

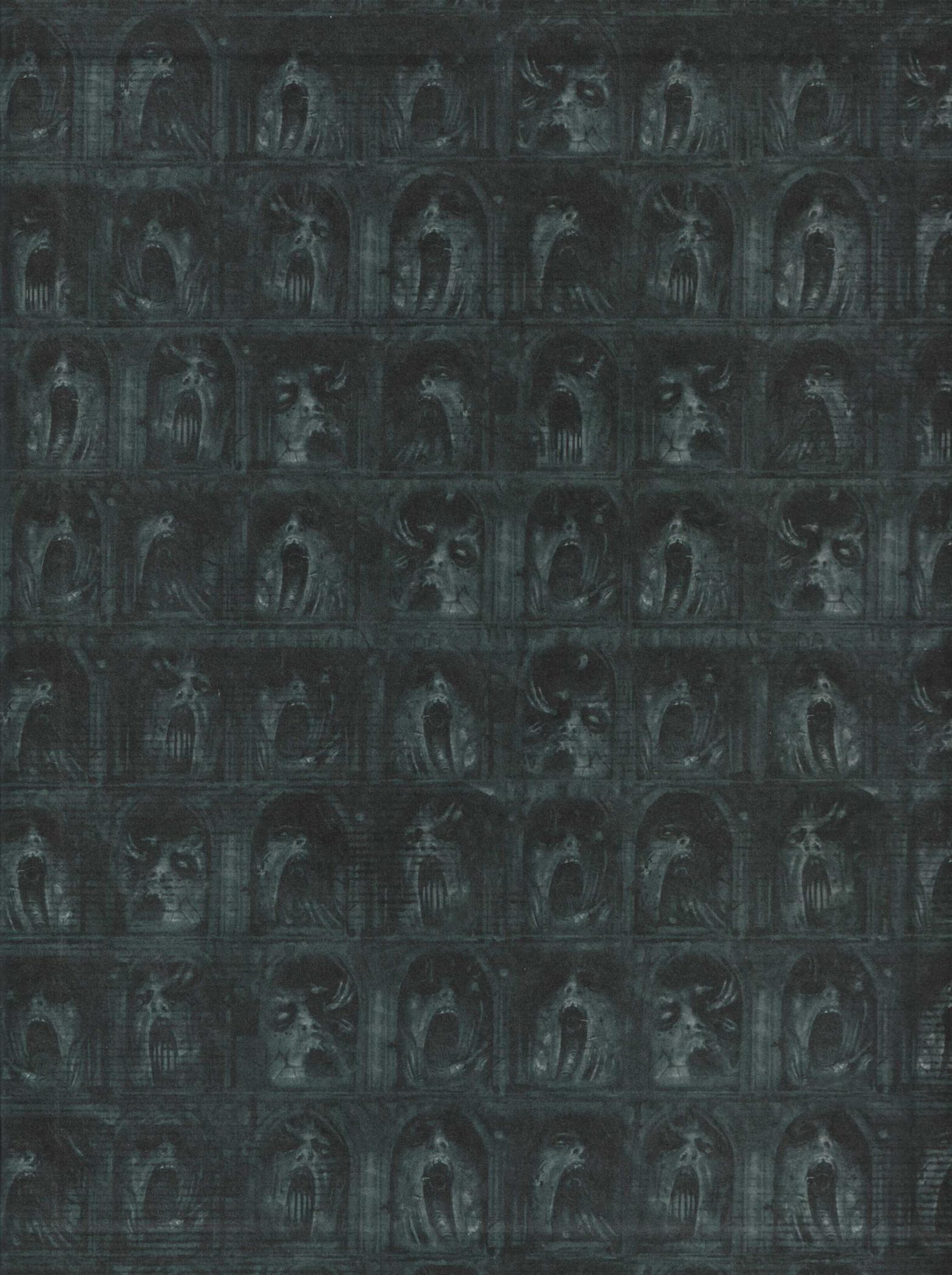
**WARHAMMER**  
40,000

# CRUSADE



**NACHMUND GAUNTLET**







THE  
ARCHIVIST



# Nachmund Gauntlet



THE CLAIMING OF SANGUA TERRA

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Games Workshop Ltd, Willow Rd, Lenton,  
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Unit 3, Lower Liffey Street, Dublin 1, D01 K199, Ireland

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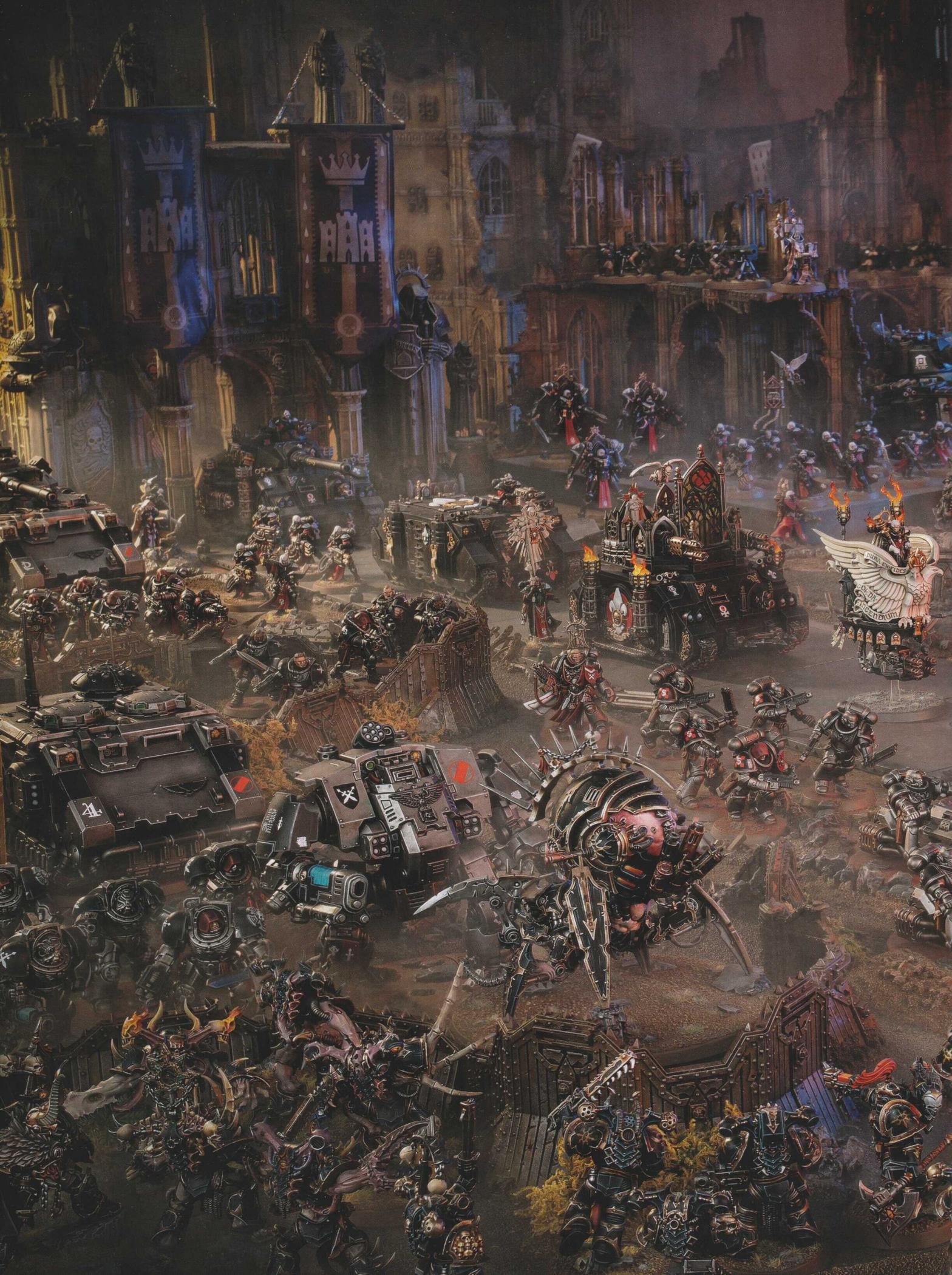
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**H**aarken felt the *Desolator-class battleship's* activity as it prepared for the next warp translation, akin to a warrior's ritualised measures before battle. The throb of its plasma engines, the creak of millennia-aged stanchions, the noise and smell of tens of thousands of crew: they all reverberated in every part of the *Scourge of Stars*, even the private sanctum from which Haarken orchestrated the gathering of his armada.

The Herald of the Apocalypse paced like a caged animal. He moved from one vid-screen's sickly glow to another, inspecting each with predatory glares. Haarken snatched up dataslates, absorbing their contents in the space of two strides — the stamp of his boots ringing from bloodstained deck plates — before discarding them. He stalked from rune-cruised vox-relay to holographic sector display to analysis cogitator, accessing vox-channels to deliver his commands and make his demands. In contrast to his ceaseless movement, his words were sparing, monosyllabic rasps. The Herald's oratory was a legendary weapon, but it was one he knew when best to keep sheathed.

Around Haarken, reports in harsh voices bled from multiple vox-feeds, clashing with earlier recordings. Binharic signals streamed from banks of strategic instrumentation, the noise echoing from the sanctum's clutter. Caskets, display cabinets and grotesque pedestals clustered around the walls, holding a portion of Haarken's collection of dark knowledge. To the chamber's rear hulked the slab of a desk and behind it a command throne, the embedded controls cold, ignored and unused. Only the Warmaster had the right to a throne, and Haarken despised the kind of sedentary bureaucrat who hid behind a desk.

A prodigious hololith dais rose like a stepped ziggurat at the sanctum's centre. Its flanks were dense with incised cuneiform sigils. Oversized power feeds and cabling led to more esoteric supplies, which studded its basal structure. Frost rimed the sanctum's deck plates around the dais' edge.

*Scourge of Stars* was not alone in the void. Thousands of ships gathered in Haarken's flock. They moored across a swathe of anchorages throughout the Jestine System, whose death scars — he knew — still burned. Firestorms roared across savaged continents on its three worlds, fed by continued violent detonations as the carcasses of the planets' defence fleet fell into decaying orbits and hit

the surfaces in eruptions of plasma from their breached reactors.

Yoking such an immense force and balancing the obsessions of hundreds of warlords, some of whom were ill-used to serving, was complex and required a hand that was manipulative, firm and swiftly brutal. Even now, several amongst his armada — believing their own lies that they were above the Warmaster's command — spun plots to overthrow Haarken and seize command of the gathering fleets for themselves. Most could be managed, Haarken knew. He had many tools in his arsenal for bending recalcitrant narcissists to his will, but there were others whose plotting he had already decided to put a permanent end to.

As if drawn to his unspoken thoughts, a priority signal he had been waiting for chimed amidst the clamour of voices and data streams. Haarken opened the channel immediately.

'Speak,' he grated.

'*The connection is made,*' reported Mhorskha Vayne. The Sorcerer's voice was strained. '*My cabal must relay now or risk losing it!*'

'Await security,' Haarken snapped. He severed the channel to Vayne and opened another.

'Seal this sanctum,' he commanded.

'*My Lord Haarken, of course,*' came the tremulous voice of *Scourge of Stars*' vox-master. The weakling was new in their post and made the mistake of continuing to speak. '*We will begin the entreaty of the machine spirits, although there are priority signals awaiting—*'

'Now!' Haarken didn't shout, but he pitched the intensity of his voice in a manner that thrust his will through the vox-network. Around him, multiple emitters echoed the word, each with subtly different cadences laced with distinct threats. Feedback howled. From the vox-master's channel, he heard wails of distress as waves of psycho-aural compulsion forced several officers to painfully regurgitate the word again and again, whispering, pleading and shouting it at the vox-master.

'*Now! N-now! Now!*' sobbed the vox-master, the word having taken over their feeble mind. Haarken severed the vox-channel. The others shut down in ragged flurries. He heard heavy locks engage and ancient psy-baffles descend around the sanctum as the vox-master forced multiple systems into action, shielding him from the outside.

With Haarken's sanctum secure against everything save the Sorcerer's mystical link, he signalled Vayne to commence. He turned to the colossal hololith dais, stalking to take his place before it as he sensed power flooding it. Finally, Haarken stopped, stilling himself as he stared at the rising glow. There was only one for which the Worldclaimer halted.

The form of Abaddon the Despoiler cohered at the speed of thought. There was no tremulous glitching or stuttering of the holographic figure as Haarken was used to. The Worldclaimer bowed his head, the gesture of submission symbolic in these circumstances. However, he was not entirely sure that — even formed merely of techno-sorcerous light — the Despoiler could not reach out and break him in two.

*'How fares the Gauntlet?'* Abaddon demanded. His voice was a powerful growl that seemed to seep from the dais' stepped stonework, every syllable sending crawling sparks of empyric power through the carved sigils.

*'The Jestine System burns, lord. With it, the fortress of Nonavore. It is the last to face our assembled might,'* Haarken said. He gestured with a taloned finger at the holographic sector display. Abaddon had the display's twin aboard the *Vengeful Spirit*, the two linked by a symbiotic empyric parasite to ensure everything Haarken indicated Abaddon would also see.

*'Save a handful of squadrons deployed to hunt down fleeing survivors, the armada is almost fully gathered here. We are preparing for mass translation. We will leave the Nachmund Gauntlet and arrive in the Gorandahl Sub-sector within weeks.'*

Abaddon's eyes appeared to stare beyond Haarken for a moment before flicking directly back to him. It required effort for the Herald of the Apocalypse to meet the stare.

*'What is left? What blades are at your back?'*

Haarken knew Abaddon meant those places within the Nachmund Gauntlet that Worldclaimer had bypassed, prioritising speed and broad conquest over diverting toward every Imperial world.

*'Frontier worlds. Void patrols believing they have hidden themselves. Xenos pirates.'*

As Haarken spoke, vector glyphs and status sigils altered colour and shape, sprouting haloes of additional data.

*'There is no Imperial strength left in the Gauntlet or anything with the power to delay us, Warmaster. I have factors in place to deal with each one. Mercenaries for some, seeded mortal armies ready to be triggered or splinters of the vanguard for others.'*

*'The rest of your vanguard,'* Abaddon said, barely making a question of the statement.

*'Already embedded amongst the worlds of the Gorandahl Sub-sector. They have been effective and efficient.'*

Haarken breathed slowly while he waited for Abaddon's reaction to his preparedness. Finally, he asked what had most been on his mind.

*'What of Vigilus, lord?'*

Abaddon's bulk didn't appear to move, but Haarken felt more focus fall on him. He held his nerve, confident that he was worthy of such scrutiny.

*'Nothing can stop Vigilus' fall now. No relief force can reach it. It is mine.'*

Haarken felt a surge of vindication at the thought. He remembered how he had claimed the world by thrusting his daemon-touched spear into its surface.

