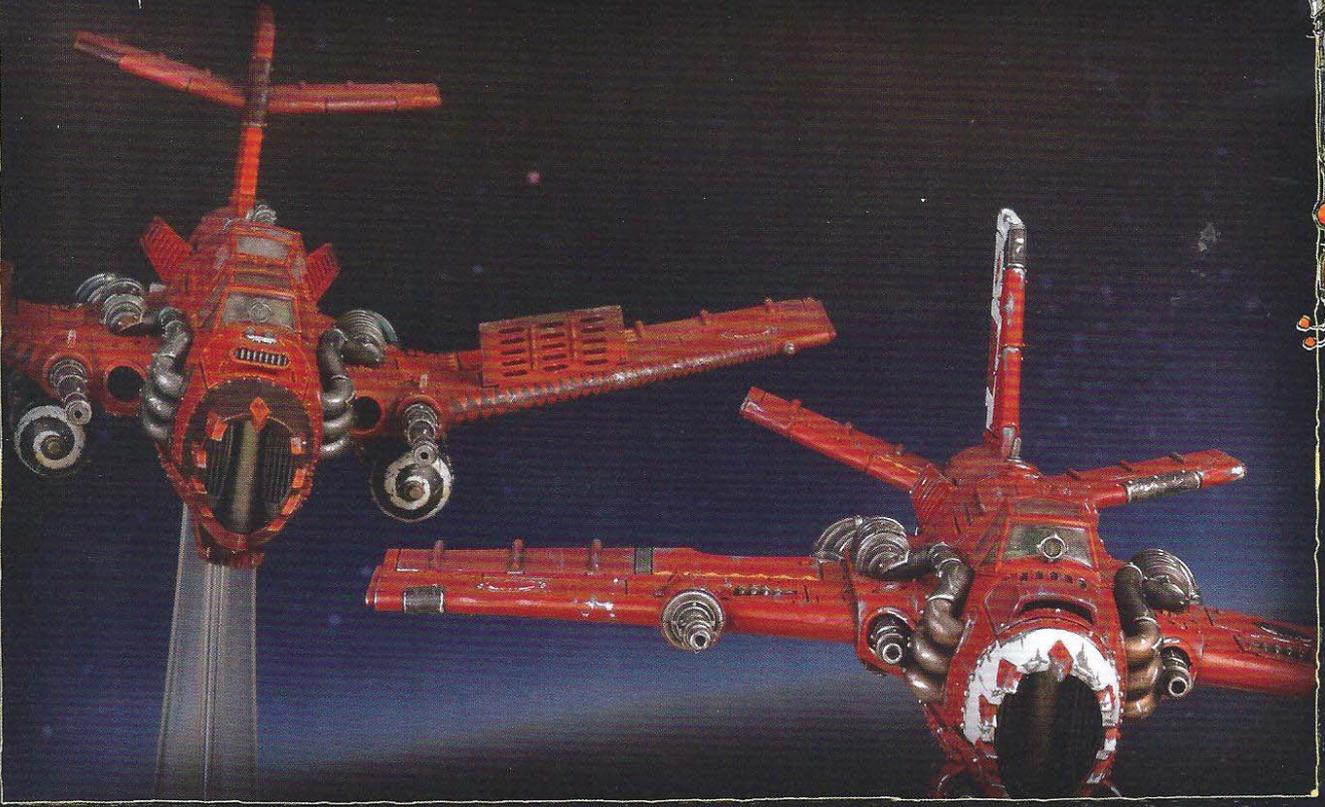
- 1-2 **Tactic 1 – Look for a target!**
Scanning the area for threats, the Attacker looks for any easy targets.
- 3-4 **Tactic 2 – Start shooting!**
Trigger-happy as always, the Attacker starts shooting at the nearest enemy he can see!
- 5-6 **Tactic 3 - Outmanoeuvre!**
Carefully manoeuvring, the Attacker tries to get behind the defender before beginning his attack run.



DEFENDER

- 1-2 **Tactic 1 - Head for the clouds!**
Sensing danger, the Defender seeks to lose his pursuer amongst the clouds.
- 3-4 **Tactic 2 - Stay level...**
Rather than be drawn into rash action, the Defender stays calm and waits to see the action unfold.
- 5-6 **Tactic 3 - Dive, dive, dive!**
Trusting to his instincts, the Defender heads low, seeking refuge amongst the debris of the battlefield.





PURSUIT RESOLUTION

	ATTACKER TACTIC 1 LOOK FOR A TARGET!	ATTACKER TACTIC 2 START SHOOTING!	ATTACKER TACTIC 3 OUTMANOEUVRE!
DEFENDER TACTIC 1 HEAD FOR THE CLOUDS!	The Attacker may fire any one weapon at a non-Flyer unit within 4D6". Then move on to the next round..	No effect this round. Neither player takes any action and move immediately on to the next round.	The Attacker may pivot up to 90° and move up to 6", but must remain within 12" of the Defender . He may then fire any one weapon at the Defender .
DEFENDER TACTIC 2 STAY LEVEL...	The Attacker may fire any one weapon at the Defender .	The Attacker may fire any one weapon at the Defender .	The Defender may fire any one weapon at a non-Flyer unit within 4D6".
DEFENDER TACTIC 3 DIVE, DIVE, DIVE!	No effect this round.	The Attacker may fire any one weapon at the Defender .	The Attacker may pivot up to 90° and move up to 6", but must remain within 12" of the Defender .

ROUND 2 – LOCK ON

With his target in sight the Attacker moves in for the killer shot. Manoeuvring his flying warmachine into position, he engages whatever targeting arrays he may have and gets ready to pull the trigger, knowing his glory is but moments away.

ATTACKER

- 1-2 **Tactic 1 – Keep shooting!**
Never one for subtlety the Attacker continues to press down on his trigger filling the skies with lead.
- 3-4 **Tactic 2 – Aim for the weak spot!**
Searching out the weak points in the enemy's armour, the Attacker takes careful aim.
- 5-6 **Tactic 3 – Target acquired!**
Using sophisticated targeting matrices or keen fighter instincts, the Attacker tries to get his crosshairs over the Defender.



DEFENDER

- 1-2 **Tactic 1 – Break out!**
Rather than fight on the Attacker's terms the Defender attempts to break free of pursuit.
- 3-4 **Tactic 2 – Let them come!**
There is no braver soul on the battlefield than the Defender, who welcomes the pursuing Attacker on.
- 5-6 **Tactic 3 – Dodge!**
Jinking left and right, the Defender tries to shake pursuit and maybe get a chance for a shot of his own.



LOCK ON RESOLUTION

	ATTACKER TACTIC 1 KEEP SHOOTING!	ATTACKER TACTIC 2 AIM FOR THE WEAK SPOT!	ATTACKER TACTIC 3 TARGET AQUIRED!
DEFENDER TACTIC 1 BREAK OUT!	The Attacker may fire all of his weapons at the Defender at BS 1.	No effect this round. The Defender may try to escape the Dog-fight by rolling 4 or more on a D6.	The Attacker's BS is increased by 1 for the duration of this Dog-fight. He may then fire any one weapon at the Defender.
DEFENDER TACTIC 2 LET THEM COME!	The Attacker may fire all of his weapons at the Defender at BS 1.	The Defender's AV is reduced by 1 on each facing for the duration of the Dog-fight.	The Attacker's BS is reduced by 1 for the duration of the Dog-fight.
DEFENDER TACTIC 3 DODGE!	No effect this round.	The Attacker may fire any one weapon at the Defender.	The Attacker may increase his BS by 1 for the duration of this Dog-fight.

ROUND 3 - DESTROY

In the final stages of a Dog-fight only the courageous will succeed. Holding your nerve can lead to glory, but one twitch of a finger at the inopportune moment can lead to a fiery death, for pilot and all those caught in the ensuing explosion.

ATTACKER

- 1-2 **Tactic 1 – Stay calm!**
Act rashly and the quarry may bolt, but if the Attacker can remain steady the prize will be his.
- 3-4 **Tactic 2 – Clip his wings!**
Rather than go for the kill, the Attacker taunts the enemy with his superior skills.
- 5-6 **Tactic 3 – Take him down!**
Pressing home the attack, the Attacker moves in for the kill.



DEFENDER

- 1-2 **Tactic 1 – Break left!**
Banking to the left the Defender tries to break free of his pursuers grasp.
- 3-4 **Tactic 2 – Counter-attack...**
Risking all the Defender attempts to turn the tables on his attacker.
- 5-6 **Tactic 3 – Break right!**
Heading to the right the Defender spots a chance to escape the claws of the attacker.



DESTROY RESOLUTION

	ATTACKER TACTIC 1 STAY CALM!	ATTACKER TACTIC 2 CLIP HIS WINGS!	ATTACKER TACTIC 3 TAKE HIM DOWN!
DEFENDER TACTIC 1 BREAK LEFT!	The Attacker may fire any one weapon at the Defender .	No effect this round.	The Attacker may fire all his weapons at the Defender .
DEFENDER TACTIC 2 COUNTER-ATTACK...	The Attacker may fire any one weapon at the Defender .	The Defender takes no damage but may not shoot or initiate a Dog-fight in his next turn.	The Defender may fire any one weapon at the Attacker .
DEFENDER TACTIC 3 BREAK RIGHT!	No effect this round.	The Defender takes no damage but may not shoot or initiate a Dog-fight in his next turn.	The Attacker may fire all his weapons at the Defender .