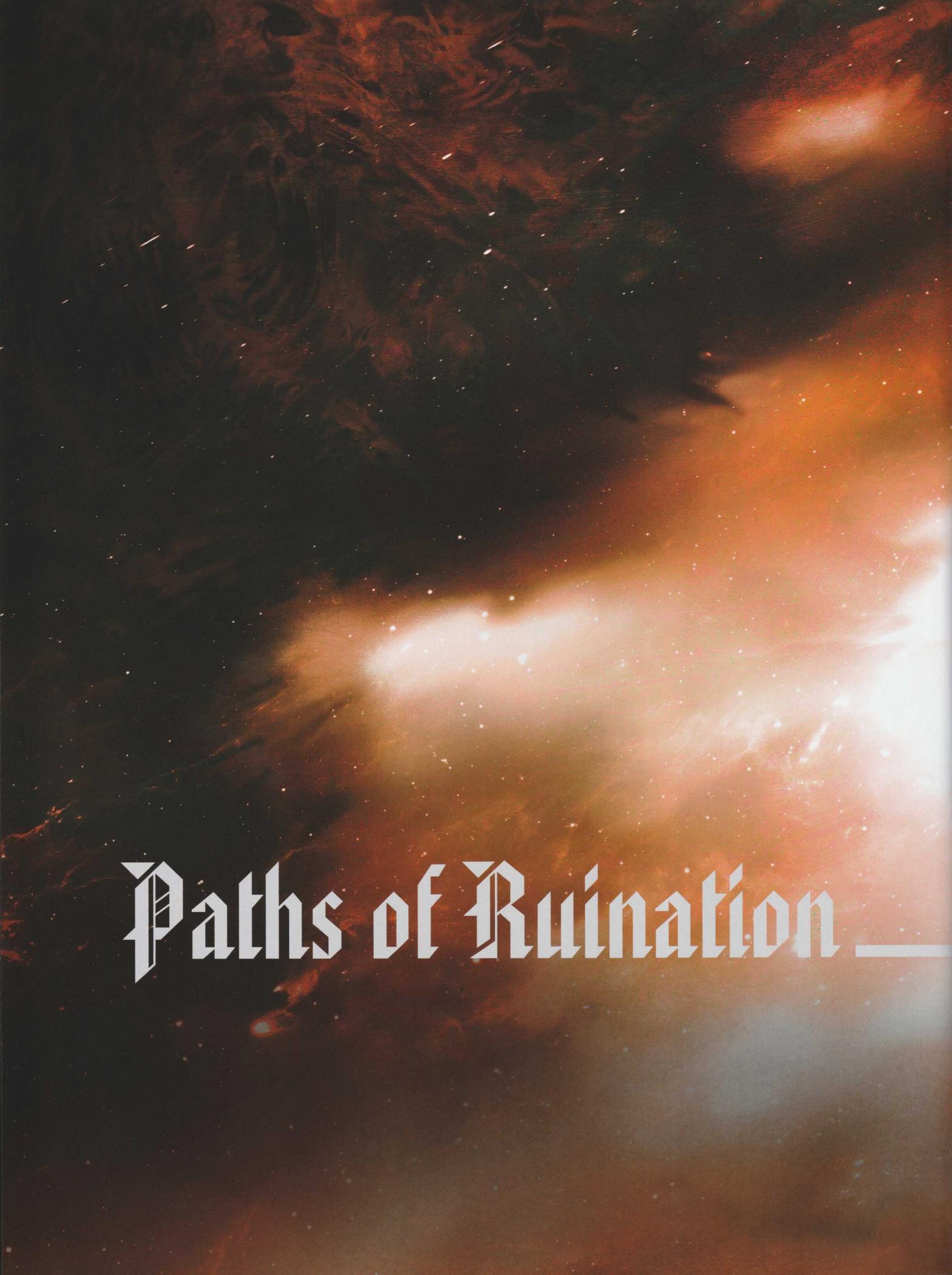
*'Now the Nachmund Gauntlet is also mine,'* Abaddon continued. *'It is a path, perhaps the greatest of those paved, but not the only one.'*

Haarken felt some tremendous presence force its way into proximity, sweeping aside thoughts of Vigilus burning. Behind him, signal indicators flashed for his attention. Abaddon lifted a hand, staring hard at Haarken. In the Despoiler's giant palm hovered the representation of a voidship. Haarken could not see details, but its silhouette was unmistakable. It was monstrous, a manifestation of the will to conquer the galaxy at any cost.

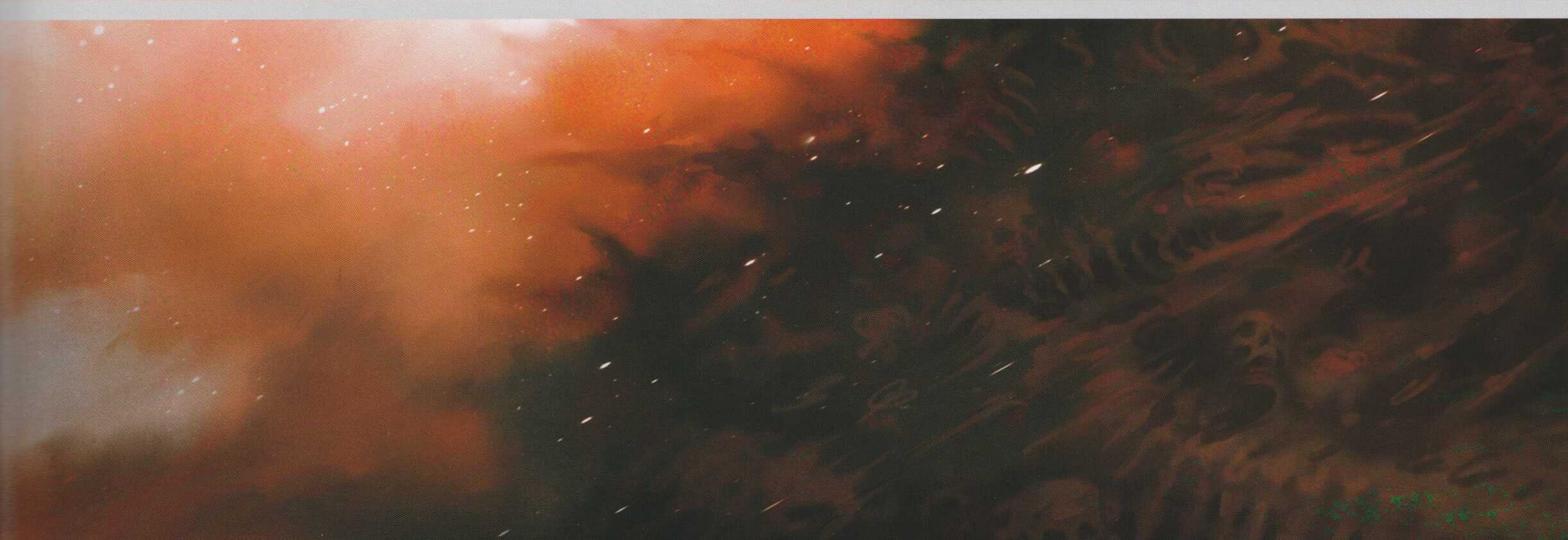
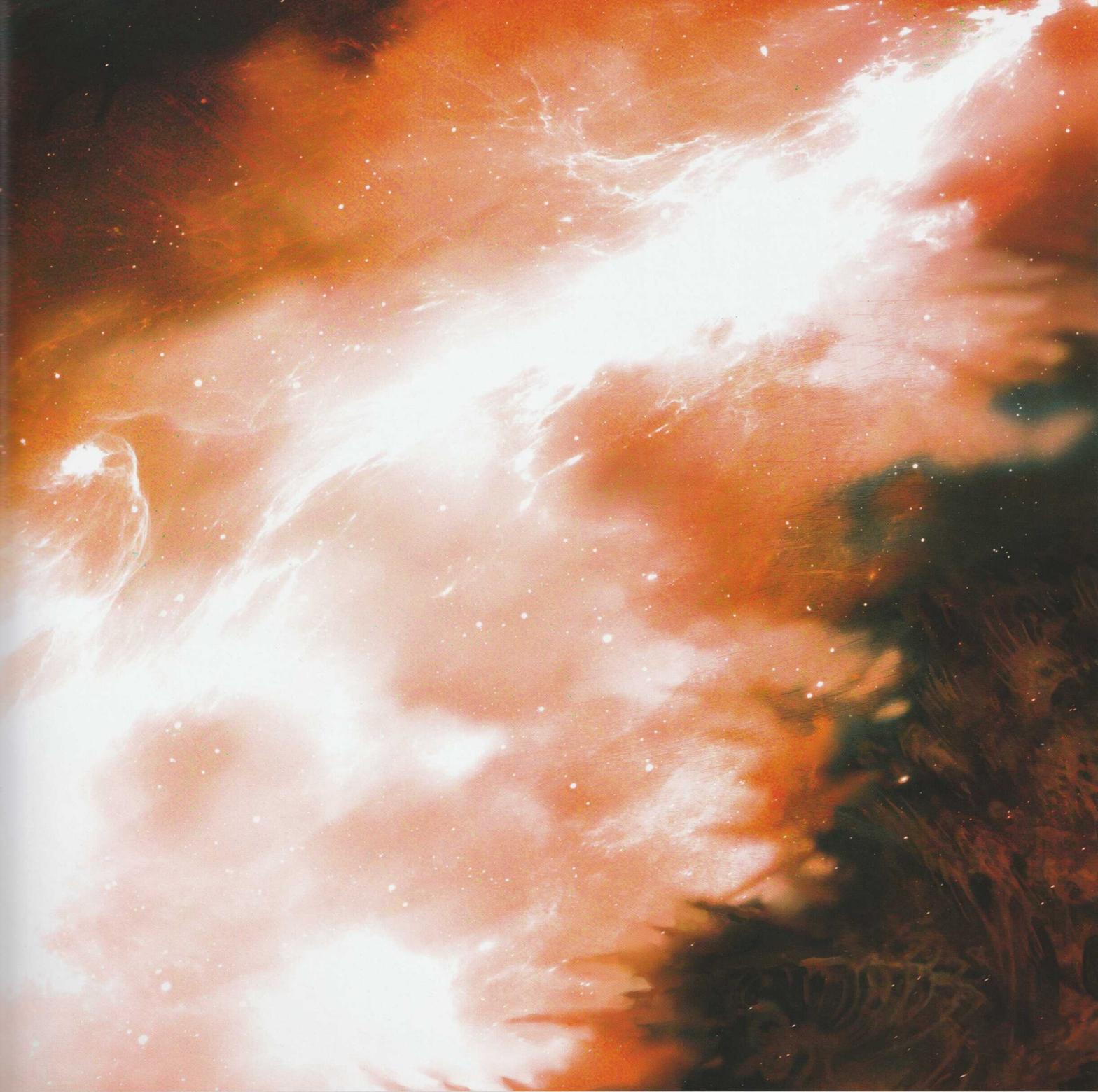
*'You will shatter the spirit of the Gorandahl Sub-sector. You will break their defences. You will seize Sangua Terra and make it a staging point for conquest. You will claim it in my name.'*

Haarken Worldclaimer dropped to one knee and bent his head, his taloned gauntlet held out. The hololith representation of the immense ship passed from Abaddon's hand to Haarken's in a way that was impossible.

Beyond the sealed sanctum, the *Planet Killer* emerged from the Warp.



# Paths of Ruination



# THE NACHMUND GAUNTLET

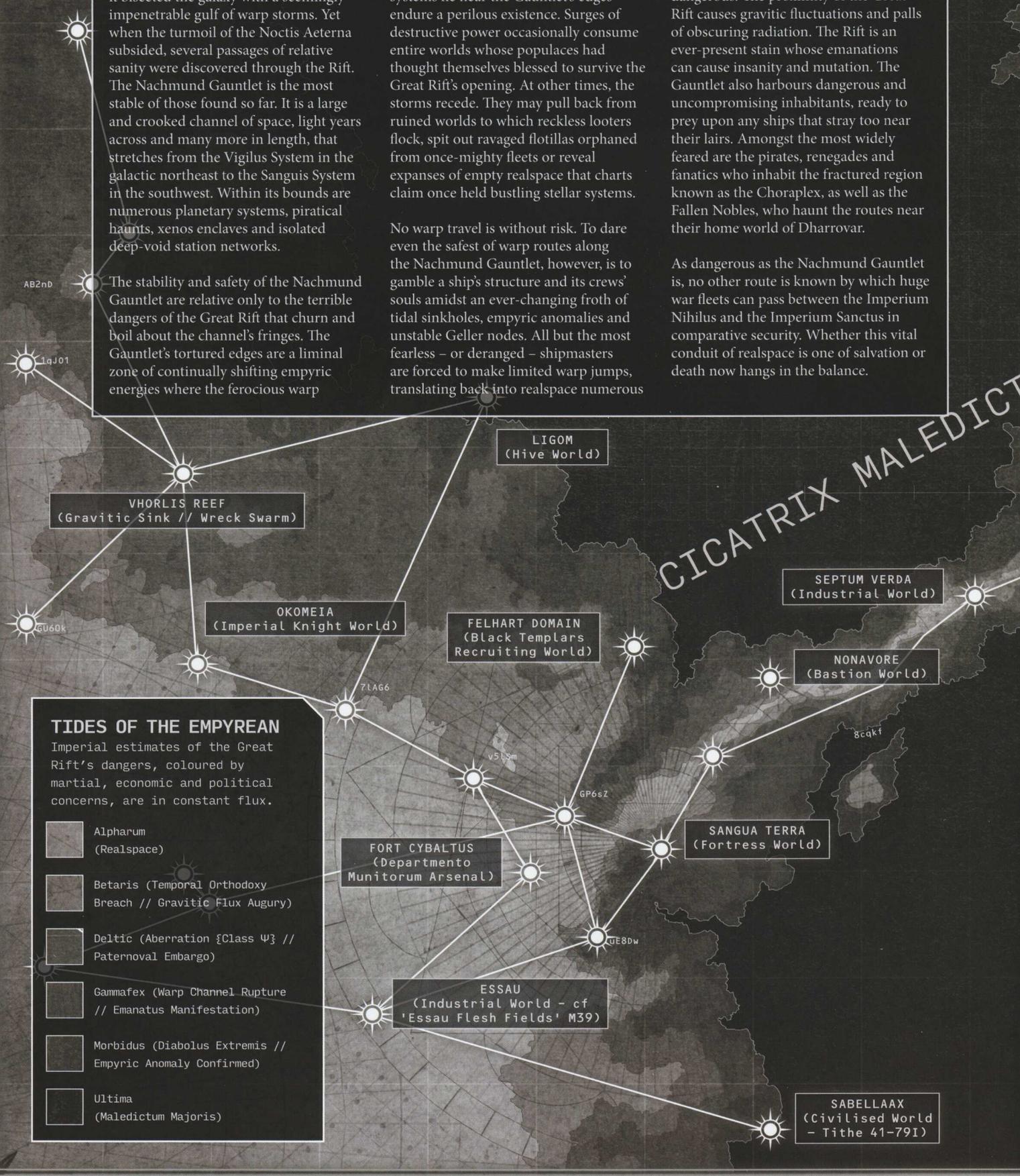
When the Great Rift – also known as the Cicatrix Maledictum – tore open, it bisected the galaxy with a seemingly impenetrable gulf of warp storms. Yet when the turmoil of the Noctis Aeterna subsided, several passages of relative sanity were discovered through the Rift. The Nachmund Gauntlet is the most stable of those found so far. It is a large and crooked channel of space, light years across and many more in length, that stretches from the Vigilus System in the galactic northeast to the Sanguis System in the southwest. Within its bounds are numerous planetary systems, piratical haunts, xenos enclaves and isolated deep-void station networks.

storms of the Great Rift ebb and flow in unfathomable rhythms. Those whose systems lie near the Gauntlet's edges endure a perilous existence. Surges of destructive power occasionally consume entire worlds whose populaces had thought themselves blessed to survive the Great Rift's opening. At other times, the storms recede. They may pull back from ruined worlds to which reckless looters flock, spit out ravaged flotillas orphaned from once-mighty fleets or reveal expanses of empty realspace that charts claim once held bustling stellar systems.

times. Even within the bounds of realspace, the Nachmund Gauntlet is dangerous. The proximity of the Great Rift causes gravitic fluctuations and palls of obscuring radiation. The Rift is an ever-present stain whose emanations can cause insanity and mutation. The Gauntlet also harbours dangerous and uncompromising inhabitants, ready to prey upon any ships that stray too near their lairs. Amongst the most widely feared are the pirates, renegades and fanatics who inhabit the fractured region known as the Choraplex, as well as the Fallen Nobles, who haunt the routes near their home world of Dharrovar.

No warp travel is without risk. To dare even the safest of warp routes along the Nachmund Gauntlet, however, is to gamble a ship's structure and its crews' souls amidst an ever-changing froth of tidal sinkholes, empyric anomalies and unstable Geller nodes. All but the most fearless – or deranged – shipmasters are forced to make limited warp jumps, translating back into realspace numerous

As dangerous as the Nachmund Gauntlet is, no other route is known by which huge war fleets can pass between the Imperium Nihilus and the Imperium Sanctus in comparative security. Whether this vital conduit of realspace is one of salvation or death now hangs in the balance.



AB2nd

1gJ01

GU60k

LIGOM  
(Hive World)

VHORLIS REEF  
(Gravitic Sink // Wreck Swarm)

OKOMEIA  
(Imperial Knight World)

FELHART DOMAIN  
(Black Templars Recruiting World)

SEPTUM VERDA  
(Industrial World)

NONAVORE  
(Bastion World)

FORT CYBALTUS  
(Departamento Munitorium Arsenal)

SANGUA TERRA  
(Fortress World)

ESSAU  
(Industrial World - cf 'Essau Flesh Fields' M39)

SABELLAAX  
(Civilised World - Tithe 41-79I)

**TIDES OF THE EMPYREAN**  
Imperial estimates of the Great Rift's dangers, coloured by martial, economic and political concerns, are in constant flux.

- Alpharum (Realspace)
- Betaris (Temporal Orthodoxy Breach // Gravitic Flux Augury)
- Deltic (Aberration {Class Ψ} // Paternoval Embargo)
- Gammafex (Warp Channel Rupture // Emanatus Manifestation)
- Morbidus (Diabolus Extremis // Empyric Anomaly Confirmed)
- Ultima (Maledictum Majoris)



# CONQUEST OF THE GAUNTLET

**JUNCTURE: 8795536.003**  
**THE SANGUIS FLARE**

Governor Tol and the Sangua Terran war council she institutes are denied resources by sector command to establish an ironclad fortress at the mouth of the Nachmund Gauntlet. The Sanguis, Jaghaal, Coryxx and Leonid Systems support each other while attempting to comply with sector command's orders. They are already overstretched when disaster strikes, a warp flare from the Great Rift enveloping the entire Sanguis System. Though the flare is short-lived, the consequences are dire. Swathes of Sangua Terra are saturated with empyric energy; mutations and nightmares are rife. The planet's moon, Sigil, is transformed into a hideous citadel from which daemonic legions invade Sangua Terra and nearby worlds.

**JUNCTURE: 8795791.007**  
**THE WAR OF BEASTS**

**JUNCTURE: 882144.017**  
**THE WAR OF NIGHTMARES**

Imperial armies on the hive world of Vigilus are already fighting multiple xenos threats when Haarken Worldclaimer reveals his presence and exploits the anarchy. He heralds the arrival of Abaddon the Despoiler, and an armada of heretics. Abaddon's armies surge across Vigilus' hivesprawns, on the brink of swiftly overwhelming the world. A strategy negotiated between Chapter Master Marneus Calgar and a host of Asuryani results in the sabotage of the Despoiler's flagship and draws him away from the war, but almost costs Calgar his life.

The majority of Abaddon's armies remain. The Great Rift appears to grow closer, and Vigilus' existence hangs in the balance.

**JUNCTURE: 904730.741**  
**THE HALO WROUGHT**

Abaddon's fleets strike at other systems around the northern mouth of the Gauntlet. Refugees and surviving forces converge on Vigilus, seeing the world as a desperate haven despite the battles raging there. Rumour turns Calgar's fall into a legendary death, the fact of his survival lost in the fog of war. To some, he is hailed as a saint, and when a defiled cathedrum is recaptured on the moon of Hearthlack, it is rededicated in Calgar's honour. Hearthlack's damaged atmospheric processors pump out a toxic haze, forming a golden halo around the Vigilus System that appears to hold back the Great Rift. The sight fuels greater zealotry, and, in its midst, the manifestation of Celestine - the Living Saint - is hailed as nothing less than a miracle of the God-Emperor.

**JUNCTURE: 934006.047**  
**THE WARDENS OF THE GAUNTLET**  
**SWEAR THEIR OATHS**

**JUNCTURE: 952814.002**  
**THE CORONAL WAR**

Amongst the eldritch tools in Abaddon's arsenal at Vigilus are the Noctilith Crowns. His ritualists raise them across the system's planets, using them to summon the Great Rift's energies into realspace and causing nightmares to manifest into reality. Inquisitor Cartavolnus, having secretly monitored the Vigilus

System for some time, vows to see them broken. Through force of will and terrifyingly explicit threats, the daemon hunter forges a grand army from the remains of several forces. With their sacrifice to pave his way, Cartavolnus severs a central node of the Noctilith Crowns' network and seals a warp gate feeding empyric power onto the world.

**JUNCTURE: 980202.033**  
**THE SIEGE OF DHARROVAR**

More of Abaddon's armies pour onto Vigilus after other systems fall. The planet is more isolated than ever. On Abaddon's orders, Haarken Worldclaimer leaves the failing planet, commanding a thousands-strong fleet to seize control of the Nachmund Gauntlet. On Dharrovar, the Chaos Knights of House Mandrakor defend their mountain citadels against a huge Imperial force led by Chapter Master Ba'stien Grix of the Castellans of the Rift Chapter. Though caring little for the Chaos Knights, Haarken recognises the besiegers as the greatest concentration of Imperial might in the Gauntlet. He breaks Grix's army upon the anvil of Dharrovar, smashing them between his forces and House Mandrakor.

**JUNCTURE: 986320.084**  
**THE VANGUARD OF PLAGUE,**  
**TERROR AND DOUBT**

**JUNCTURE: 989400.097**  
**THE BATTLE OF THE NARROW**

Piecemeal attacks and factional disunity slow the plunge of Haarken's fleet down the Nachmund Gauntlet, but its progress is inevitable. Lord Admiral Prisca assembles a

mismatched fleet to intercept the Chaos armada to buy time for Imperial reinforcements to reach the Gauntlet's southern mouth. At the Grakiliod Narrow, she masterminds a stunning ambush. Prisca's fleet carves through the Chaos ships, destroying or crippling large numbers in a battle that her captains manage to extend for hours. Prisca's ships are overwhelmingly outnumbered, however, and ultimately doomed. Haarken's mammoth armada scuttles them one by one. A few ragged survivors flee to take the news south.

**JUNCTURE: 991605.862**  
**THE FALL OF CELESTINE**

Upon Vigilus, Celestine inspires tens of thousands of weary militia and soldiers to pave the path to her first victory at Saint's Haven with their martyrdom. She pushes on at the head of a force of Battle Sisters of the Order of the Bloody Rose, leading the purge of Dontoria Hivespawl, which had become infected with a supernatural taint. After days of fighting, the continent-sized city burns.

When Celestine finally emerges from Dontoria's borders, she advances from one district to another, galvanising flagging Imperial holdouts and driving onwards to wherever she is needed.

At Mortwald, Celestine races to the aid of Inquisitor Cartavolnus, whom the Black Legion Sorcerer Xagramothis hunts. The Sorcerer sacrifices his Black Legionnaires to summon a trio of giant daemons and their grotesque hosts. The Inquisitor's elite warriors die in swathes, their cordon shrinking as he calls for extraction shuttles. Celestine descends into the daemonic throng as a spear flung from the heavens. Battle Sisters, Space Marines and dropships follow her lead, pushing back the tides of filth around her. The first daemon lord wilts before Celestine's righteous glare and burns at her touch. She evades the second's heavy blows before carving its skull in two with the Ardent Blade. The third's fury is elemental. As Celestine duels the beast, its anger opens fissures around Mortwald, consuming daemons and mortals in gouts of infernal energy.

Cartavolnus witnesses the supernatural duellists from his rising dropship before a swathe of Mortwald disappears in an empyric eruption. Nothing escapes, not even the Living Saint. The conflagration is backlit by the stain of the Great Rift visible in the sky. The Inquisitor escapes Vigilus with the seed of a theory and a conviction to reach Sangua Terra.

**JUNCTURE: 992480.411**  
**THE HARROWING OF BADE**

**JUNCTURE: 997110.765**  
**THE GAUNTLET DIVIDED**

Word of Haarken Worldclaimer's advance reaches the Gorandahl Sub-sector, not only via fitful astropathic messages but also brought by refugees fleeing the onslaught. These survivors are processed with undue haste, enabling Abaddon's agents to slip through on errands of sabotage, insurrection and assassination. Imperial reinforcements trickle into the region, and sector command finally acts. In the face of necessity, they abandon plans to support or evacuate the more distant half of the Gauntlet. Dozens of systems - including Vigilus - are now on their own. Sector command designates the four systems of Sanguis, Jaghaal, Coryxx and Leonid as the Sanctus Wall. What was a supply hub is turned into an interstellar fortress. Battle Group Lambdax of Fleet Secundus is only days away when, unheralded, Junith Eruita and a War of Faith reaches the Sanguis System. The Sanctus Wall's defences grow by the day, but they may not be enough against the flood that is about to break upon them.

# THE SANCTUS WALL

FREE-CITIZENS OF LEONID



## REJOICE!

KNOW, YE, THAT SALVATION APPROACHES OUR EFFICIENT AND LOYAL SYSTEM! KNOW, YE, THAT THE RUMOURS OF FAITHLESSNESS AND DESPAIR CIRCLING BADOWINNE - OUR VIGOROUS AND STAUNCH BROTHER-WORLD - WILL BURN TO ASH IN THE LIGHT OF THE EMPEROR'S TRUTH.

ALREADY DO BADOWINNE'S UNDERWATER CITIES SING PRAISES THAT REVERBERATE THROUGH THE NORTHERN OCEAN, GRATEFUL TO HOST REGIMENTS OF THE MARDA CANNONEERS AND HAAKLANDAR AQUILAE. GLADLY HOUSED AND PROVISIONED BY THE THANKFUL OF BADOWINNE, THESE TROOPS HAVE CRUSHED HERETICAL RIOTS AND INTERCEPTED PROFITEER CONVOYS. NOR ARE THEY ALONE, FOR BADOWINNE'S OWN DEFENCE MILITIAS HAVE SWELLED IN RESPONSE TO THE REFINERY DEPOTS' GENEROUS SCHEMES OF INDENTURE.

WHAT THREATS REMAIN - COWARDLY, HERETICAL OR THE PRODUCTS OF RECKLESS IMAGINATION - LET THEIR WORTHLESS AND DELUDED SUPPORTERS KNOW THIS: YOUR JUDGEMENT APPROACHES.



## THREE DAYS!

LEONID-STANDARD

IN THREE DAYS WILL THE WORLD OF BADOWINNE BE LIBERATED FROM DOUBT, TERROR AND PLAGUE. IN HIS INFINITE WISDOM, THE GOD-EMPEROR (THROUGH HIS APPOINTED VESSELS OF THE SANGUA TERRAN WAR COUNCIL) HAS SEEN FIT TO GUARANTEE THE ARRIVAL OF A SURFEIT OF INDOMITABLE ARMIES. MARVEL AT ONLY A FRACTION OF THEM AS FOLLOWS!

STRIKE FORCE BARGAS - THE EMPEROR'S OWN ANGELS OF THE RIFT STALKERS CHAPTER - WAS HAILED WITH A FANFARE FROM THREE DOZEN SHRINE-CITIES UPON ITS DEPARTURE FOR BADOWINNE.

THE SANCTUS 98TH DIVISION 'GRIM PILGRIMS' INCLUDES INFANTRY AND ARMoured REGIMENTS FROM SKARANO, THRELD AND KRIEG AMONGST OTHERS, THE RED SKULLS OF THEIR CAMPAIGN BADGES A PROMISE OF DEATH TO THE HERETICS ON BADOWINNE. INSPIRED BY A VISION OF BADOWINNE'S DIGNITY, THE PROCESSION OF REDEMPTION MARCHES TO ITS AID. NINE PRECEPTORIES OF THE ORDER OF OUR MARTYRED LADY AND FOUR LANCES FROM HOUSE CADMUS AND HOUSE TERRYN ARE AT THE PROCESSION'S FOREFRONT, BEARING SACRED BANNERS READY TO PLANT ON EVERY PURIFIED REFINERY RIG.

BY ORDER OF THE SANGUA TERRAN WAR COUNCIL,  
DIVISIO BELLUM OPTIMISIO



The race to fortify and supply the systems of the Sanctus Wall – following its belated formation by sector command – occupied the stumm-fuelled waking hours of an army of logistical adepts. Each world of the Wall stockpiled resources, erected barracks and communications relays and built temporary star ports to accommodate the tide of armies and refugees that had massed in their orbits. Costly accords were struck with Kin of several Leagues of Votann, with Vorskyl's Oathband and several Prospects of the Long Pit Kindred from the Greater Thurian League having vowed to aid Imperial armies in the battles to come.

The systems of neighbouring sub-sectors, more distant from the Nachmund Gauntlet's mouth, were stripped to feed the Sanctus Wall's need. Populations and equipment; food and medicae supplies; defence militias; newly raised Astra Militarum regiments; even orbital gun emplacements and bastion walls that

had stood in place for centuries: these and more were uprooted and shipped to the Sanctus Wall. Many of these deprived planets were made vulnerable in the process. Raids by pirates, armed uprisings by insurgent cults and civil unrest triggered by privation were all duly noted by sector command and then ignored. Such appalling tragedies paled in the face of the horrors about to pour from the Nachmund Gauntlet.

The worlds of the Sanctus Wall itself were not spared such disasters. In the Jaghaal System, the planets Moroch and Marhdukk seethed with revolts. These were exploited by regiments of soldiers newly stationed there who revealed their traitorous colours within days. Adeptus Ministorum bishops from Orori in the Coryxx System broadcast auto-hymnals over immense vox-networks to remind the populace of their duty. On the night-bound world of Dark Pit and amongst the macro-granaries of Bount,

mutant colonies and sabotage-plotting heretics had to be rooted out and purged. The Leonid System's penal world of Eradisz saw its population of prisoners shrink day by day as Governor Rorsplatz worked them to death in her munitions factorums, while on Leopolde, Inquisitor Anaha Donesh uncovered a plot by a cabal of unsanctioned psykers in the quarry world's mines.

Inquisitorial agents, Navis Imperialis patrols and rapid-reaction forces also hunted down xenos opportunists. Drukhari slavers harvested fresh specimens from isolated defence outposts and even emptied ships waiting above the planet Enchus to offload their Human cargoes. Ork warbands, Kroot mercenaries and Fra'al hunters savaged vulnerable convoys, while the ore thieves of Ursón's Oathband – declaimed as disreputable Kin by Kähl Vorskyl – were excoriated by Ordo Xenos Inquisitors as fighting for Haarken Worldclaimer.