CONCLUDING A DOGFIGHT

At the end of the Destroy round the Attacker and Defender stop being Engaged and the Dog-fight is over. Both models act normally in the following phases. If you have managed to kill your opponent in a Dog-fight you score an additional Victory Point on top of any other ones you may have generated during the Dog-fight. This means that it is much more valuable to bring down your opponent's Flyers in a Dog-fight than from regular Shooting. An extra Victory Point for every enemy Flyer is nothing to be sniffed at!

SPECIAL MANOEUVRES

Special Manoeuvres are actions that models with the Flyer rule can make during a game of Warhammer 40,000 that uses the rules for Burning Skies. To find out what Special Manoeuvres a model can make, look up the table relevant to the Codex that the model has been chosen from. The table also includes the stats for your pilot, allowing you to make various Characteristic Tests if called upon to do so by the Special Manoeuvre.

ELDAR

LD-8 I-5 T-3

DANCE LIKE THE BANSHEE

WHEN: At the start of the Movement Phase.

TEST: T

MANOEUVRE: Before moving you may turn the model up to 180°.

SIGHT OF THE SEER

WHEN: At the end of a Dog-fight round immediately after the dice have been revealed but before the action is resolved (once per Dog-fight).

TEST: I

MANOEUVRE: You may force you and your opponent to re-select the tactics for this round.

SPACE MARINES

LD-8 I-4 T-4

WINGS OF IRON

WHEN: At the start of the Movement Phase.

TEST: T

MANOEUVRE: The Flyer inflicts a single S8 hit on each enemy Flyer that it moves over in the Movement phase this turn.

ADAMANTIUM SHIELD

WHEN: At the beginning of a Dog-fight round before any dice are revealed (Once per Dog-fight).

TEST: I

MANOEUVRE: The Flyer receives a 5+ cover save to any damage caused in this round.

BLOOD ANGELS

LD-8 I-4 T-4

THE BLACK RAGE

WHEN: At the start of the Shooting Phase.

TEST: T

MANOEUVRE: The Flyer may fire all of its weapons, regardless of how far it moved this turn, but it must fire at the closest enemy unit.

FLIGHT OF THE ANGELS

WHEN: At the start of the Movement Phase.

TEST: I

MANOEUVRE: Remove the Flyer from the board and replace it anywhere within 2D6 x 3", facing any direction. The Flyer must then move as normal.

SPACE WOLVES

LD-8 I-4 T-4

JAWS OF THE WOLF

WHEN: At the start of any Destroy round.

TEST: T

MANOEUVRE: At the end of the Dog-fight you may force an additional Destroy round to be played.

STRENGTH OF THE RUSS

WHEN: At the start of the Movement phase (one use only)

TEST: I

MANOEUVRE: If engaged in a Dog-fight, all of the Flyer's weapons are at +2 Strength until the end of the Dog-Fight.

GREY KNIGHTS

LD-8 I-4 T-4

SOUL BLAZE

WHEN: At the start of the Shooting phase.

TEST: Ld

MANOEUVRE: Place the large blast marker over any Flyer within 12" then scatter it 2D6". Roll a dice for each vehicle model hit.

- 1 – No effect
- 2-5 – The vehicle suffers a glancing hit
- 6 – The vehicle takes a penetrating hit.

HAMMER OF THE EMPEROR

WHEN: Start of the Assault phase

TEST: Ld

MANOEUVRE: In the Assault phase the Flyer may make a single S8 hit on a single Flyer model within 6". The hit is resolved against the enemy Flyer's closest facing.

DARK ELДАР

LD-8 I-5 T-3

PLEASURE FROM PAIN

WHEN: At the start of the Assault phase.

TEST: I

MANOEUVRE: If the Flyer caused a Glancing or Penetrating hit on an enemy Flyer in the Shooting phase it may pivot up to 90° and then move up to 24".

SLASH ATTACK

WHEN: At the start of the Movement phase

TEST: I

MANOEUVRE: At the end of the Movement phase, nominate one non-vehicle unit that the Flyer passed over that turn. That unit takes D6 Strength 6 AP – hits.



TAU EMPIRE

LD-7 I-2 T-3

FOR THE GREATER GOOD

WHEN: At the start of the enemy's Shooting phase (once per turn).

TEST: Ld

MANOEUVRE: Until the end of the phase all enemy shooting at Flyers within 12" of this Flyer must be resolved against this Flyer. Range, Line of Sight, Armour Value, etc. are still measured against the target but the damage is inflicted on this Flyer. Should the Flyer be destroyed any subsequent shooting is resolved as normal.

POWERS COMBINED

WHEN: At the start of the Shooting phase

TEST: I

MANOEUVRE: All friendly Flyers within 12" of this Flyer may use it for determining Range and Line of Sight for Shooting purposes. All Flyers using this rule must shoot at the same target.

ORKS

LD-7 I-2 T-4

BASH 'EM

WHEN: At the start of the Assault phase.

TEST: T

MANOEUVRE: Nominate one enemy Flyer with 12". Your Flyer immediately loses one Hull Point; the enemy Flyer suffers D3 penetrating hits.

SMASH 'EM

WHEN: At the start of your Movement phase

TEST: Ld

MANOEUVRE: If the Flyer has only one Hull Point remaining then, at the end of the Movement phase, place a large blast template anywhere in contact with the model's base. Units suffer one S8 AP2 hit per model fully or partially under this blast template. The Flyer is then removed as a casualty.

DARK ANGELS

LD-8

I-4

T-4

DOGGED PURSUIT

WHEN: At the start of any Destroy round of a Dog-fight.

TEST: T

MANOEUVRE: At the end of a Dog-fight you may force an additional Destroy round to be played.

IN CLEANSING FLAME

WHEN: At the start of your Movement phase.

TEST: Ld

MANOEUVRE: If the Flyer has only one Hull Point remaining then at the end of the Movement phase, place a large blast template anywhere in contact with the model's base. Units suffer one S8 AP2 hit per model fully or partially under this template. The Flyer is then removed as a casualty.

IMPERIAL GUARD

LD-7

I-3

T-3

ENDLESS ASSAULT

WHEN: At the start of the Movement phase

TEST: Ld

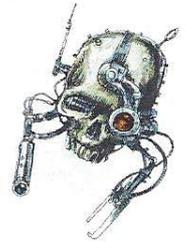
MANOEUVRE: Remove the Flyer from play, it may then immediately re-enter play from the controlling players table edge as if it was arriving from reserves.

SPOTTER PLANE

WHEN: At the start of the Shooting phase

TEST: Ld

MANOEUVRE: Any friendly tank wishing to shoot at a target within 12" of the Flyer may re-roll To Hit against the target. If the weapon does not roll To Hit, it may re-roll the scatter dice instead.



CHAOS SPACE MARINES

LD-8

I-4

T-4

DAEMONIC ZEAL

WHEN: At the start of the Assault phase.

TEST: T

MANOEUVRE: If the Flyer caused a Glancing or Penetrating hit on an enemy Flyer in the Shooting phase it may pivot up to 90 ° and then move up to 24".

CHAOS REIGNS

WHEN: At the start of your Movement phase.

TEST: Ld

MANOEUVRE: If the Flyer has only one Hull Point remaining then at the end of the Movement phase, place a large blast template anywhere in contact with the model's base. Units suffer one S8 AP2 hit per model fully or partially under this template. The Flyer is then removed as a casualty.

NECRONS

LD-8

I-2

T-4

MANOEUVRING PROTOCOLS

WHEN: At the start of the Movement phase.

TEST: T

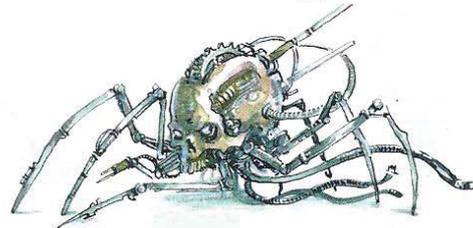
MANOEUVRE: You may immediately pivot the Flyer up to 180°.

FIRING PROTOCOLS

WHEN: At the start of the Shooting phase.

TEST: I

MANOEUVRE: The Flyer's weapons all fire one extra shot this Shooting phase.



FIGHTER ACES

In the far future, heroes dominate the skies above the war-torn earth, controlling the heavens with their aircraft and raining down death upon their enemies below. Their notoriety defeats as many foes as their guns, as the mere mention of their name inspires terror in their rival pilots.

Fighter Aces are upgrades for Flyers in Warhammer 40,000. Any model with the Flyer rule may be upgraded to be a Fighter Ace for the appropriate points cost. At the start of any game, immediately after rolling for your Warlord Trait

roll on the appropriate table for the army book your flyer was chosen from to determine his special abilities. Any number of Flyers may be upgraded to have a Fighter Ace and they may have the same abilities.