**++INQUISITORIAL ADDENDUM 22848/HG8-7II++**

**ISSUANCE CHANNEL:** >>[UNCORROBORATED DUCT-MIRROR] > [GORANDAHL HUB, DISPATCH RECORD MISSING] > [PRIMARY SYSTEM NODES: SANGUIS, LEONID, JAGHAAL, CORYXX, [REDACTED]]<<

**RECIPIENT DEMARCATION:** CINNABUS-IX [SUB-VERMIL THETA]

ESTEEMED INQUISITORS OF THE HOLY ORDOS,

PROPAGANDA HAS ITS USES, OF COURSE - EVEN SIMPLISTIC AND INELEGANT EXAMPLES SUCH AS THE ABOVE DOCUMENT - BUT DO NOT ALLOW YOUR COURSES OF ACTION TO BE SWAYED FOR A MOMENT BY ITS UNINFORMED PLATITUDES. THE ENEMY HAS DUG INTO THIS SUB-SECTOR'S FLESH FOR FAR LONGER THAN ANY OF US HAVE BEEN HERE. THEY WILL NOT GIVE UP THEIR WARM HOST UNTIL IT LIES DEAD, OR THEY DO.

BADOWINNE, AS WITH SO MANY WORLDS IN THIS REGION, IS ON A PRECIPICE TO WHICH THE COMMON CITIZENRY REMAIN MERCIFULLY BLIND. I AM AWARE OF AT LEAST TWO OF OUR PEERS WHO HAVE BEEN STRUCK DOWN BY MALEVOLENT CULTS AND BETRAYAL. ENTIRE REGIMENTS HAVE TURNED TRAITOR. I HAVE VID-CAPTURE OF XENOS PRESENCE IN MULTIPLE STRAINS. WARP SATURATION IS FOULING ASTROTELEPATHY AND I AM SURE OF THE HAND OF THE TRAITOR LEGIONS IN MANY SEEMINGLY LOCAL DISTURBANCES.

I HAVE EVIDENCE THAT AT LEAST ONE OF THE IMPERIAL FORCES DESCRIBED IN THE PROPAGANDA AS APPROACHING BADOWINNE DOES NOT EXIST. THE OTHERS ALONE, THOUGH FEWER IN NUMBERS THAN ADVERTISED, MAY BE ENOUGH TO SAVE THE OCEAN WORLD, BUT I DOUBT THEY WILL REACH IT IN TIME, IF THEY REACH IT AT ALL.

I AM ON MY WAY TO THE PLANETARY CAPITAL, AND I URGE ALL MEMBERS OF THE HOLY ORDOS WHO RECEIVE THIS MISSIVE TO JOIN ME IN PURIFYING THIS WORLD IN THE EMPEROR'S NAME.

INQUISITOR RAWLIX, DZIJENI CONCLAVE





## DEFENDERS OF SANGUA TERRA

Sangua Terra had only recently risen to the status of a fortress world, and armies and infrastructure continued to flood the planet even as the traitor forces reached it. Still, a truly huge array of Imperial might had deployed to the surface.

### ADEPTUS MINISTORUM

#### WAR OF FAITH COMMAND

Canoness Superior Junith Eruita > Order of Our Martyred Lady  
Canoness Preceptor Zaran Brayg > Order of the Bloody Rose  
Canoness Preceptor Thilomena Arventus > Order of the Porphyran Veil  
Cardinal-Astra Theodesus Doi, Nuncio-Aggressor  
17 Canonesses of lower rank  
67 priests > Synod Ministra's Conclave at War

#### ORDER MILITANT ELEMENTS

Order of Our Martyred Lady ..... 7 preceptories  
Order of the Bloody Rose ..... 2 preceptories  
Order of the Porphyran Veil ..... 1 haloed mission  
Order of the Argent Shroud ..... 2 commanderies  
Order of the Adamant Halo ..... 6 missions

#### OTHER ADEPTA SORORITAS ELEMENTS

Order of Serenity ..... 13 surgical commanderies  
Order of the Briar ..... 4 apocrisal preceptories  
Order of the Grey Lectern ..... 1 mission proscription  
*God-Emperor's Mantle* – Mars-class Frateris  
Templar battlecruiser  
Orbital assault cruisers; macro-landers;  
atmospheric lighters; invasion cathedrums  
>>sub-list cont:::ex-app.>RA4-X/II

#### WIDER ADEPTUS MINISTORUM ELEMENTS

*The above details provide only general of summations of Ecclesiarchal strength of arms upon Sangua Terra at this time. The deployments of auto-sanctified assets was rarely shared in detail with allied commanders. Amongst them were irregular mobs of Frateris Militia – some of whom were led by bondsmen of Cardinal Doi's household staff – Battle Conclaves of itinerant Crusaders and Death Cultists of tolerated sects, as well as Deacon Gorgrenus' Conclave Incendium.*

### ADEPTUS ASTARTES

#### GUARDIANS OF THE COVENANT CHAPTER

Master Arven Nahrdrath  
Lieutenant Duriel Haethan  
Interrogator-Chaplain Soreon  
18 1st Company battle-brothers of the Secret Order  
219 battle-brothers of the 3rd, 4th and 7th Companies  
34 supporting armoured vehicles  
*Fires of Septus* – strike cruiser  
5 Gladius-class frigates  
11 Hunter-class destroyers

#### OTHER CHAPTER ELEMENTS

Strike Force Consillus > Ultramarines  
Strike Force Gorgon's Wrath > Sons of Medusa  
Strike Force Morael > Blood Angels  
Strike Force Jerroth > Fulminators  
Strike Force Dalvor > Colossi of Kronos  
Dreng's Brethren > Wolfspear  
>>sub-list cont:::ex-app.>LB-3<|B>

### QUESTOR IMPERIALIS AND QUESTOR MECHANICUS

#### KNIGHTLY LANCES

House Terryn ..... 4 lances  
House Dorath ..... 2 lances  
House Krast ..... 5 lances  
House Minotos ..... 3 lances  
House Taranis ..... 6 lances  
House Oko'norest ..... 3 lances  
Freeblade Nobles ..... 14 [estimated]  
>>sub-list cont:::ex-app.>ZA-7.9<LB>

### ASTRA MILITARUM

#### REGIMENTAL DEPLOYMENT [CONTINUED FILE APP/YV7#s//MUR]

Cadian Shock Troops ..... 203 regiments  
Gehennun Silents ..... 72 regiments  
Nutine Mobile Artillery ..... 34 batteries  
Death Korps of Krieg ..... 125 regiments  
Oodine Jade Guard ..... 46 reinforced battalions  
Yantish Firelances ..... 12 armoured companies  
Scorlan Brigantines ..... 4 regiments  
Kernak V Penitents ..... 16 absolved phalanxes  
>>sub-list cont:::ex-app.>WR-7<PXU>

### SANGUA TERRA DEFENCE MILITIAS

#### MILITIA DISPERSAL

Thetisian Heavy Gunners ..... 71 demi-brigades  
38.1 Labour Corps Wards ..... 13 sentinel details  
Shantaxine Tithe Companies ..... 17 companies  
Shimurran Marcher Guardians... 24 arcosect assets  
Kon-sprawl Irregulars ..... [UNDETERMINED]  
Alpha Urbanex Militia ..... 114 district cells  
>>sub-list cont:::ex-app.>UIT 1-87.4<WKx.4>

### ADEPTUS MECHANICUS

#### LEGIO TEMPESTOR

Princeps Horaxil S'Taeffan Drentor LI  
::/ Thunderlord Lyxades, Warlord Battle Titan  
::/ Jogozh, Reaver Battle Titan  
::/ Cerulean Stride, Reaver Battle Titan

#### OTHER LEGIO ELEMENTS

Axiom Maniple Glorifactum > Legio Invigilata  
Myrmidon Maniple Uresh > Legio Metalica

#### FORGE WORLD VOSS PRIME AND ALLIES

*Led by Logis-Maximus Phrengestus Kane, the Tech-Priests of Voss Prime provided the god-engines of Legio Invigilata with hexaspiritual logistics as well as leading their own cohorts of augmented warriors, claiming the right to sanctify and fortify Sangua Terra's surviving factorums. Parsing Kane's inscrutable specification manifests, strategos made estimates of three macroclades of Skitarii front-line infantry, four reinforced maniples of battle servitors and twelve congregations of Electro-Priests. Cohorts Cybernetica, Infiltration Clades and Ordo Visikatum orbital assets were also identified bearing the sigils of Voss Prime's subservient forge worlds of Gorvallon and Eontar.*

#### VOIDFARING ELEMENTS

#### NAVIS IMPERIALIS – BATTLEFLEET GORANDAHL

Sangua Terran ad-hoc flotilla under Captain Fulvian, Sons of Medusa  
*Judgement of Mageara* - strike cruiser  
7 capital voidships  
28 escort voidships  
12 system monitors

#### NAVIS IMPERIALIS – BATTLEFLEET NACHMUND [ESTIMATED REMNANTS]

14 escort voidships  
19 mercantile voidships

#### UNORGANISED VOID ELEMENTS

*The void assets answering to Rogue Trader Kyprian Tellanarosea were subject to broad categorisation that notably failed to account for their substantial power. Hidden weapon systems on hybrid freighters, unusual shield generator systems on bulk haulers and cargo holds converted into launch bays made them more than a match for enemy vessels thinking them easy targets.*

# INVADERS FROM THE GAUNTLET

Data purity on the traitor forces converging upon Sangua Terra has proven impossible to verify. What follows has been parsed from evidence sifted from deep-void augurs and fleet auspex info-caches from across the Sanguis System and interceptions of communications and insurgent cells on Sangua Terra's surface.

## THE HERALD'S HOST

*Estimates by sector command of the orbit to surface transport capacity of Haarken's primary invasion force is likely insufficient. Almost all the Host's voidships possess the ability to deliver assault forces to the surface with precision and speed. Squadrons of heavily armed dropships, capable of ground-attack roles once their cargoes deploy, complement teleportarium shrines and other – more sorcerous – means to deliver the most elite and destructive of Haarken's warriors. Even escort vessels carry launch bays packed with Dreadclaw Drop Pods. Ships in the service of other Traitor Legions and Renegade Chapters display similar levels of planetary assault capacity, while those of the Night Lords exhibit a capacity to launch planetstrikes at greater speed and from higher orbit.*

## BLACK LEGION

Macro-capital designation vessel, emission signatures trending to 78.4% correlation with evidence fragments gathered under file 8-XII-Gc <Planet Killer>  
23 capital designation vessels\*  
57 escort designation vessels\*  
30+ vessels of indeterminate empyric spectra [Dzijeni Conclave ref:8127//HT <Navis Abominatus>]  
400+ dropships and super-heavy lifter barges  
\*servo-recognition of vessel patterns has failed in multiple instances

Gloomtalons < att. Haarken Worldclaimer  
:::notable numbers of jump pack-equipped warriors [cf file 632F-w <Raptors>]; empyric aberrations [cf files CXXi/2 <Warp Talons>; XD7-II <Heldrakes>; [++REDACTED++]  
Black Brethren of Eyreas  
Crimson Claws  
Zkolar's Graven Lords [qv reports of mass teleportarium assaults at northern arcologies]  
Ironspines  
Sons of Carnage  
Shadowflight < att. <The Midnight King>  
:::majority of warband's Legionnaires melded permanently into the controls of attack craft  
7+ additional warbands [awaiting identification, see excruciation testimonies X4c32 to Sii/R21]

*Based on augur choristry estimates, the strength of individual Black Legion warbands deploying to Sangua Terra's surface dramatically varies. Neither is the materiel employed by each warband commensurate to its size. Squadrons of assault tanks, battle tanks and heavy transports were identified in unusual configurations, in addition to Daemon Engines.*

## NIGHT LORDS

17 capital vessels\*  
84 escort vessels\*  
350+ dropships  
\*false positive returns to extinct ship classes and misidentification of Imperial vessels recorded as destroyed in recent years have added to paucity of data-integrity [silhouette simulacra of several heavy cruisers suggests unsanctified alteration of launch bays into enlarged ordnance systems]

Fear Rakers < att. Szerhan Nethtar:::incongruous empyric phenomena reported, diviners subjected to corrective excruciation  
Whispering Shadow  
Bleak Claw < multiple fast armour squadrons deployed via unrecognised orbital transfer craft  
Crowfeast of Xenorak  
Goreshades < cf file 98/N Flesh-harvest Battalion

## OTHER LEGION ELEMENTS

Emperor's Children < Vibrant Choristry; Terra's Caress; Mirrorhost  
Iron Warriors < Anathrax Warhost; Deathmaul  
Word Bearers < Eightfold Architects; Runic Blazon  
Thousand Sons < Reflected Ones; Illogisticarae  
Estimated 76 warships in service to these warbands

## RENEGADE MULTITUDES

Heretic cults < cults [INCALCULO] identified in service with multiple Black Legion, Iron Warriors and Word Bearers warbands  
Militarum Traitoris < 64th Deivan Heavy Infantry, Felthorn Free Surgeons, Styxx 777th Warwolves [continued file app//U/47.1]  
Mutant and spawn packs < [DATANUMERIS FLUCTUO]

## WORLDCLAIMER'S VANGUARD

*Haarken's three vanguard fleets had forged well ahead of his primary armada. Most of their elements had dispersed throughout the systems of the Sanctus Wall. Still, portions of each had all deployed to Sangua Terra, unleashing bloodshed and disruption to erode the world's defences before Haarken's arrival.*

## THE BRINGERS OF PLAGUE

No Chaos Space Marine presence identified on Sangua Terra as yet. However, the rise of the Cult of the Dirge and the Fluxborne Covenant, plus revolts amongst medicae personnel, was believed to be instigated by agents of the Purge Renegade Chapter.

## THE BRINGERS OF TERROR

World Eaters kill teams of the Voidbutchers and Axes of the Forge warbands present within the southern chem-hives of Urbanosprawl Thega. Unconfirmed reports of mass violent psychosis spreading through defenders and citizens alike. [qv H8h-Okt <Murder-curse>]  
Loss of contact with Inquisitor Darsten

## THE BRINGERS OF DOUBT

Sigils believed to be associated with Thousand Sons and [presumed] Alpha Legion operatives discovered in locked vaults of Urantis Forge and inserted into data-cache registers.

## DHARROVAR'S SPEARTIP

### HOUSE MANDRAKOR

3 macro-conveyor arks\*  
11 escort vessels\*  
\*binharic sigils identify construction at the void docks of Omega-Threx  
Baron Kommodar, Dharrovar's Talon, pilot of Bloodslake  
Countess Kaliganus, Heir-Quintus, pilot of Sire's Gaze  
103 Chaos Knight suits and Fallen Noble pilots, divided amongst 8 operational dread lances  
16 household brigades of Mandrakorian Bonds with armoured support  
944 Idolators with servo-clades, logistical and aerial support

## OMEGA-THREX FORGE MOON

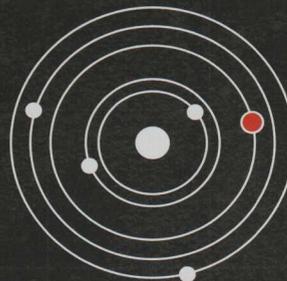
Teknis-Magna Theosolde Bram  
Adept Euphemria Nekol, disciple of the Transphasic Assassin  
Unidentified trans-canid Daemon Engine packs  
Augmetic infantry cohorts // [file 334.4G]  
Photonik ordnance projectors  
>>sub-list cont:::ex-app.>>88-2<Vr>

## MALEDICTUM EXTREMIS

*Classificatum Access requires Vermillion sanctification by authorised representatives of the Dzijeni Conclave.*  
Cipher-error // ALERxT // A7ERT //  
++ remain in evidence booth ++  
Purge Section 3.1 en route, Black Iconoclasts notified.

# SANGUA TERRA

SA01.01  
ORB. DIST. 0.9AU  
[PRIME BIO]  
1.06G/TEMP 46°C [CF POST FLARE ENV HAZ]  
HIVE WORLD / WAR WORLD  
AESTIMARE A576  
TITHE GRADE: DECUMA EXTREMIS SUBJ. SANCTUS  
WALL PRIM.



**1** The capital region of Urbanosprawl Alpha is cut off from surface support by warp-saturated landscapes. Infernal wails and distortion foul vox-channels disrupt the coordination of global defence from the capital.

**2** The northern polar biologicis-fronteris station at Lantis Keep ceases contact. Its last data-exload reports medicae staff using refugees as labour to speed the transfer of mutagenic inoculations to the front lines.

**3** A Cadian armoured column of six Hellhound companies breaks out of Urantis Forge to reinforce a nearby sprawl. The flame tanks scorch a path through the wastes, but nothing is heard from the column after five days.

**4** Dreng'r's Brethren, a vanguard spearhead of the Wolfspear Chapter, infiltrates the industrial spires of Factorum Konzyte-IV, hunting down cells of traitor Tech-Priests, cybernetic Chaos cultists and mutants.

**5** The remnants of a fifty-year-old Ork invasion - previously thought purged - emerge from the oxide deserts to assault Urbanosprawl Thetis. Yantish Firelances move to intercept, but the Orks' numbers are underestimated.

**6** The Order of the Adamant Halo and House Minotos are forced into an ordered retreat after the treachery of the Nutine Mobile Artillery. Grim skirmishes amidst chem-saturated trenches at Shimurra drag on for months.

**7** Massed infantry of the Krieg Ironpikes and Oodine Jade Guard storm Hive Shantax. Within days, the soldiers' numbers swell as civilians, merchants, criminals and more form ad hoc companies to defend their hive.

**8** A tortured astropathic signal is detected emanating from an equatorial region lost to the Flare Scar. Requesting aid, it claims to be sent from Hive Dhanthest, and that they have consolidated surviving forces of the Thalant Rifles, 415th Cadian Armoured Battalion, a mission of the August Pyre and others thought lost in the wastes. The coordinates of the signal, however, are hundreds of miles adrift of the known location of Hive Dhanthest.

**9** Since the Sanguis Flare, Sangua Terra's moon Sigil has been a daemon world. The fate of the garrisoning soldiers of the Gehennun Silents and a strike force of Fulminators sent to reinforce them remains unknown.

The three edifices that comprise the Praefectus Bastion within the world's capital are a central part of Sangua Terra's heraldry. The blood drops, meanwhile, signify an ancient lineage the planet's masters trace back to the Throneworld.





9

SIGIL

2

3

1

7

8

4

6

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# WARLORDS OF SANGUA TERRA



## HAARKEN WORLDCLAIMER, HERALD OF THE APOCALYPSE

Haarken's orders from Abaddon the Despoiler were to conquer Sangua Terra and ready it to launch future campaigns deeper into the Imperium Sanctus while also grinding down the Imperium's defences across all four of the Sanctus Wall's primary systems. Thousands of warships and millions of hate-filled warriors were at Haarken's command in the Gorandahl Sub-sector. He had planned the conquest of all four of its primary systems in detail, identifying targets to be seized, obliterated or crippled. He handed responsibility for these secondary theatres to the dark champions of Chaos Abaddon had given him command over. Sangua Terra's capital sprawl, however, would be his to claim.

Haarken is a gifted killer and a destroyer of enemy morale on huge and complex scales. His weaponising of this strategy was embodied in his vanguard fleets. Ahead of his arrival, they sowed physical and spiritual corruption on his target worlds, seeding cults and misinformation, spreading terror and bloodshed. When Haarken struck, it would be at a foe already reeling.



## SZERHAN NETHTAR, CHAINFLAYER

Nethtar the Chainflayer is a warlord of the Night Lords Traitor Legion, a clawed nightmare who dives like a thunderbolt at midnight into his foes before tearing them apart with his talons. In Abaddon's push down the gullet of the Nachmund Gauntlet, Nethtar had seen opportunity for himself and his murderous warband, the Fear Rakers. They had plundered cities' and orbital stations' worth of munitions, fuel and other resources, and taken countless captives, including many Imperial psykers.

Beyond the Gauntlet's mouth, Nethtar had sensed still greater prizes. He and the Fear Rakers have proved their worth to Abaddon amidst the agonised deaths of the Gauntlet's worlds. Amongst the Chainflayer's arsenal is a limited number of dread missiles - psycho-torment torpedo weapons - sealed in stasis aboard his flagship, the *Hollow*. He has sworn these to Abaddon's service. With them, he aims to buy greater prestige in the Despoiler's eyes and reap the rewards, especially if it means eclipsing other favoured champions to do so.



## TORIAN KOMMODAR, DHARROVAR'S TALON

Baron Kommodar is a vicious Fallen Noble of the renegade House Mandrakor. Kommodar had long called on his rulers, the high king and high queen, to strike out from their home world of Dharrovar and take the worlds of the Nachmund Gauntlet that are rightfully theirs. When an invading Imperial army and the Worldclaimer's hosts arrived at Dharrovar, Kommodar saw a chance to increase Mandrakor's power. Haarken's forces helped throw back the Imperial military, and in the battle's aftermath, Kommodar pushed the high monarchs to swear fealty to Abaddon. He then demanded lances of warriors with which to repay Mandrakor's honour debt to Abaddon for saving Dharrovar.

Over a hundred Chaos Knights followed Kommodar as he joined Haarken's armada. Amongst them is Countess Kaliganus, an heir of Mandrakor's rulers. The high queen distrusts Kommodar and sent her daughter to control him by overseeing his conduct as she fights alongside him. Kommodar knows Kaliganus' role and intends to exploit it at the first opportunity.



**JUNITH ERUITA,  
THE BLAZING HEART**

Canoness Superior Eruita commands the Order of Our Martyred Lady and fights a ceaseless battle of strategy and faith to coordinate their huge tallies of preceptories, commanderies and shrine fortresses. Still, it is in battle that her intensity and passion most benefit the Imperial Creed. She was a logical choice to lead the Ecclesiarch's War of Faith to Sangua Terra. Miraculously arriving earlier than her adepts had expected, Eruita wasted no time installing her command staff throughout the Cathedrum of the Pyre Deified and the connected strategium and palace complex.

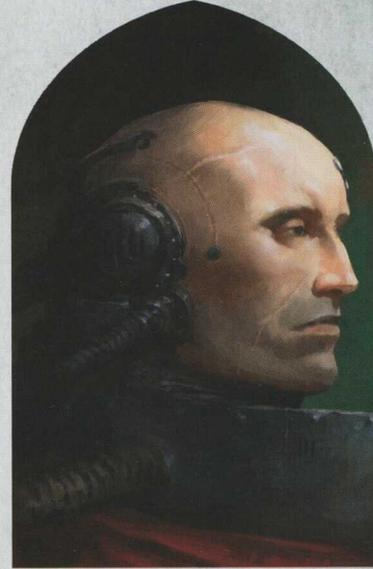
While Eruita had been frustrated by the lack of martial and logistical support she saw at Sangua Terra, she was furious at the number of heretic cells, flares of mutation and rumours of witchery she uncovered during her preparations to face the onslaught of Heretic Astartes. She saw them as more than blasphemies: they were distractions and lures. She refused to rise to such bait and instead worked to marshal the capital sprawl's defences.



**ERASMUS CARTAVOLNUS,  
ORDO MALLEUS INQUISITOR**

Inquisitor Cartavolnus and his ad-hoc fleet had travelled nightmarish secret routes to reach Sangua Terra ahead of Haarken Worldclaimer's armada. The daemon hunter still sees his nemesis as the Great Rift itself. But, since escaping Vigilus, he has mentally wrestled with conflicting courses of action. He needs more data before marching down a path from which he can not turn back.

On reaching Sangua Terra's surface, Cartavolnus was disturbed to find its security protocols easily circumvented. Refugee barges, mass landers and repurposed freight haulers off-loaded their Human cargoes with such haste that the spaceports' attempts at scrutiny were less than worthless, affecting a veneer of control that did not exist. He forced his way through at the Accrandor Spaceport, sure that Abaddon's agents were already at work there. When Eruita landed, he presented himself to her, offering his forces to root out corruption. He prioritised making for the Tower of Murmuration and securing its Astropaths.



**ARVEN NAHRDETH,  
MASTER OF THE 3RD**

Master Nahrdeath commands the Guardians of the Covenant's 3rd Battle Company. A scholar and tactician of high standing amongst the Chapters of the Unforgiven, Nahrdeath was amongst the highest-ranking Space Marines present on Sangua Terra at the time of Haarken's invasion, and his sombre insights during strategium conclaves were keenly sought by other commanders.

The experienced Nahrdeath knew the combined Imperial might throughout Urbanosprawl Alpha would be sorely pressed against the armies that sector command believed were at Haarken's side. Imperial relief forces were on their way to the planet, but they would be useless in orbit if Haarken's fleet blockaded the airspace over the capital region. To that end, Master Nahrdeath saw his primary duty as securing the immense orbital weapons of the Emperor's Voice Grand Battery. Only with those in Imperial hands could those embattled within the sprawl hope to blast a corridor through which salvation could reach them in time.

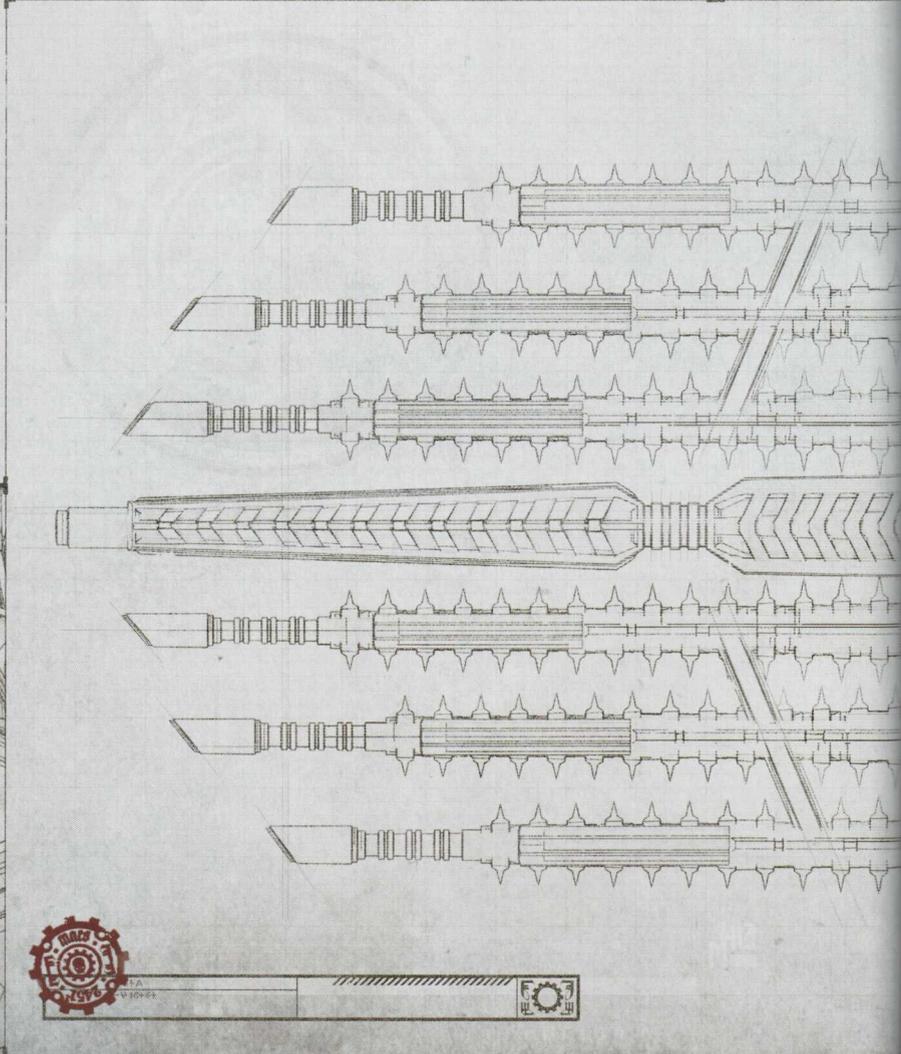
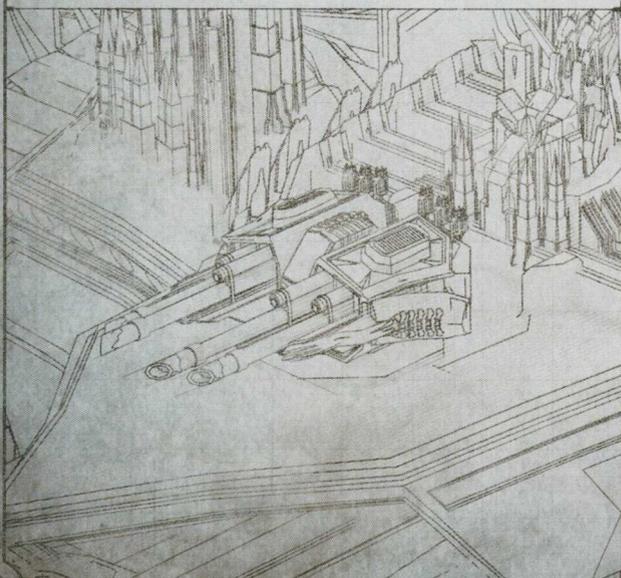
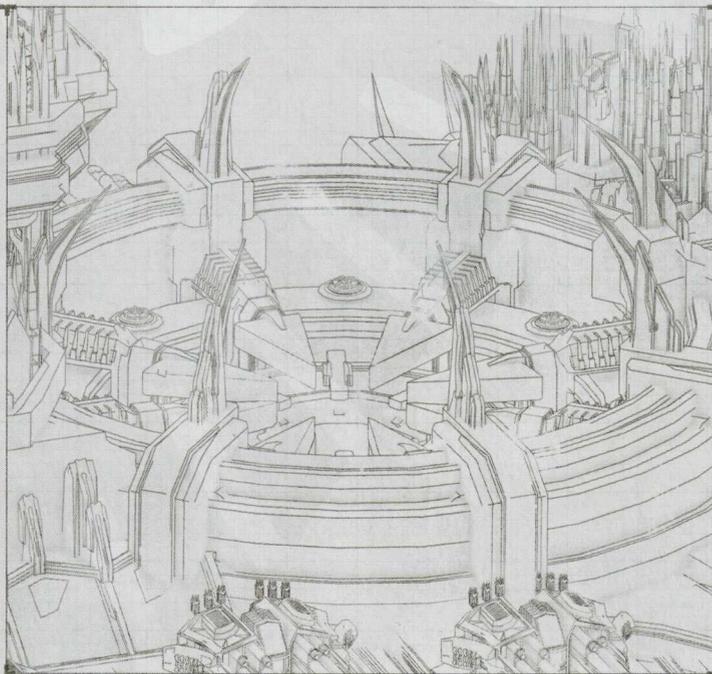
# PLANET KILLER

The *Planet Killer* is an awesomely powerful warship. As a symbol of Abaddon's brute strength, it forged a nightmarish reputation during his Twelfth Black Crusade, known to Imperial historians as the Gothic War.