ELDAR

50PTS

For the Eldar, the path of the pilot is as all consuming as any other. One who has achieved the end of this path is truly a fearsome foe in the skies, controlling his plane as if it were an extension of his own body.

- 1-2 **Dance of the Dawn**
The Fighter Ace may add a further +2 to his roll when determining if he is successful at Engaging Defenders in a Dog-fight.
- 3-4 **Dance of the Dusk**
The Fighter Ace may pivot up to 180° before moving each turn.
- 5-6 **Symbol of Khaine**
All units chosen from *Codex: Eldar* within 12" of the Fighter Ace have +1 A.

SPACE MARINES

50PTS

The Techmarines of the Adeptus Astartes are responsible for piloting the Chapter's flying warmachines, an honour they savour in the heat of combat.

- 1-2 **Arcane Target System**
The Fighter Ace may re-roll To Hit rolls of 1 in the Shooting phase.
- 3-4 **Defensive Flying**
The Fighter Ace gains +1 AV in its front arc.
- 5-6 **Spirit of the Emperor**
Whilst within 12" of the Fighter Ace, all units chosen from *Codex: Space Marines* have the Relentless special rule.

BLOOD ANGELS

50PTS

The sight of a Blood Angels warplane arcing across the sky will cause the Sons of Sanguinius to fight all the harder.

- 1-2 **Angel of Vengeance**
The Fighter Ace may add a further +2 to his roll when determining if he is successful at Engaging Defenders in a Dog-fight.
- 3-4 **Grace of Angels**
The Fighter Ace may pivot up to 180° before moving each turn.
- 5-6 **Aura of Sanguinius**
One use only. At the start of one of your turns declare you are using this power. For this turn all units chosen from *Codex: Blood Angels* within 12" of the Fighter Ace re-roll failed To Hit rolls in the Shooting and Assault phases.

SPACE WOLVES

50PTS

The Iron Priests of the Space Wolves Chapter enter battle with the same frenzy and battlelust as their brethren seeking glory where the fighting is thickest.

- 1-2 **Saga of Majesty**
Any unit chosen from *Codex: Space Wolves* within 12" of the Fighter Ace may re-roll failed Morale Tests.
- 3-4 **Saga of the Beastslayer**
The Fighter Ace may re-roll To Hit rolls against Walkers, Monstrous Creatures, Flying Monstrous Creatures and models with Toughness 5 or more.
- 5-6 **Saga of the Iron Wolf**
At the start of each of your turns, roll a D6 for each Hull Point the Fighter Ace has lost during the battle. On a 4+ the Hull Point is regained.

DARK ANGELS**50PTS**

The pilots of the Dark Angels are unlike their Space Marine brethren as they hail from the Chapter itself. Inducted from the fearsome Ravenwing, they fly faster and more dangerously than any of their comrades.

1-2 Hunt the Heretic

The Fighter Ace may re-roll To Hit rolls of 1 in the Shooting phase.

3-4 Expert redeployment

The Fighter Ace may move on from any table edge when arriving from Ongoing Reserves.

5-6 Teleport Homer

Any unit selected from *Codex: Dark Angels* which attempts to enter play from Deep Strike with 12" of this Fighter Ace will not scatter.

**GREY KNIGHTS****50PTS**

The pilots of the Grey Knights are gifted beyond the abilities of any other Space Marine pilot. A potent psyker in his own right, the pilot is as likely to fire mind bullets as he is missiles at his enemies.

1-2 Mental Challenge

The Fighter Ace may add a further +2 to his roll when determining if he is successful at Engaging Defenders in a Dog-fight.

3-4 Third Eye

The Fighter Ace has +1 BS.

5-6 Psychic Pilot

Instead of shooting one of the Flyer's weapons each turn the Fighter Ace may instead unleash the *Vortex of Doom* psychic shooting attack. Treat the pilot as Ld 8 with two Warp Charge points.



IMPERIAL GUARD 50PTS

The pilots of the Imperial Guard train for months to fly the archaic flying machines or the Imperial Navy. Those who survive more than a few minutes are considered heroes.

- 1-2 Covert Deployment**
The Fighter Ace may move on from any table edge when arriving from Ongoing Reserves.
- 3-4 Extra Protection**
The Fighter Ace gains +1 AV in its front arc.
- 5-6 Inspiring Presence**
All units chosen from *Codex: Imperial Guard* which are within 12" of the Fighter Ace gain the Fearless special rule.

TAU EMPIRE 50PTS

The super-technology of the Tau features heavily in the aircraft of the Air Caste. In fact, it is unclear where technology ends and pilot begins.

- 1-2 Targeting Array**
The Fighter Ace may re-roll To Hit rolls of 1 in the Shooting phase.
- 3-4 Defensive Arrays**
The Fighter Ace may add +1 to any Cover Save it is entitled to (up to a maximum of 2+)
- 5-6 Marker Plane**
Instead of firing its weapons this turn, the Fighter Ace may instead add D3 Markerlight markers to every enemy unit within 12".

ORKS 50PTS

An Ork fighter ace is far more likely to be lucky than skilled, their preferred flying tactics being style over substance and noise over planning.

- 1-2 Armour Plates**
The Fighter Ace gains +1 AV in its front arc.
- 3-4 Extra Shooty**
The Fighter Ace may fire an additional weapon each turn.
- 5-6 Idol of Gork**
All units within 12" from *Codex: Orks* gain the Feel No Pain (6+) special rule.



BLACK TEMPLARS 50PTS

The pilots of the Black Templars chapter hail from the same origins as any Codex Chapter. In combat though the zeal of their brethren inevitably spills over to the Techmarine pilots.

- 1-2 Challenge the heretic**
The Fighter Ace may add a further +2 to his roll when determining if he is successful at Engaging Defenders in a Dog-fight.
- 3-4 Cleanse the heretic**
The Fighter Ace may re-roll To Hit rolls of 1 in the Shooting phase.
- 5-6 Inspire with Faith**
All units chosen from *Codex: Black Templars* within 12" of the Fighter Ace gain the Crusader special rule.

THE CONQUEST OF UTTU PRIME.

It was during the assault on Fort Anan that the Necron plane known as the Silent Terror was first reported.

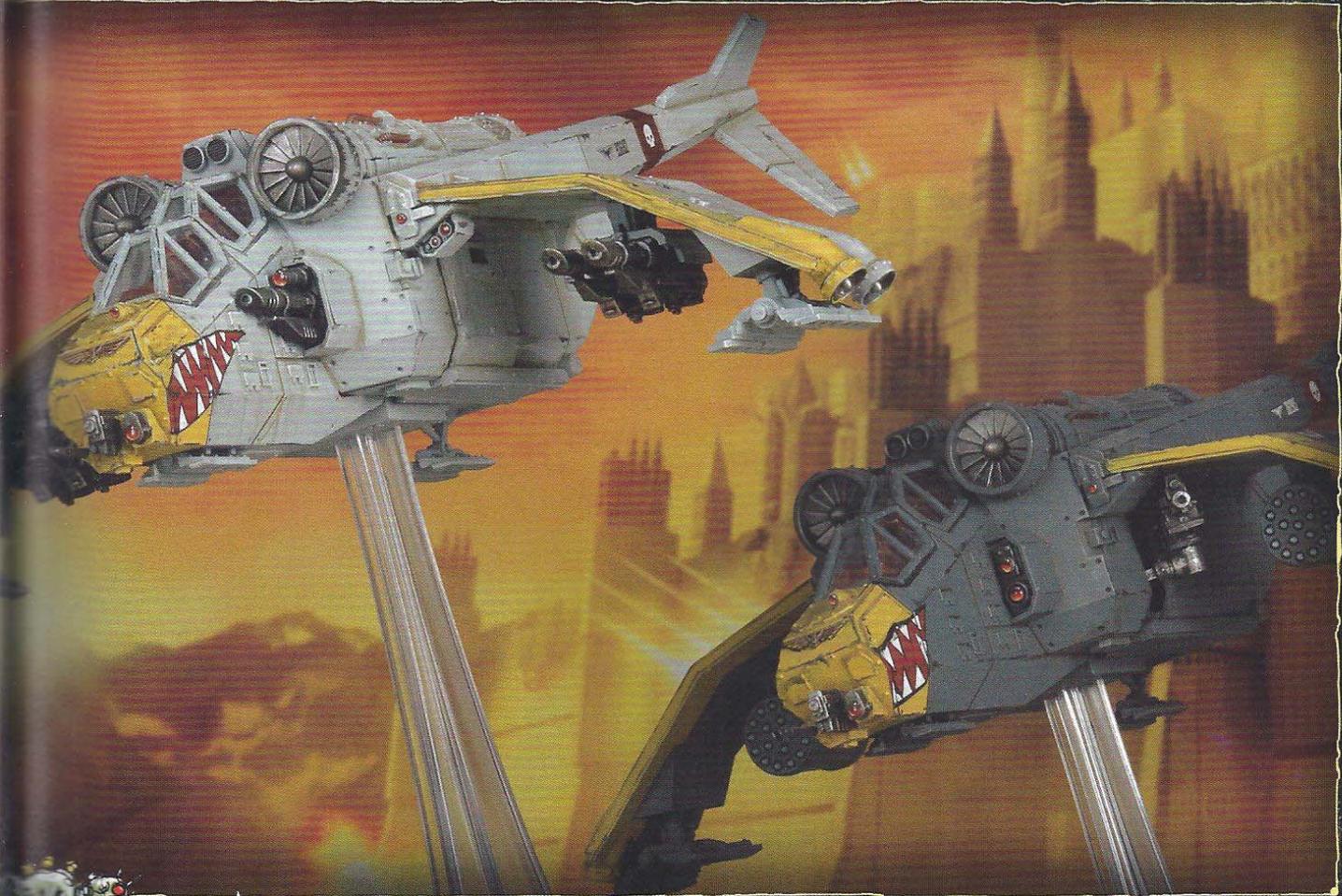
On the homeworld of the Sautekh Dynasty, the pilot awoke who would cause so much misery amongst the defenders of that Imperial city. His decision pathways and logic circuits seem to have been designed specifically to fly and when in the cockpit of a Doom Scythe his protocols seemed flawless.