The core of the ship's notoriety lies with its colossal Armageddon gun, a multi-barrelled energy cannon of immeasurable magnitude. During the Gothic War, Abaddon used this weapon to bore through the crust of the cardinal world of Savaven. Magma surged through the huge wound. The seas boiled; landmasses cracked. Finally, the world disintegrated. Since then – despite hopelessly optimistic rumours of the vessel's destruction – Abaddon has unleashed the *Planet Killer* at the head of his most destructive fleets.

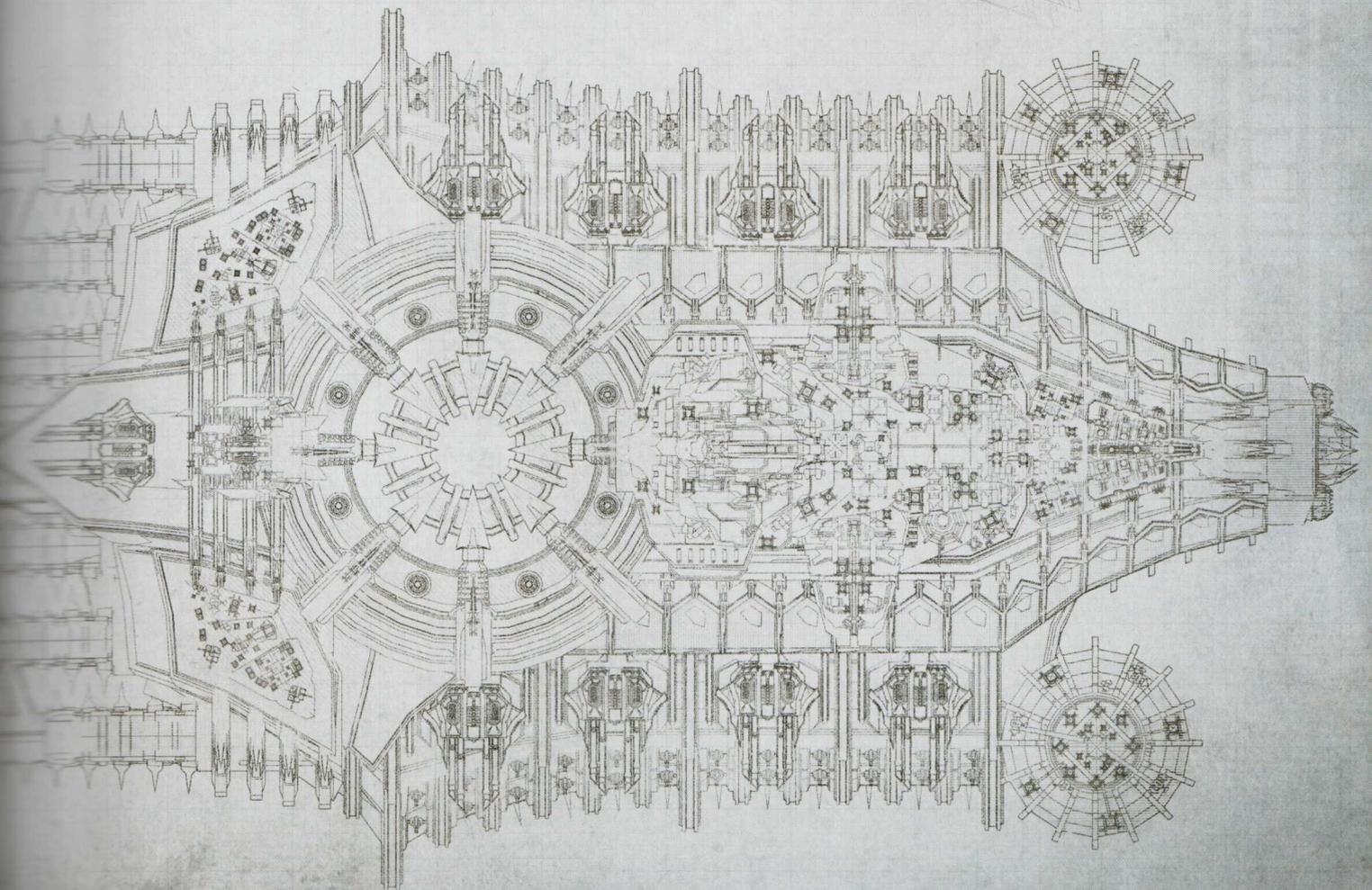
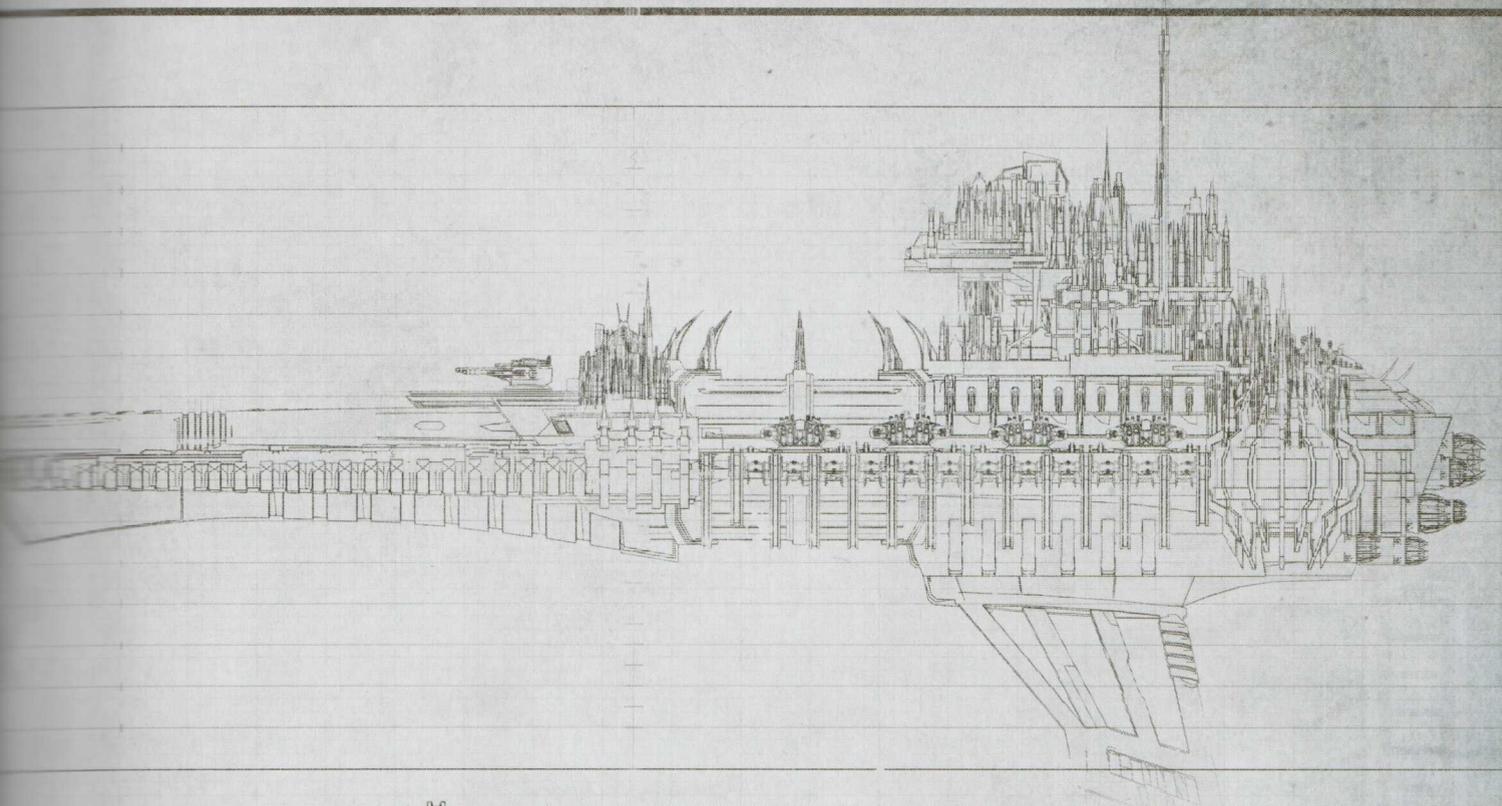
The *Planet Killer* bears no resemblance to any Human vessel, and some Magi Technologis believe it could not have been constructed in realspace. Inquisitor Horst claimed the halo world of Lanamorgstein as a source for data used in the ship's construction, and Abaddon's seizure of trikali crystal deposits led to conjectures of warp-containment technology. Still, no sanctified hypothesis has withstood scrutiny as to how the warship generates the amount of power it does.

The destruction of an entire world is an act Abaddon only commits when it gains him a distinct advantage. The explicit threat alone is a valuable tool. Beyond that, the *Planet Killer* is a behemoth of destruction in both planetary assaults and open void war. Its launch cradles can disgorge swarms of dropships, atmospheric fighters and bomber flights, enough to conquer worlds by themselves. The ship possesses the firepower to wipe out patrol fleets single-handedly. With macro weapons batteries, lance turrets of incandescent power and massed torpedo salvos, the vessel outguns any warship in Imperial armadas. Its armour and void shields can shrug off even direct hits, while enemy boarders are met not only by elite Black Legionnaires but also empyric entities bound into the ship that gleefully shred their souls.



W10042

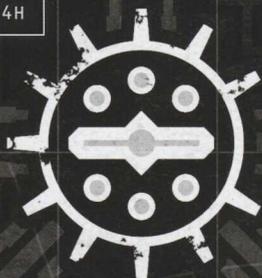




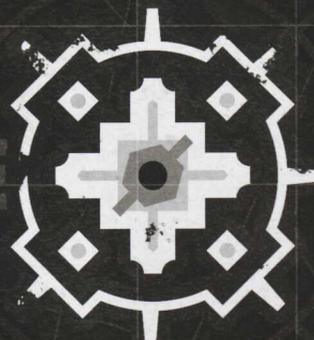
# URBANOSPRAWL ALPHA

Interdistrict  
Transport Hub

AUTHORITY: Captain Woh'l  
COORDINATES: 684.783894H



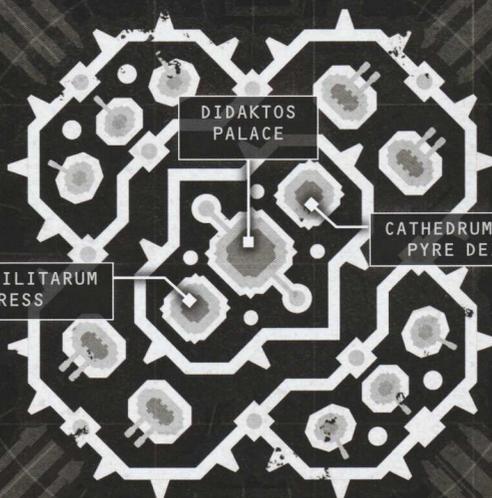
VECTORUM DISTRICT



Accrandon Spaceport

AUTHORITY: Brigadier Veloran  
COORDINATES: 783.414427X

PRIMUS DISTRICT



DIDAKTOS  
PALACE

CATHEDRUM OF THE  
PYRE DEIFIED

OFFICIO MILITARUM  
FORTRESS

Praefectus Bastion

AUTHORITY: Canoness  
Superior Eruita  
COORDINATES: 841.518814C

VIRIDIAN DISTRICT

Tower of Murmuration

AUTHORITY: Inquisitor Cartavolnus  
COORDINATES: 342.156844C



FLARE SCAR



SCRIPTORUM DISTRICT

**WARP-TAINTED WASTES**

**Emperor's Voice Grand Battery**

AUTHORITY: Master Nahrdeh  
 COORDINATES: 944.318906M

MUNITORUM DISTRICT

**Oesh Mausoleum Vaults**

AUTHORITY: Castellan Raephe  
 COORDINATES: 014.514938V

**RAD SPILL**

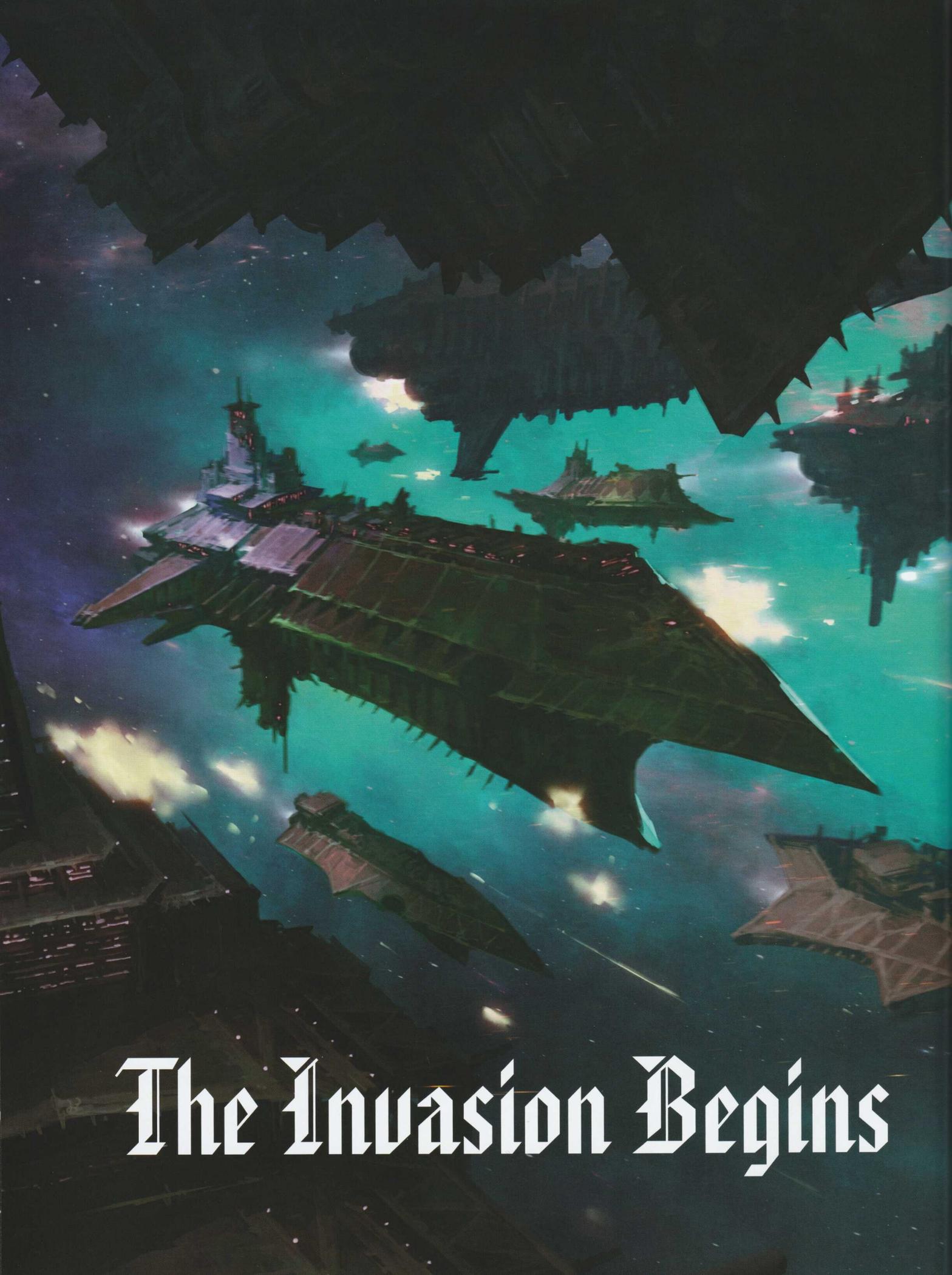
SHRINE DISTRICT

INDUSTRIAL DISTRICT

Sangua Terra's capital region stretches over fifty miles in breadth in an extensive and haphazard spread of crowded urban hab-stacks, pollution-wreathed industrial spires and crumbling palatial edifices. Before the Sanguis Flare engulfed the planet, it had been larger still. Immense tracts of the urbanosprawl's outer districts and all of the mass transitways and borerail lines that once linked it to other city sprawls have been swallowed in a toxic wasteland populated by mutated horrors and daemons.