Whenever Nemesor Zandrekh required superior air support, it was to this unnamed pilot he turned. The Silent Terror turned enemy planes to wreckage and bombarded fortified positions with unnatural precision. Without this aid the Necrons would surely have failed at Fort Annan.

NECRONS 50PTS

Complex protocols and decision circuits determine the quality and precision of a Necron pilot. Every so often, a particularly able pilot awakens to again control the skies.

- 1-2 Firing Subroutines**
The Fighter Ace may re-roll To Hit rolls of 1 in the Shooting phase.
- 3-4 Duel Subroutine**
The Fighter Ace may add a further +2 to his roll when determining if he is successful at Engaging Defenders in a Dog-fight.
- 5-6 Resurrection Orb**
Units within 12" of the Fighter Ace will pass their Reanimation Protocols rolls on a 4+.



DAEMON WORLDS

Amongst the myriad strange and wonderful worlds of the galaxy, there are those not found on any map or mentioned within any official document. To even know of such a world is to invite the terrible wrath of the Inquisition, and to have visited one is to have parted company with one's sanity and walked into the gates of hell. Such worlds are known as Daemon Worlds, and they are amongst the most depraved and terrible places in existence.

A Daemon World is a planet that has been entirely consumed by Chaos, typically when a world has become trapped within a Warp rift. Most Daemon Worlds exist within the Eye of Terror, the largest of Warp rifts within the galaxy. Most of these worlds were once the home worlds of the Eldar, consumed when the Eye of Terror was created by the birth of Slaanesh. Others are worlds that once bordered the Warp rift, dragged into the Eye of Terror as it waxed and waned. Many of these worlds are still inhabited, but what tortures and torments their populaces must endure cannot be imagined.

Twisted by the power of the Dark Gods and forever tainted by their malignant touch, Daemon Worlds are places where nightmares become reality and the natural order has been usurped by Chaos unbound. Many Daemon Worlds are ruled over by Greater Daemons or Daemon Princes, beings who can reshape the landscape at a whim. At their direction seas turn to boiling lakes of blood, trees clamber about and

mountains consume the unwary with great rocky maws. In one moment, great palaces made of glittering gems might erupt from the ground, their halls containing unending pleasures to delight a mortal man; in another, these delights might turn to dust and ruin, the palaces turning to prisons of fiendish torture.

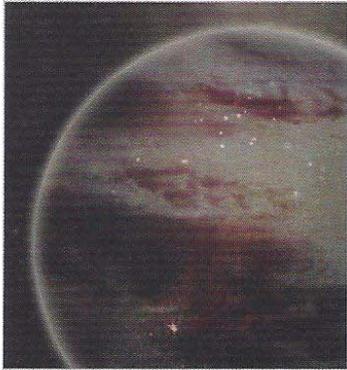
One does not travel to a Daemon World lightly. Indeed, one cannot; as such worlds are possessed so completely by their daemonic tyrants, safe passage to their surface is made either at their behest or else without their knowledge. To land upon a Daemon World is to invite disaster. An unwelcome trespasser will quickly find himself slain – or far, far worse. Those travellers who survive long enough to reach the surface will find themselves preyed upon by a thousand different torments, assailed by dark promises and lured into unholy bargains. Daemons prey at the mind and soul, attempting to possess the unwary, whilst the tormented land itself strains to enact its revenge upon the living.

A battle upon a Daemon World is like no other, for the world actively seeks to undo both sides, controlled by a malign force. Even as a warrior tries to slay his foe, he might find himself under attack by Daemons, his environment or even his comrades, driven mad or possessed by the Ruinous Powers. Every breath could be his last, every moment revealing new tortures and insanities to slay the living and forever ensnare the weak.



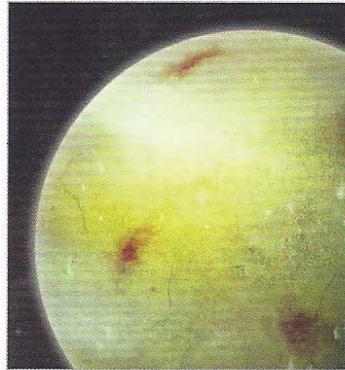
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INFAMOUS DAEMON WORLDS



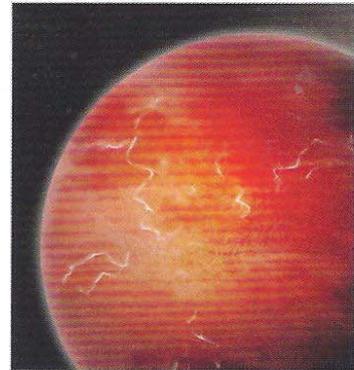
MEDRENGARD

The fortress-world of the Iron Warriors, the surface of Medrengard is covered in slave pits and jails. Its enslaved populace are worked unto death to serve their masters, labouring under a dead sky and a black sun to build ever-more elaborate fortifications and to fashion deadlier engines of destruction.



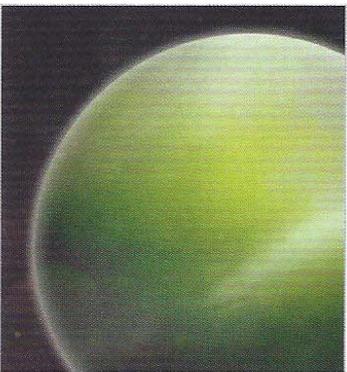
BUBONICUS

Ruled over by its eponymous master, this Daemon World is a world of decay and death. It is covered in boiling lakes of blood and lit by great balls of baleful fire. The planet is encircled by a great chain of human worshippers who constantly praise Nurgle in a never-ending dance of despair.



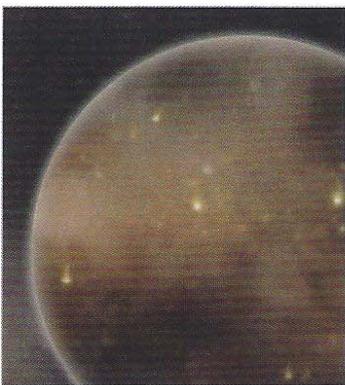
KATHALON

Forever at war with itself, Kathalon is divided between the armies of Tzeentch and Khorne, its surface reshaping itself as one power gains dominance over the other. As Tzeentch gains the upper hand, great crystal spires erupt from the ground, whilst Khorne's dominance brings seas filled with chattering skulls.



THE PLAGUE PLANET

Ruled over by the Daemon Primarch Mortarion, the Plague Planet is swathed in a miasma of disease-filled clouds and its inhabitants afflicted by all manner of horrific poxes. When a spacecraft succumbs to plague, its rotting hulk eventually finds its way here, to join Mortarion's Plague Fleets.



SICARUS

Covered entirely by vast cathedrals and towering monuments to the Chaos Gods, Sicarus is ruled over by the Dark Council of the Word Bearers. Its enslaved population forever toil to further build these unholy structures higher and higher, or else are sacrificed upon their spiked battlements.



WORLD OF IMMORTAL SORROWS

A Crone World of the Eldar – the name the Eldar have given to those planets once at the heart of their empire, now lost to the Eye of Terror after the Fall – this Daemon World is now ruled over by the Daemon Prince Elyssar'sirath, who spends eternity torturing the souls of Eldar.

FIGHTING ON A DAEMON WORLD

Prosecuting a war anywhere in the 41st Millennium is no easy thing, but to successfully fight a battle on a Daemon World is another thing entirely. Fighting upon a Daemon World – a world where the planet itself is a malignant force intent on killing friend and foe, where creatures from the Warp attempt to possess the combatants – is liking fighting in hell itself.

SPECIAL RULES

When fighting a game set on a Daemon World, there are a number of special rules that can be used – you don't have to use all of them at the same time, but can agree with your opponent which ones you want to use. Of course, for the truly chaotic feel of fighting on a Daemon World, use them all!