Though the region is now isolated, much of Urbanosprawl Alpha's principal infrastructure survived the flare. At the heart of the sprawl's Primus District stands the Praefectus Bastion complex. Protected by the complex's thick curtain wall, sub-bastions, gun emplacements and shield generators is the greatest concentration of political, strategic and religious power on Sangua Terra. The Didaktos Palace, the Officio Militarum fortress and the Cathedrum of the Pyre Deified constitute a hub of command and control for the whole planet and maintain thrice-blessed strategic links to other stations across Sangua Terra. The Bastion was an obvious target, and Imperial command believed that Haarken Worldclaimer would strike there at the first opportunity.

Much of the capital defence forces had been stationed at the Praefectus Bastion. When Junith Eruita arrived, she dispatched some to reinforce other sites within Urbanosprawl Alpha, seeing in each a strategically vital location, be it in direct defensive terms, to maintain supply and communications lines or respecting the world's wider spiritual fortitude. The Tower of Murmuration - home to the region's Astropaths - the Accrandon Spaceport, and the Emperor's Voice Grand Battery of orbital cannons were among the most important. Transit between the sprawl's districts was slow, and the forces defending each area could not expect swift reinforcement.



# The Invasion Begins



**C**aptain Shei-Zon gripped the arm of his command throne with one hand, his knuckles whitening. Irritable mutters from his bridge crew, the clicking of servitors processing data-psalms, the stink from his uniform worn for too many shifts: they wore away at composure already thinned by inaction.

The wait was torment. Shei-Zon had kept station with the light cruiser *Lord Chorabis* and its patrol fleet, Hydra-IV, near the Sanguis Mandeville point for several ships' months. They were one of scores of such patrols awaiting the heretics that every doom-laden augury insisted would emerge from the Nachmund Gauntlet. What made the wait worse were the tales of near massacres. Loyal ships had emerged from the Warp recently, their crews too slow or too few to transmit clearance cyphers immediately – tragedies had only narrowly been averted.

Shei-Zon was contemplating another stim injection when a chime stabbed through his thoughts. It was the ship's Navigator, he saw, reporting that something was about to emerge from the Warp.

'Signal the rest of Hydra-IV!' Shei-Zon snapped to his vox-master.

He ran a hand over his red eyes and through his greasy hair as his mind woke to the demands of action. Around the bridge, everyone, save the lobotomised servitors, stirred into an alert bustle.

'Master Grize, who is it?' he demanded.

Shei-Zon waited for the master of augury to ratify the incoming ship's identity, eyeing the screens perched below the bridge's vaulted ceiling. Vectors looped across the screens' star fields in bright whorls as the master of astrometry and her cogitator cores attempted to parse the Navigator's mystical probabilities into tactical likelihoods.

'*There is a substantial number, Captain,*' Grize reported from his overseer position at augury.

'*Focusing on translation site. Aperture remains broad – consistent with multiple vessels,*' came the voice of the master of astrometry.

On the screens, a portion of the void at the edge of the Sanguis System became marked with a series of numerical runes.

'*I have seven signals so far,*' Grize said. '*Authorisation hymnals bear genuine clearance cyphers. They are within the tolerances set by sector command, but...*'

Grize paused infuriatingly. Shei-Zon held his temper, determined not to act in haste. On the screens, the vectors tightened. The light of distant stars twisted, reality distorting with the imminent translation.

'*The authorisations are a strange mix. Battlefleet Gorandahl and Battlefleet Nachmund encryptions, Cypra Mundi chartist endorsements but far from their usual routes, plus dispensation for salvaged freighters under the Articles of Redemption.*'

A blinding pinprick lit the screen, then three more – then a dozen others. The vid-screens' machine spirits hid the sight of empyric energy bleeding from the wound in reality, but Shei-Zon could see the sickly unlight reflected from the emerging vessels.

They were all horrifically damaged. Red sigils ringed them on the displays as *Lord Chorabis* identified critical systems threatening the ships' life support. Most limped away from the translation site, but some failed to ignite their realspace engines and drifted. It was incredible that they had managed to make the translation intact. Grize's voice droned on, identifying one ship after another while the captain marshalled Hydra-IV to effect a swift salvation mission. Some of those arriving were warships of Shei-Zon's own battlefleet. Their survivors merited his help. The *Lord Chorabis* led the approach.

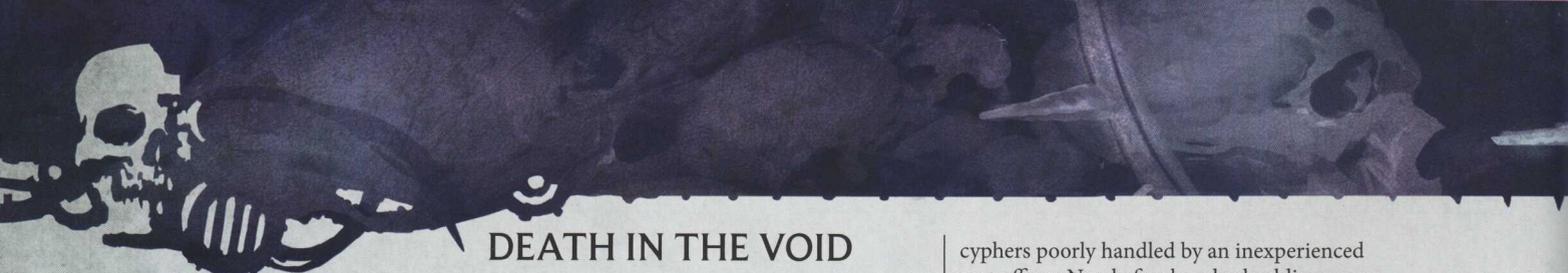
When Grize shouted a warning, Shei-Zon realised the master of vox had not spoken for several moments. The captain turned from his organisation of Hydra-IV, dread churning his stomach as he lifted his eyes to the screens. Dozens of new sigils were suddenly there, more appearing every second. Huge and angular, ancient warships burst from the Warp, as if from the pages of some historical tract of Shei-Zon's academia days. They barged through the group of damaged vessels, and his mind went numb as he saw several were already in optimal firing range.

The damaged ships ceased transmitting. All of them. No longer needed: decoys. Shei-Zon saw in that moment that this was no horrible coincidence.

'*Alert the nearest patrols! Contact Sangua Terra!*' Grize shouted, the voice a distant burr. '*For Throne's sake, Captain, bring us about. Bring us about!*'

The *Lord Chorabis* died first. The rest of its patrol fought bravely, but they were out of position, and the void skirmish was over in minutes. The carcasses of Hydra-IV drifted. Belches of atmosphere, unfired munitions and unused plasma flared from the wrecks.

The Herald of the Apocalypse had arrived.



## DEATH IN THE VOID

**The arrival of Haarken Worldclaimer's fleet in the Sanguis System spelt death for the crews of many of the patrol fleets the Sangua Terran war council had deployed. Along with strings of deep-void surveyor stations, they had been the system's first line of defence against the invaders. Whatever advantage Sangua Terra's commanders had hoped to gain from these defences was undermined by Haarken's strategy.**

The naval officers of the Sangua Terran war council had initially spread what warships remained in the system thinly, hoping to plug any hole by which Haarken's fleet might slip through unnoticed. The prevailing military theory was that the greater the speed at which any traitor invasion fleet's location and strength could be determined, the better armed the strategoes and commanders on Sangua Terra would be to respond.

Only when Junith Eruita arrived did things belatedly change. The Canoness Superior made the time to listen to advice from commanders newly deployed to the world as well as others whom the poorly resourced war council had failed to adequately heed thus far, the most prominent of which was Rear Admiral Borqil, a veteran strategist who had escaped the destruction of the command bastion on Nonavore. Backed by Borqil, Eruita's proposal saw the largest voidships and many smaller squadrons pulled back from their systemwide deployments. Her strategy was to place them far from the Mandeville point but capable of reacting in force in any direction by the quickest possible route. The remaining smaller and swifter vessels were reorganised into patrol flotillas, and their experienced captains were given orders to scour the outer system for signs of the traitors. While some of these stalked through the interplanetary void, most were concentrated in the region of the system's Mandeville point to scrutinise incoming void traffic and guard against the arrival of enemy ships. It was hoped that what these patrols lacked in broad dispersal was made up for by their constant mobility and resilience in numbers that would allow them to report any discovery they made before being overwhelmed.

These swift patrols had to contend with the frequent arrival of ragged refugee ships, surviving warships limping in from within the Nachmund Gauntlet and a daily influx of new armies borne by troop barges and mass conveyors. Expecting an enemy invasion fleet any day, the patrols' crews were stretched to breaking point. The pleasure barque *Marque d'Arantine* was mistakenly fired upon, its

cyphers poorly handled by an inexperienced vox-officer. Nearly five hundred soldiers were swept from the breached hull before emergency integrity shields could be raised. Though insignificant when placed beside the looming threat of Haarken Worldclaimer, this tragedy and others like it wore away at the wearied crews of the patrols.

When Haarken's fleet finally arrived, his agents in the Sanguis System had already laid out the situation to him. He did not fail to exploit it.

## THE TRAITOR'S LIE

Haarken's armada had crushed many Imperial fleets in its aggressive surge through the Nachmund Gauntlet. His eye had been on Abaddon's prize at the other end, so not every Imperial ship had been blasted apart. Some had been boarded and taken as prizes. Those whose internal systems had not been too severely damaged in the taking had been incorporated into his fleet, their original crews replaced with gangs of helot serfs, cadres of out-of-favour legionaries or skeleton teams of servitor clades coordinated by magi of the Dark Mechanicum.

These stolen ships were placed at the forefront of Worldclaimer's armada when the final warp translations to the Sanguis System were made. Some never reached it, their weakened bulkheads collapsing under the Warp's tides or their damaged Geller field generators fragile enough to allow predatory entities to slip through and slay all aboard. Those that did make it broadcast authentications that had been painfully dragged from their captains' lips or torn from their minds.

The Worldclaimer's armada pierced the veil of the Warp in more than a dozen locations at the Sanguis System's Mandeville point. The stolen Imperial ships were sent through first as decoys. The combination of their damaged state, inefficient crews and genuine clearance cyphers distracted and wrong-footed the patrol flotillas that confronted them, some of which moved in to provide aid while others hesitated for fatal minutes as they authenticated the varied ships' origins. Haarken had known his ruse would last only moments, but that was all his warships that pushed into the system behind the stolen vessels had needed. At all but two translation sites, his battleships, cruisers and their escorts powered through the now-redundant stolen ships and obliterated the Imperial patrol flotillas as they moved to conduct inspections of the supposedly loyal crews. Uralix-II Patrol detected a fleet of Haarken's ships before the traitors were in optimal firing range; they came about and tried to race for Sangua Terra while their Astropaths screamed a warning. However, their manoeuvre had cost them flat-out speed, and each was

### >> MARHDUKK <<

The mausoleum world of Marhdukk in the Jaghaal System was a target for Haarken's vanguard vessels long before his primary invasion fleet reached Sangua Terra. Human agents in the Worldclaimer's service fomented riots and civil strife amongst the numerous pilgrim shanties that grew like mould around the planet's major shrines. When flotillas of refugees, counting amongst their cargoes many more insurrectionists, cult demagogues and saboteurs, flooded the world, disease and starvation added to the weeks' long uprisings. Cadian heavy reconnaissance regiments and cohorts of Yaronesh Skitarii stationed there fought against the armed militias, even as Haarken's warships reached the system.

picked apart by the long-range batteries of Haarken's grand cruisers. The captains of Bhostar-XI Patrol scattered, the flotilla's vessels each diving on a separate heading. The tactic allowed half of them to escape or hide, making rapid course alterations and transmitting low-strength vox-signals before cutting reactor power to evade detection.

## FLIGHT INTO DARKNESS

Though he had passed the system's edge, Haarken's armada was still days away from Sangua Terra. Even with their plasma engines pushing them across interplanetary space, the distance from the Mandeville point to intercept the world's orbit was immense.

The final long-range communiqués from the patrols of Uralix-II and Bhostar-XI had been received at the Praefectus Bastion. However, their warnings arrived in scraps, only partially decipherable due to the haste with which they had been sent. Precious hours were spent sifting the substance of them and broadcasting fruitless requests for confirmation codes before one of the surveyor stations belatedly confirmed the crisis.

Eruita had used her authority to place Rear Admiral Borqil at the head of the naval delegation. Once the enemy's presence was known, he worked swiftly to make their remaining fleet's strength count. His aides assessed and mapped the vectors of Haarken's fleets, assigning each an identifying numeral. From the scant data available, Borqil's keen mind picked out one of the traitor fleets which lagged behind the others: coded Heretic Fleet Group Lamdau. Whether it had endured a damaging translation or was sorely wounded by the patrols did not matter to Borqil. He dispatched over half of the system's warships at the traitor fleet. To divide the Imperial ships between several heretic fleet groups would have been an unforgivable waste of the Emperor's weapons and servants, while to hold them back at Sangua Terra as a wall of armoured prows and readied gun decks would have handed Haarken's massed fleet countless megatons of ships, ready to fall in cataclysmic bombardment to the planet below. Unsupported, Heretic Fleet Group Lamdau at least could be bled.

The capital ships and escorts of Battlefleet Gorandahl that remained in the Sanguis System joined with squadrons of pugnacious system monitors, explosives-packed fireships and as many Adeptus Astartes vessels as were gifted to the newly formed flotilla. Powerful ships belonging to the Rogue Trader Kyprian Tellanarosea and the Frateris Templar sworn battleship of Eruita – *God-Emperor's Mantle* – were also among them.

Led by Captain Fulvian of the Sons of Medusa, the ad-hoc fleet made all speed towards where Heretic Fleet Group Lamdau had translated from the Warp far above the ecliptic, in a region almost directly above Sangua Terra's northern pole. Fulvian's fleet closed most of the distance, posing a threat that forced Lamdau's ships to slow and manoeuvre to meet them or risk leaving themselves vulnerable.