DAEMONIC POSSESSION

At the start of the game, before either side has deployed, every non-vehicle unit must take a Leadership test on 3D6, picking the highest two dice. Place a counter next to each unit for every point their Leadership test was failed by.

Whenever possession counters are placed by a unit, roll a D6 on the following table to see what type they are:

1 Opponent's choice.

2 Khorne

Whilst a unit has a Khorne counter, it has the Rage special rule. At the end of the Assault phase, your opponent may remove any number of counters. For every counter removed the unit sustains D3 automatic hits as though struck by its own weapons and Strength (use the most frequent weapon in mixed units).

3 Nurgle

Whilst a unit has a Nurgle counter, it has the Feel No Pain special rule. In the Movement phase, your opponent may remove any number of counters. Each model in the unit must take a dangerous terrain test, with each additional counter increasing the result needed to fail the test on by 1. For example, if two counters are removed, the dangerous terrain test would be failed on a 1 or a 2, and so on.

4 Slaanesh

Whilst a unit has a Slaanesh counter, it has the Fearless special rule. In the Movement or Assault phase, your opponent may remove any number of counters. The unit moves as though moving through difficult terrain. Each additional counter increases the number of dice rolled, and the unit must use the lowest dice result rolled for their movement.

5 Tzeentch

Whilst a unit has a Tzeentch counter, each model in the unit increases its invulnerable save by 1. If it has no invulnerable save, it gains a 6+ invulnerable save. In any phase, your opponent may remove any number of counters. For every counter removed, the unit must re-roll one dice of your opponent's choice.

6 Your choice.

AN OPEN MIND

An open mind is like an open door to a Daemon, who can take advantage of any sign of weakness to possess their victim. If a psyker incurs a Perils of the Warp test and survives, they immediately gain a possession counter.

FROM BEYOND THE VEIL

Traversing the immaterium, especially unprotected via teleportation, is invariably risky, drawing the attention of Warp predators. If a unit rolls a Deep Strike Mishap, resolve the result as normal, but if you have the models spare, you may place a unit of up to 2D6 Lesser Daemons where the unit intended to Deep Strike. These Daemons act after both players have had a turn, moving towards the closest unit and either trying to assault them or shoot them, depending on what the Daemons are armed with.

DAEMON HUNTERS

A unit from *Codex: Grey Knights* can never gain a possession counter. However, if a Grey Knights unit is included as allies in an army (or vice versa), any allied units that succumb to possession will be forcibly cleansed – instead of placing counters next to the unit, remove one model as a casualty for every point their Leadership test was failed by.

SWORN TO THE DARK GODS

Models from *Codex: Chaos Space Marines* are effected by possession just like any other army, however, if a unit is effected and has a Mark of Chaos, the counters are automatically those of the corresponding Chaos God.

SCIONS OF CHAOS

Models with the Daemon special rule are unaffected by Daemonic Possession – they're a little too far down that road already!

LORDS OF THE DAEMON WORLDS

Daemon Worlds are often ruled over by mighty Daemon Princes, who can shape the planet to their whims. An army from *Codex: Chaos Space Marines* or *Codex: Chaos Daemons* that includes a Daemon Prince may modify any roll made (by any player) on the Daemonic Hazard table by +1 or -1.

SPIRIT STONES

Slaanesh hungers after the souls of all Eldar, so to prevent the Chaos God consuming their souls after their death, Craftworld Eldar wear spirit stones, glittering jewels that deny Slaanesh his prize. If a unit from *Codex: Eldar* ever gains a Slaanesh possession counter, discard it immediately.

DAEMONIC HAZARDS

When playing a game set on a Daemon World, at the beginning of each of your turns roll 2D6 and consult the following table to see what hazard befalls the battlefield.

2 Possession

Daemonic forces attempt to possess the weak willed. Roll a D3.
Place a possession counter amongst that many units (friend or foe), exactly as though they had failed a possession test by 1.

3 Daemon-wracked Earth

The ground itself seems to be possessed, great maws appearing in rocks and eyes peering out from tree boles.

Choose a terrain piece. All models at least partially within it take a S4 AP5 hit.

4 Whispers of Insanity

Dark powers whisper at the psychically attuned, driving them insane.

This turn, all Psykers suffer from Perils of the Warp on any Psychic test roll of a double.

5 Warp Shift

In the blink of an eye, the battlefield shifts and change.

Pick any unit (friend or foe) and remove it from the table. It must immediately enter play as though Deep Striking.

6 Treachery of Tzeentch

The Lord of Change delights in turning brother upon brother.

Pick any non-vehicle enemy unit, which must then make a Leadership test. If the test is failed, you may move, shoot and assault with the unit for the duration of your player turn, as though it was one of your units.

7 Nurgle's Garden

Virulent pos-blooms blossom into life across the battlefield.

Pick an enemy unit. Every model in that unit must pass a Toughness test or suffer a wound with no armour save allowed. Your enemy may then pick one of your units, and you must suffer the same test.

8 Khorne's Fury

Blood pours from the sky, and all who are touched by it are possessed by an unholy rage.

All non-vehicle units gain the Rage special rule this turn.

9 Lure of Slaanesh

Daemons of the Dark Prince know the price of a man's heart.

Pick a point on the board. Every unengaged non-vehicle unit with line of sight to that point must make a Leadership test – if they fail move 2D6" directly towards that point immediately.

10 All-too Horrible

As leering faces peer from the sky, it all becomes too much.

All models cause Fear until the end of this turn.

11 Plague of Rust

Creeping decay corrodes iron and crumbles stone.

Roll a D6 for every vehicle on the battlefield. On a 4-5 it immediately suffers a glancing hit. On a 6 it immediately suffers a penetrating hit. In addition, all cover saves from terrain decrease by 1 for the rest of the game.

12 Mass Possession

From beyond the veil daemonic forces attempt to break through.

Roll a D6. Place a possession counter amongst that many units, exactly as though they had failed a possession test by 1. You must place all the counters, even if you have to place some on your own units.



ESCAPE FROM THE JAWS OF HELL

There are many reasons to venture to the surface of a Daemon World – strange artefacts and great boons can be won by the victorious – but it's another matter entirely to escape from the planet alive!

Two armies have joined battle on the surface of a planet, but even as battle commences the world itself seems to come alive – it is a Daemon world, and it intends to devour the souls of every combatant here. To the embattled forces, only one objective counts now – survive long enough to escape from this hellscape! They must hold and defend their extraction point for long enough for help to arrive, otherwise all will be lost.

THE ARMIES

All players select an army from their chosen Warhammer 40,000 codex to an agreed points limit.

THE BATTLEFIELD

Almost any battlefield is suitable for this scenario, but as it is meant to recreate a battle on a Daemon world, the crazier the better! If you have floating rocks, dark temples, sinister fortresses, pits of lava, pools of blood, carnivorous trees or stranger centrepieces still in your terrain collection, this is a great opportunity to use them. Otherwise, whatever you've got will work just as well, although it'll feel more like you're fighting on the surface of a strange planet if you don't use all the scenery you normally use, even if that means getting out your Warhammer scenery to fight a Warhammer 40,000 battle on.

DEPLOYMENT

Before deploying their forces, players should roll for Warlord Traits and psychic powers as normal. The players then deploy, the winner of a roll-off picking one of the long table edges and then deploying their entire army within 12" of it.

TURN ORDER

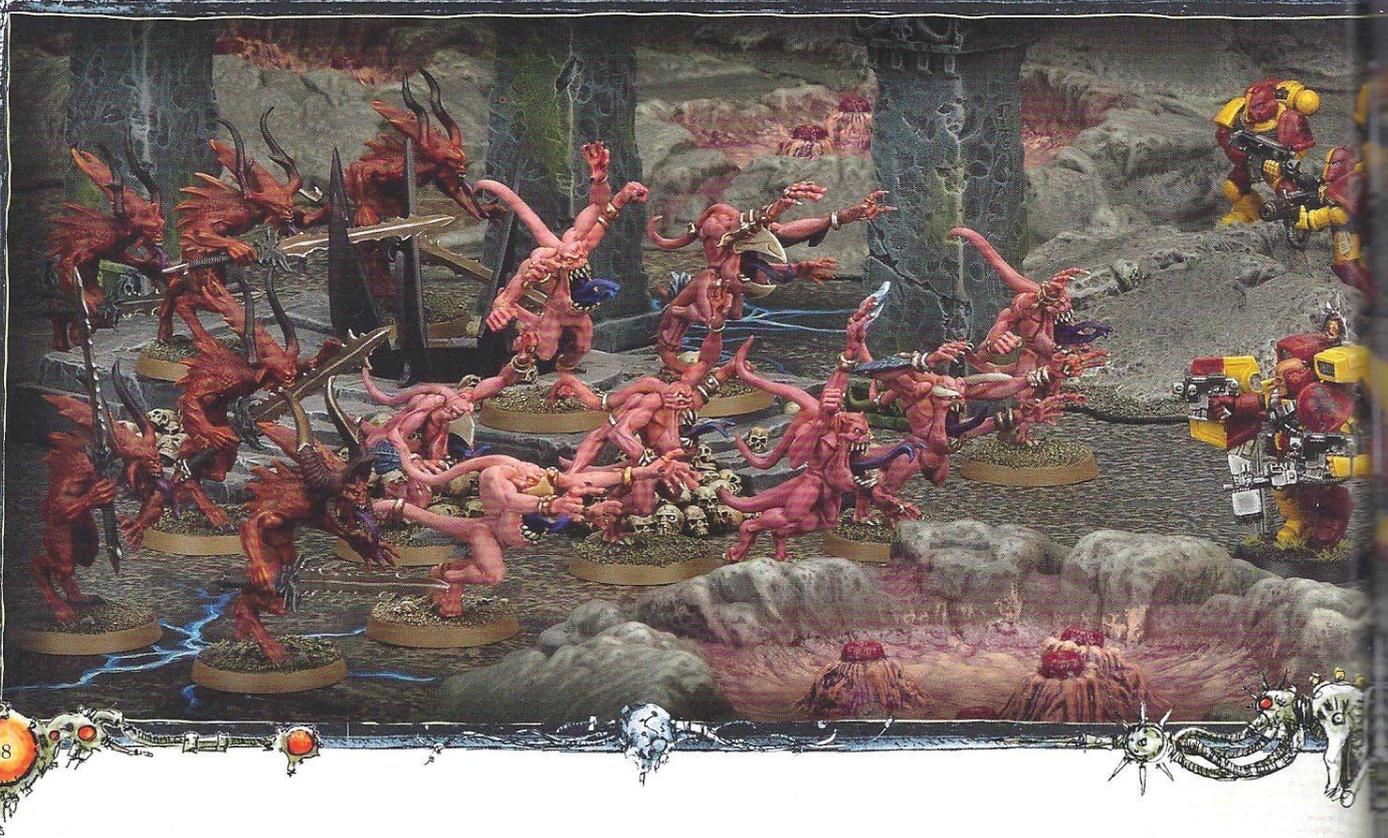
The player who picked deployment zones and deployed first gets the first turn, unless his opponent can Seize the Initiative.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game – they have held the extraction point long enough for their dropship to arrive, the teleport array to lock onto their coordinates or their webway portal to activate. If the players have the same number of Victory Points, neither side escapes and the Daemon world has its souls.

PRIMARY OBJECTIVE

The extraction point is the Primary Objective. At the end of each game turn, the player who currently controls the Primary Objective scores a number of victory points equal



to the turn number. So, if a player controls the Primary Objective at the end of Turn 1, he only scores 1 Victory Point, whereas at the end of Turn 5 he'd score 5 Victory Points. Keep track of the number of Victory Points scored throughout the game.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

GAME LENGTH

This battle uses Variable Game Length.

MISSION SPECIAL RULES

Daemon World special rules, Night Fighting, Reserves.

It Will Have its Prize: As the battle progresses, the Daemon world draws power from the souls of fallen combatants. Keep a track of the number of models removed as casualties from both sides in the game so far. Then, at the start of each game turn, consult the following table:

- | | |
|-------|--|
| 10-20 | All models with the Daemon special rule gain +1 To Hit and To Wound rolls. |
| 21-30 | All Dangerous Terrain tests are failed on a 1-2. |
| 31-40 | All Psychic tests are made with an additional D6. |
| 41+ | Roll twice on the Daemonic Hazards table each turn and apply both results. |

The results on this table are cumulative.

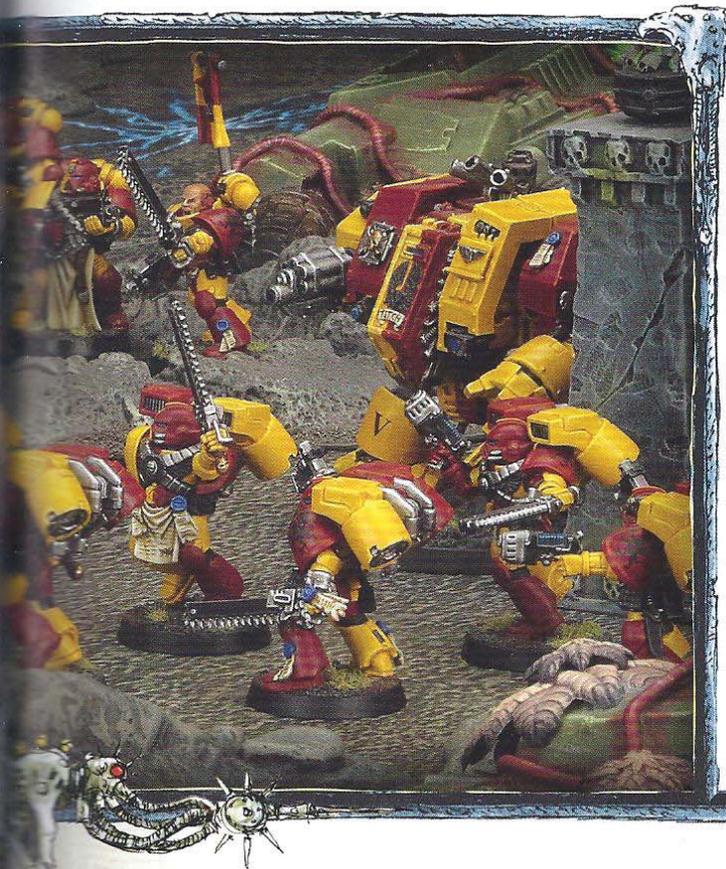
Daemonic Footsoldiers: At the end of every game turn, a unit of Lesser Daemons appears to prey on the embattled foes. Count up the number of casualties inflicted during the previous game turn and then round it down to the nearest five – a unit of this many Lesser Daemons appears (Bloodletters, Daemonettes, Pink Horrors or Plaguebearers are ideal for representing this, but use whatever you have spare in your collection).

The newly formed unit of Daemons is placed as close to the Primary Objective as possible, and then scattered 2D6" in a random direction. Units of Daemons created in this way act at the end of the game turn, moving, shooting and assaulting towards the closest enemy target. If you are playing with a games master (see below) then they can control these Daemons instead!

VICTORY AND THE CAMPAIGN

Although there's no reason why you can't play this scenario on its own – or even to play using the Daemon Worlds rules on their own – there's plenty of opportunity to use the scenario as part of the larger campaign. Games fought on Unctious or Junkatta are naturally Daemon Worlds, so any battle fought there can use this scenario and the Daemon Worlds rules.

Success using this scenario needn't have a wider impact on the campaign, but you could easily work in some rewards for the winner – perhaps winning at this scenario grants the winner an extra flag on another world (they've escaped, after all), or some bonus points to spend on allies chosen from the Chaos Daemons army list in their next game (unholy bargains made whilst on the surface).



GAMES MASTERY

Whilst the Daemon Worlds rules are designed to be perfectly playable with only two players, if you happen to have a games master to hand they can get involved by taking on the role of the Daemons. Daemons appear throughout a game set on a Daemon World, as a result of Deep Strike Mishaps. In this scenario Daemons manifest at the end of every turn as well – as they do, the games master can take control of them and use them as normal, taking his turn after both the players have taken their turns. If there is ever a turn without any Daemons on the battlefield, the games master can bring some additional models on instead.



ARENA OF DEATH

The Arenas of the Wych Cults; home to bloodsports of the most shocking kind. Here captured enemy champions and vicious alien beasts give their all against the expert warrior-athletes of the Dark Eldar, the howling of the ever-thirsting crowd deafening in its volume. There are only two ways to escape – to win through to the next round, or to meet a gory death...

Arena of Death is a quick and easy mini-game designed for those bloody duels that take place between the mighty characters of the Warhammer 40,000 universe.

Each game is a lightning-fast battle where the gladiators try to out-think their foes in order to land a lethal blow – or to impress the baying crowd sufficiently to fight another day.

STEPPING INTO THE ARENA

To fight, follow this simple procedure:

- 1) Both players select and equip a non-vehicle model to a pre-agreed points value (we recommend at least 150).
- 2) Set up a 2' x 2' arena with a little terrain – a Realm of Battle tile will do nicely.
- 3) The players roll off. The winner deploys his gladiator(s) anywhere within 2" of the arena edge of his choice. His opponent then deploys within 2" of the opposite board edge. Roll off once more – the winner takes first turn.
- 4) First, each player shuffles his card deck and draws a hand of six cards.
- 5) Follow the usual Movement, Shooting and Assault phases of Warhammer 40,000 until the opponents are engaged in the Fight sub-phase, where instead of using the normal rules, the procedure below is observed (note that Morale tests are automatically passed).
- 6) Players secretly choose a single card from their hands, placing it face down.
- 7) The players reveal their cards. Each player then rolls for their **Speed**. A gladiator's speed is equal to:
Initiative + Manoeuvre modifiers + Positional modifiers + miscellaneous modifiers + 2D6
- 8) The player with the **HIGHEST** Speed reveals his Manoeuvre card and resolves its **major** effect. The player with the **LOWEST** Speed then reveals his Manoeuvre card and resolves its **minor** effect (if the players have the same total, the players roll off to see who goes first). Each player then draws a card.
- 9) Each player adjusts his Roar of the Crowd rating according to the card they played this round. They may then may pick up one Manoeuvre card in play (except the card they played this round).
- 10) Repeat stages 5-10 until one side kills his opponent(s) and hence wins the game and/or or reaches a high enough Roar of the Crowd rating to win the game.



MANOEUVRING TOWARDS VICTORY

Manoeuvre cards allow you to pull off crazy stunts, enact daring feats of agility, and generally beat on your opponents. At the beginning of each Fight subphase, you must choose a manoeuvre that you wish to enact that round from the Manoeuvre cards available to you. Choose carefully, though, because the card you choose could lead to thrilling victory or ignominious defeat.

After resolving each Manoeuvre card, a player must adjust his Roar of the Crowd rating (often called RoC). A gladiator's RoC rating can be modified positively or negatively by the Manoeuvre card he enacted. Note that the minor effect of the manoeuvre and the major effect have different RoC ratings – a well-executed manoeuvre is more likely to please its observers. We'll cover this later; for now let's look at how to determine your Speed.

SPEED – STRIKE FAST OR DIE TRYING

Landing the first blow is often the key to victory, especially in the Arenas of Commorragh where the combatants fight with blurring alacrity and grace.

Speed is determined once each player has chosen his gladiator's Manoeuvre card. The system is as follows:

- Look at your gladiator's **Initiative** characteristic on his profile - this will be a number between 1 and 10.
- Add any **Positional** and/or **Miscellaneous Modifiers** (see below for details of how to determine these).
- Add any **Manoeuvre Modifiers** (see the Manoeuvre cards on the following pages for details) to the result.
- Roll **2D6** and add it to the the result of the previous steps.

The total is your **Speed** rating for this sub-phase.

Your opponent then does the same. It doesn't matter who determines their Speed first, only the end result. First, though, let's look at these modifiers in a bit more detail.

POSITIONAL MODIFIERS

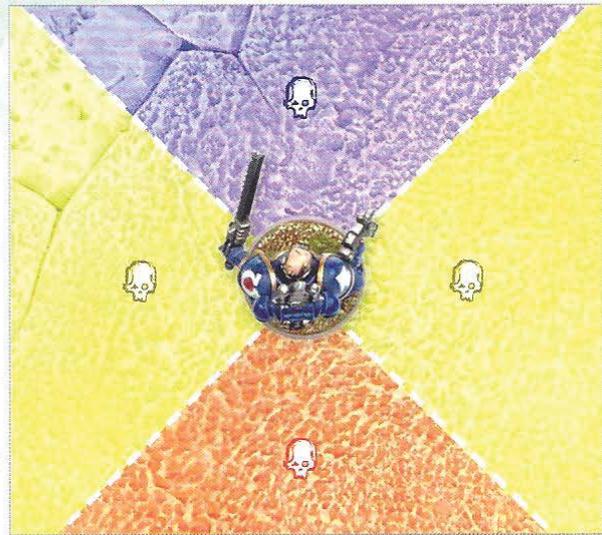
Initiative can be modified by positional modifiers – if you're striking at your opponent's flank, or at his back, it'll be a lot easier to hurt him (see diagram, above right).

- If your gladiator is in the **side arc** of his opponent's model, add +2 to your Speed roll that turn.
- If your gladiator is in the **rear arc** of his opponent's model, add +4 to your Speed roll that turn.

MISCELLANEOUS MODIFIERS

Certain weapons can modify Initiative. For example, a gladiator wielding a weapon with the Unwieldy special rule, such as a power fist, is counted as having Initiative 1. Likewise, remember that charging into terrain can reduce your Initiative to 1.

POSITIONAL MODIFIERS



MANOEUVRE CARD MODIFIERS

Certain Manoeuvre cards have an Initiative modifier that can make you strike more swiftly, or slow you down, depending on what you choose to do. Once revealed, Manoeuvre cards remain in play until you pick them back up. Some Manoeuvre cards played in previous turns can modify your Initiative whilst they remain in play – fighting defensively or all-out attacks can have a lasting effect.

REVEALING AND RESOLVING MANOEUVRE CARDS

Once each player has determined his Speed for that phase, it's time to **reveal** and **resolve** your Manoeuvre cards.

- First, the player with the highest Speed reveals his Manoeuvre Card and resolves the Major effect listed.
- Assuming he is still alive, the player with the lowest Speed reveals and resolves the Minor part of his Manoeuvre Card.

Gladiators may not use the same manoeuvre over and over again – his opponent will get wise to these tricks soon enough, and that can have deadly consequences. Because of this, once a Manoeuvre card has been used, place it face up next to your side of the arena. **It is now considered 'in play.'**

Once you have enacted a Manoeuvre, **you MAY pick up one of your Manoeuvre cards that is in play** and put it back into your hand with the other Manoeuvre cards available to you. **This cannot be the card that you played this turn.**

Canny players will engineer situations where the Manoeuvre cards they have in play give them a bonus to subsequent Manouevres in future rounds of combat. It pays to think ahead in the Arena of Death, setting yourself up for a killer attack that will decide the battle once and for all.

THE MANOEUVRE CARDS

Picking the right manoeuvre at the right time is vital to success in the Arena of Death. You'll start off with a hand of six Manoeuvre cards, and draw an additional card at the end of each Fight sub-phase, as well as having the option to pick up one of your Manoeuvre cards in play. You'll typically gain more cards as the game progresses (to a maximum of twelve). Some manoeuvres allow you to draw an extra card or force your opponent to discard. You'll need two decks of twelve cards; feel free to photocopy the next few pages twice over, cut them out, and stick them to some cardboard before you start.

THE ROAR OF THE CROWD

As the gladiators parry and thrust, the hollers and chants of the crowd ring in their ears. Should they fight well this can often encourage them or spur them on to victory, though a warrior who is found wanting will often find himself facing impossible odds.

Keep a running tally of your gladiator's RoC rating on some scrap paper. **If a gladiator's Roar of the Crowd rating ever equals or exceeds his points value, he automatically wins the game.** Having pleased the crowd, he has survived this round of his ordeal, and may even escape back to freedom - though that's another story.

A gladiator who 'dies' before his RoC rating equals or exceeds his points value is out of action - mortally wounded or otherwise unable to fight on, he is dragged from the arena and sent to the Haemonculi oubliettes for 'regrowth' - or perhaps even just left to rot on the bloody sand.

Every time a gladiator kills an enemy model in the arena, his gladiator's RoC rating is adjusted upward by an amount equal to that model's points value.

Defeating a common Dark Eldar Wych (10 points) will improve your RoC rating by a meagre 10, whereas defeating the Queen of the Arenas herself, Lelith Hesperax (175 points), will improve it by 175, almost certainly guaranteeing fame, fortune and perhaps even survival.

RUNNING OUT OF CARDS

Note that if a player's hand is reduced to 0, his men collapse from exertion and he automatically loses the game.

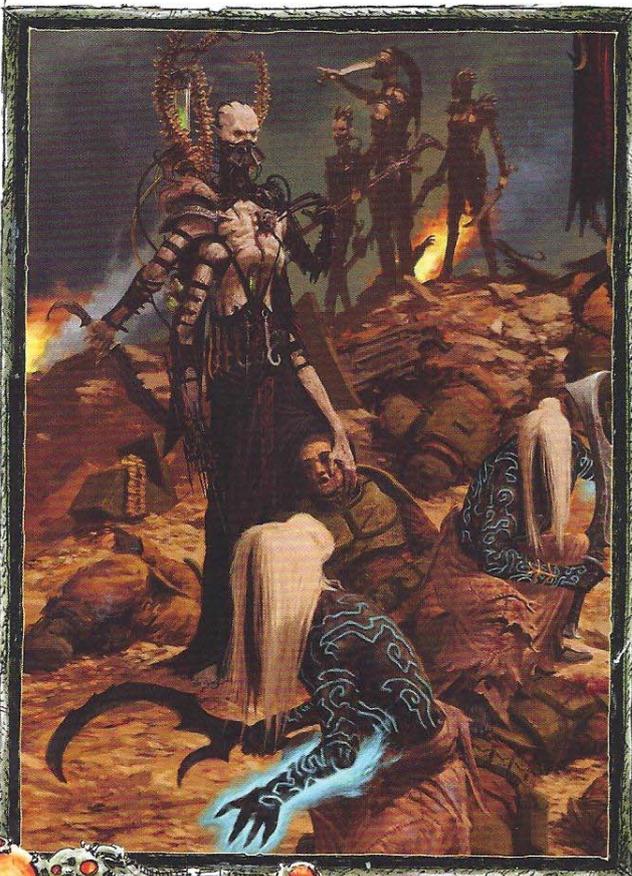
A NOTE ON INSTANT DEATH

The Dark Eldar modify the weapons of their captives to ensure their bloodsports are not over too quickly. To represent this, the Instant Death rule does not apply.

INTRODUCING NEW COMBATANTS

Phil: After a scrap or two, adventurous players will want to up the stakes. One player might use a mighty hero whilst his opponent has several models that, between them, add up to the same points total. In such instances, when one player has killed all the opponents in the arena, both players then shuffle their hands and their cards that remain in play back into the Manoeuvre card deck. They then introduce the next gladiator(s) by playing through the sequence at the beginning of these rules from stages 3 to 10 (the victorious combatant carries over any wounds he has already taken). In our own games, I started off by setting various Wyches on my Space Marine captives, then built up to Khymerae, Clawed Fiends, Succubi and even a Carnifex!

With a bit of common sense, it's also possible to have more than one combatant from one side in the arena at the same time. If you choose to allow this, those models who are on the same side as each other must share the same hand of cards. Not only that, but they must resolve their attacks separately (a bit like in those films where the bad guys attack the hero one after another). Each player takes it in turns to nominate a model and then enact that model's turn, alternating between sides until all models have acted. When using multiple models, though, remember that certain Speed modifiers that affect one combatant might not affect another. Because of this it's a good idea to place the cards next to the models they affect to help you remember which manoeuvre applies to which model.



PARRY

MANOEUVRE MODIFIER: +1

MINOR: BAD BLADEWORK

Your attempt to parry is pitiful, though your footwork buys you a little time.

You do not get to make an attack this round. However, you may move your model 1" directly backwards.

ROAR OF THE CROWD RATING: +0

MAJOR: DEFLECT AND RIPOSTE

Your blade knocks that of your enemy to one side, leaving you the opportunity for a clever counterstrike.

You may make a single Attack. Your opponent may not make any Attacks against you this round. Furthermore, you may draw an extra card after both Manoeuvres have been resolved.

ROAR OF THE CROWD RATING: +3

ALL OUT ATTACK

MANOEUVRE MODIFIER: -2 (-1 WHEN THIS CARD REMAINS IN PLAY)

MINOR: BLIND RAGE

Your fury does you credit – if not your accuracy!

You make your full number of Attacks, though they will only hit on a 5+.

ROAR OF THE CROWD RATING: +0

MAJOR: STORM OF STEEL

Your opponent fights for his life against a devastating combination attack.

You make your full number of Attacks, and count as if you were charging that round.

ROAR OF THE CROWD RATING: +4



DODGE

MANOEUVRE MODIFIER: +3 (+1 WHEN THIS CARD REMAINS IN PLAY).

MINOR: SIDESLIP

You roll with the impact of your opponent's blow, repositioning for attack.

Move anywhere 1" from your current position. You must remain in base contact with at least one opponent, though you may face any direction.

ROAR OF THE CROWD RATING: +0

MAJOR: ACROBATICS

You slip, vault or leap out of reach, ready to strike from a better vantage point.

Your opponent may not resolve any attacks or To Hit rolls against you this round. Furthermore, you may immediately move anywhere up to D3+1" from your current position, ignoring the effects of any difficult terrain. You may face any direction.

ROAR OF THE CROWD RATING: +2

RUN LIKE HELL

MANOEUVRE MODIFIER: +3 (+3 WHEN THIS CARD REMAINS IN PLAY).

MINOR: STUMBLE AWAY

Fast, but maybe not fast enough...

Move anywhere up to D3" away from your current position that is not in base contact with an opponent. You may face any direction. Any opponent that was in base contact can take an Initiative test. If the test is passed, he may immediately move back into base contact with you (though he must remain in the same arc and facing the same direction as he was before).

ROAR OF THE CROWD RATING: -2

MAJOR: BREAK OFF

You dart swiftly away.

Move anywhere up to 3D6" away from your current position that is not in base contact with any gladiator. You may face any direction. Your opponent may not resolve his chosen Manoeuvre card this round.

ROAR OF THE CROWD RATING: +3

RAIN OF BLOWS

MANOEUVRE MODIFIER: -2

MINOR: FLAIL

You strike out over and over, more to keep your foe away than to land a mortal blow.

Make your full number of Attacks (remember to add +1 if you charged). These attacks are resolved at half strength.

ROAR OF THE CROWD RATING: +X*

MAJOR: FLURRY

You lash out again and again with lethal intent.

Make your full number of Attacks (remember to add +1 if you charged).

ROAR OF THE CROWD RATING: +X*

(*X is the number of hits you score with this manoeuvre)

HAMMER BLOW

MANOEUVRE MODIFIER: -4 (-2 WHEN THIS CARD REMAINS IN PLAY).

MINOR: SWING AND A MISS

Your attack doesn't connect, and the crowd hoot in derision.

You do not get to make an attack this round.

ROAR OF THE CROWD RATING: -2

MAJOR: WALLOP!

Your devastating blow connects soundly, leaving the foe reeling.

You automatically hit your chosen opponent with a single attack, which is resolved at +2 Strength. Furthermore, after both Manoeuvres have been resolved your opponent randomly discards a Manoeuvre card from his hand and places on the bottom of his card Manoeuvre deck.

ROAR OF THE CROWD RATING: +8

OPEN FIRE

MANOEUVRE MODIFIER: +4

Only usable by a model with a weapon that has a Range other than '-5'

MINOR: NEAR MISS

Seeing you raise your weapon, your opponent evades the shot.

You miss entirely and do not get to make an attack this round.

ROAR OF THE CROWD RATING: -1

MAJOR: KAPOW!

Your shot rings out across the arena, temporarily drowning out the crowd.

Resolve a Shooting attack from your ranged weapon – all To Hit rolls for this attack automatically hit.

ROAR OF THE CROWD RATING: +(4 times X*)

(*X is the number of successful rolls To Hit).

DIRTY TRICK

MANOEUVRE MODIFIER: +2 (+1 WHEN THIS CARD REMAINS IN PLAY)

MINOR: DESPERATE MEASURES

You kick sand in your opponent's face.

You do not get to make an attack this round. However, your opponent has a -2 modifier to his Speed in the next round only.

ROAR OF THE CROWD RATING: +1

MAJOR: TRIP

You wrong-foot and trip up your opponent.

You do not get to make an attack this round. However, your opponent has a -4 modifier to his Speed in the next round only. Furthermore, you may draw an extra card after both Manoeuvres have been resolved.

ROAR OF THE CROWD RATING: +3

QUICK JAB

MANOEUVRE MODIFIER: +6

MINOR: ANTICIPATED BLOW

Your opponent leans out of the way, avoiding the worst of the blow.

Make a single Attack against your opponent, resolved at -1 Strength.

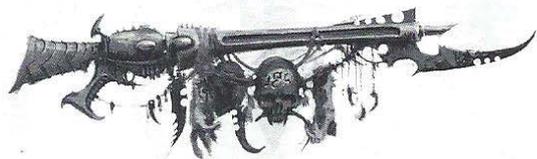
ROAR OF THE CROWD RATING: +0

MAJOR: MINOR BLOW

Your speedy jab connects with your foe.

You automatically hit your chosen opponent with a single attack, resolved at -1 Strength.

ROAR OF THE CROWD RATING: +3



SERPENT STRIKE

MANOEUVRE MODIFIER: +2

MINOR: TIS BUT A SCRATCH

Your attack only just penetrates the defences of your opponent.

Make a single Attack against your opponent. If this attack hits it is resolved at half Strength.

ROAR OF THE CROWD RATING: +1

MAJOR: CUNNING BLOW

You open a weakness in your opponent's guard and strike out hard.

Make a single Attack against your opponent. If this attack hits it is resolved at half Strength, though it ignores armour saves.

ROAR OF THE CROWD RATING: +3

LUNGE

MANOEUVRE MODIFIER: +0

MINOR: FORCEBACK

Your opponent is forced to move backwards, avoiding the worst of the blow.

Make a single Attack against your opponent, resolved at -1 Strength. If it misses, you may move your opponent's model up to 2" directly backwards. If this forces him into another model, into difficult terrain or to the edge of the arena, the movement is halted and he takes an automatic S4 AP - hit.

ROAR OF THE CROWD RATING: +1

MAJOR: PALPABLE HIT

You stab through your opponent's defences with a deft lunge, intending to run him through.

You automatically hit your chosen opponent with a single Attack, resolved at +1 Strength.

ROAR OF THE CROWD RATING: +4

FEINT

MANOEUVRE MODIFIER: +1 (+3 WHEN THIS CARD REMAINS IN PLAY)

MINOR: TRANSPARENT TACTIC

Your opponent's not falling for it this time.

You do not get to make an attack this round. However, you may move your model 1" in any direction, provided it remains in base contact with your opponent.

ROAR OF THE CROWD RATING: -1

MAJOR: OPEN GUARD

Your opponent tries to deal with a blow that never comes, leaving him wide open.

You do not get to make an attack this round. However, you may move your model 1" in any direction, provided it remains in base contact with your opponent. Lastly, this card's Speed modifier is doubled in the next round.

ROAR OF THE CROWD RATING: +1

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