By ships' reckoning, the void battle that followed lasted four hours. Fulvian held his ship – the strike cruiser *Judgement of Mageara* – back as long as he dared, instead orchestrating the attack angles, and sometimes individual firing solutions, of his mixed force with precision. From the moment the two fleets' vanguard lines gained range on each other, lance turrets, plasma batteries and torpedo salvos flashed between them. In the first hours, Fulvian's tactic of targeting the traitors' swifter escorts resulted in dozens of wrecked destroyers, frigates and gunboats as he hoped to maintain a manoeuvrability advantage. His wedge-like formation of ships rotated as it closed the gap before peeling apart into three distinct arcing lines of vessels, the heavier capital ships at regular intervals like the cog teeth of a splintered mechanism, their flanks guarded by escort vessels.

Haarken's experienced captains drew their ships together into mutually supportive fields of fire to break the cohesion of Fulvian's ships and disrupt their coordinated broadsides. The initial destruction of their escorts had buckled the traitors' lines, but their greater number of capital ships and their monstrous firepower began to tell. The battle took a more complex and far more brutal turn as ships closed within operational distance of swarms of void-capable fighters and bombers. Fulvian's heavier Space Marine and Imperial Navy vessels closed to within boarding distance. Teleportation strikes, boarding torpedoes and squadrons of heavy assault landers struck both sides. The traitors initially took the worse damage as their crippled vessels became a danger to others in their close formation. By then, however, the augurs of *Judgement of Mageara* had detected an additional fifty-seven heretic warships closing on his position from Haarken's other mostly undamaged fleets.

Captain Fulvian acknowledged that they could fight on, destroying a few more ships, but they would be annihilated in return. Such inefficient equations were not to be borne. He ordered what was left of Sangua Terra's attack fleet to retreat. More Imperial ships were lost in the extrication, but at least a third of their original number struck out for the system's edge in escape.

## TCHORR'KAN

When the daemon lord Tchorr'Kan claimed Sangua Terra's moon of Sigil in the wake of the Sanguis Flare, its cackling shriek of exultant triumph haunted the dreams of sleeping psykers half a segmentum away. A sizeable fortified enclave of Sangua Terra before the incursion of Tchorr'Kan's legions, the daemon's malign influence had turned Sigil into a maddening fortress of mutated crystal and living flesh. So corrupted, the boundary between realspace and the Warp has been weakened even further at Sigil, allowing ever more daemons to pour through, threatening the entire system.

In time, according to the daemon's labyrinthine plans for the Sanguis System, Sigil would become a barb of the creature's power so profoundly embedded in realspace that nothing short of cataclysm could remove its influence. Tchorr'Kan's soulfires burned at the planetoid's core, its polar citadel blazing with empyric distortion, etching a circlet of change around Sanguis that threaded its influence into it. With a portion of its essence hooked into realspace, every orbit stitched a reinforcing loop into its grip. Tchorr'Kan was sure the mortal servants of the Dark Gods would stoop to any duplicitous bargain to access the gateway it alone controlled.



## SANGUA TERRA ENCHAINED

**Save the delayed and decimated fleet known to the war council as Lamdau and the heretic ships Haarken had spared to save them, the rest of the Worldclaimer's armada had not slowed their advance to Sangua Terra; the malice and power they possessed were enough to raze the world twice over.**

Haarken's fleets converged on Sangua Terra and closed in from all sides in the days following the void battle. Augur satellites were swatted from their path by his ships' close-range cannons. Weapons arrays in high equatorial orbit began firing at the invaders as soon as they were within range. The guns of some fell swiftly silent, however, as their crews fought claustrophobic battles with traitors and cultists risen from within their own ranks. Orbital Sigma Z-524 fired on its closest neighbour, its gunners hoping an act of betrayal might spare them. Each array was obliterated, and their debris burned a sooty ring around the world's upper atmosphere.

Half of the Worldclaimer's armada settled into geostationary orbits over dozens of targets across Sangua Terra's surface. The rest split into sub-fleets, spreading into picket positions in higher orbits. Haarken lumbered *Planet Killer* into position after all others were in place. The gargantuan ship manoeuvred into an anchorage of gravitic equilibrium between the planet and its moon, Sigil.

### THE PACT WITH SIGIL

Before giving the order to commence the invasion of Sangua Terra, Haarken had a final piece to position in his strategy. He employed a cabal of Sorcerers to reach out from the *Planet Killer* to contact the moon's daemon lord, Tchorr'Kan. The creature's warp-spawned servants were already on the surface of Sangua Terra, hunting and defiling armies that attempted to brave the planet's corrupted wastes and making inroads into as-yet-uncorrupted areas. Haarken meant to ally them to the Warmaster's will and have them fight in support of the conquest. The Worldclaimer knew enough about daemons to consider them, at the very least, an unknown quantity. At worst, the capricious entities could turn their monstrous power against him. They would not ever dare strike against the Warmaster, he believed, but despite this conquest being wrought in Abaddon's name, the fact remained that he was not here.

Tchorr'Kan had manifested aboard Haarken's flagship, and with the pentagrammatic lattice of a silver-etched entropic cage safeguarding each

from the other, the pact was sealed in blood and sacrifice. The Worldclaimer bought the services of the creature, the vivid daemon pledging its unnatural minions in support of Abaddon's desires and granting the boon of a twisted sigil to be borne by some of Haarken's champions. It was to mark the compact that had been struck, gifting those who carried it greater power than they had known before. The price for these gifts was high, but Haarken was prepared to pay it.

## PLANETSTRIKE

**Haarken Worldclaimer instigated the conquest of Sangua Terra the moment the daemon's presence had left *Planet Killer*. His ships commenced ferocious but tightly focused bombardments, aiming to flatten locations harbouring concentrations of the defenders while avoiding targets that had to remain relatively intact. As soon as the last volley had been fired, his hosts poured down onto the world in a torrent.**

The capital of Urbanosprawl Alpha was Haarken's principal target. Still, many other hives, factorum sprawls, bastions and vox-spires across the face of Sangua Terra had been selected as initial objectives to be secured before his main blow fell. The silicate processing macro-plants at Greffendeep fell to Emperor's Children of the Vibrant Choristry. Strike squadrons of the Shadowflight toppled the supposedly impregnable Grey Pinnacle at the Drexus Landing Fields. The Runic Blazon and Crowfeast of Xenorak warbands engulfed the soldiers at the Taythark Barracks beneath sorcerous darkness in which the traitors butchered the defenders over three long days.

Haarken granted many of his most influential lords the sigil offered by Tchorr'Kan. The powerful warriors and sorcery wielders carried the arcane marking as shining filigree upon helmets, gouged it roughly into breastplates or daubed it onto banners, cloaks or skin flaps strung between trophy racks. Some among Haarken's senior warlords cast scorn on the gift, for the Worldclaimer had bestowed it only on those who had been divisive and capricious generals during the long march through the Nachmund Gauntlet, prominent war leaders all, who had already claimed huge tallies of blood-soaked glory for themselves. The most voluble of dissenters, among them Szerhan Nethtar of the Night Lords, claimed it was weakness on Haarken's part, an obvious attempt to buy his authority over those who threatened it.

However, the Herald of the Apocalypse soon showed that he expected the warlords to prove

### PRECISION DEPLOYMENT

The capacity of Chaos Space Marines to deploy for planetary assault has lost none of its horror, speed and power in the ten thousand years since it was first unleashed upon the Emperor's worlds. If anything, it has become more honed, sharpened like their bitterness.

In the aftermath of the warp flare, the mutated landscapes left across much of Sangua Terra were nightmarish wastes that could threaten even Haarken's veteran warriors and war engines. They seethed with boiling lakes of daemoniac ichor and ribbons of incandescent empyric fire. Empathic toxins, haemorrhage-inducing vapours and meadows of fleshy cilia capable of rendering plasteel down to iridescent slurry spread in profusion while predatory beasts – possibly once native lifeforms – hunted for living flesh.

Haarken needed nothing from such expanses. Their extent, however, meant they surrounded many of his targets: dense sprawls, industrial belts and isolated bastions dotted the surface between the wastes. Even the least of these surviving islands of civilisation and infrastructure was thus rendered a vital strategic prize. To move between or invade them, armies would be forced to move primarily by air or strike from orbit with sudden fury.



themselves worthy of the daemonic sigil, with those bearing Tchorr'Kan's mark ordered to attack some of the most heavily defended targets. Among these were the Scopulix Observatorums, whose fortified temples were strung along the equatorial mountain peaks, the Aeronautica Plateaux spread across the southern storm basins and the twin deep-core refineries of Vorganza-Jeihal at the northern pole. Skarrovectis, Daemon Prince of the Death Guard, was one such warlord. He used the rotting fever corpses of a hidden cult to Grandfather Nurgle to open up a fissure at Urbanosrawl Pyroxis. He and his Plague Marines emerged as intended, but the cult, striving to remain unnoticed from rigorous purges in recent weeks, had fled deep into the bowels of a hab-complex. The contagion they carried struck them down while hidden rather than during their congregation in Pyroxis' Plaza Principalis as instructed. Skarrovectis' force took almost a day to force a path up through the subterranean districts, his foetid warriors'

presence soon detected by the defending Imperial Guardsmen and Space Marines. With the element of surprise lost, the Daemon Prince's force became embroiled in a grinding slog through massed Imperial firepower. The city's defenders established a series of choke points through which they fell back in good order, denying Skarrovectis the opportunity to tear them apart.

Other forces of Haarken's – disproportionately those carrying the daemonic sigil of Tchorr'Kan – suffered similar misfortunes. The warband known as the Whispering Shadow failed to receive fire support from the Iron Warriors of the Anathraxis Warhost after the gunships carrying Perturabo's sons were shot down. The Black Legionnaires of the Crimson Claw were pinned at Askarlion Summit between an immovable force of dug-in Ultramarines and a flanking column of Tempestus Scions that struck the traitors from low-flying Valkyrie gunships.





## THE HEADSMAN'S STRIKE

Despite the deaths and delays suffered by the armies led by Haarken's sigil-marked champions, most achieved ruinous successes. Multiple beachheads were secured, while Imperial supply and communication lines were severed from the Shangarro Uplands to the Fer Nural Peninsula. Imperial responses were swift, with rapid redeployments of armies from as-yet-untouched urbanospawls supporting

those attacked. The Worldclaimer monitored these movements closely, drawing information to *Planet Killer* from the rest of the armada surrounding Sangua Terra. Crossing the hazardous wastes to launch their counterattacks rendered efforts to aid even nearby cities or fortifications risky. More than one mobilised reserve fell foul of the warp-saturated landscape itself, while others were set upon by the daemonic legions of Tchorr'Kan as the daemon lord upheld its side of the pact. Several Imperial armies departed Urbanospawl Alpha aboard swift flights of gunships and lumbering heavy armour landers, the capital region having amassed huge reserves of defenders for this purpose. Each army that left, however, opened another chink in the capital's armour.

With Urbanospawl Alpha weakened, Haarken ordered the assault on the capital region. His single word of command was broadcast from *Planet Killer* to reach not only the ships of those who would join him but also to blare out from sabotaged emitter shrines and vox-chapels across the capital region so that his prey might spend their last hours in terror and unrest. The Worldclaimer led his Gloomtalons in one of several precision strikes, indicating the importance he placed on the targets there. Nethtar's Fear Rakers and Kommodar's dread lance of Chaos Knights also deployed to





Urbanosprawl Alpha. Haarken's Gloomtalons would hit the Accrantor Spaceport before moving to the Praefectus Bastion complex. The Fear Rakers would silence the Tower of Murmuration and House Mandrakor the guns of the Emperor's Voice Grand Battery, before both would move to support Haarken's push for the central palace.

## THE ALPHASTORM

**The Imperial commanders at Urbanosprawl Alpha had spent the days since the invasion began in a hurricane of intense coordination. When the Worldclaimer's hosts struck at the planet, they only bent their wills to it more. While they attempted to deflect or repulse invasions around Sangua Terra, they girded themselves for the strike they knew would come against their command headquarters.**

Haarken's strike against Urbanosprawl Alpha was presaged by mass uprisings of Chaos cults and insurrectionist cells throughout the beleaguered cityscape. Traitors in thrall to the Dark Gods of Chaos had been seeded and supplied by Haarken's agents hailing from his vanguard fleets. What had begun as acts of sabotage and assassination bloomed to engulf whole hab-districts in violent riots and mass ritual murders. The Hasphur Docklands that gave access to the Shykral Sea had blazed for three days as seven regiments hailing from Cadia, Savlar and Ihros pummelled turncoat cultists among the Stevedore Clans.

The Praefectus Bastion's massive complex and emplacement-strewn grounds remained unbreached despite attempts by kill teams of Chaos Space Marines who had somehow reached the capital region undetected. Through Haarken's bombardment and the first assaults to hit the capital region, Junith Eruita had not left the precincts of the Officio Militarum fortress. From there, in the Praefectus Bastion's heart, she and the war council strove to organise the defence of other urbanosprawls.

While Eruita strategised, her 5th Preceptory of Battle Sisters from the Order of Our Martyred Lady – under Canoness Precept Viridine's leadership – had kept the complex sacrosanct. They patrolled the battlements of the Didaktos Palace and the Cathedrum of the Pyre Deified. They stood sentinel throughout the halls of Eruita's strategium and the rest of the Officio Militarum fortress. Viridine had established numerous missions of the 5th Preceptory to act as hunting patrols along the complex's shield walls, leading one herself, and it was they who had caught and destroyed the infiltrating heretics before they could breach the defences.

To the northeast of the Praefectus Bastion, near where a long tongue of burning land – the Flare Scar – cut through several districts, Eruita had placed a Fortis Maniple of Titans from the Legio Tempestor. Princeps Drentor and his engines stood ready near the sprawl's centre to respond to the most significant threats at the war council's command.

Eruita had redeployed many of the armies from Urbanosprawl Alpha to other regions for counterattacks or salvation missions. She understood how this lessened her options in the face of Haarken's expected assault, but to do nothing as other sprawls fought and died would only cede the planet to the Worldclaimer and leave Urbanosprawl Alpha surrounded without any allies left.

However, the capital region was far from undefended. In addition to the Titans of Princeps Drentor, Demi-company Vorl, a strike force of the Guardians of the Covenant and led by Master Nahrdeh, had taken position defending the Emperor's Voice Grand Battery. Indeed, they already fought to hold the mighty guns, for another precursor attack had flowed in from the haunted wastes, this one a headlong charge by hideous daemonic hordes.

Inquisitor Cartavolnus, meanwhile, had declared to the war council that he would secure the Tower of Murmuration. By the time the heretic assault hit, his large force had already established fortified trench lines and weapons emplacements throughout much of the surrounding Viridian District. His Black Iconoclasts formed the greatest strength. Imperial Guardsmen reinforced them from dozens of different regiments the Inquisitor had pressed into his service.

Cartavolnus himself spent almost his entire time on the planet within the Tower of Murmuration, directing the Astropaths within to dispatch encrypted messages with Vermilion-clearance cyphers to many other Inquisitors. Unbeknownst to those he fought alongside, Cartavolnus had come to the difficult conclusion that the Nachmund Gauntlet could not be allowed to remain open lest it drown the Imperium Sanctus in traitor filth. Covertly, he sought the means and support to attempt this colossal undertaking even as his fellow commanders laboured to firm up their defence lines and prepare for the Worldclaimer's onslaught.

Haarken's forces slammed down upon the capital region in unison. Baron Kommodar and the Knights of House Mandrakor made planetfall in the far east of the Vectorum District amidst miles of hab-blocks that had

### >> SHIMURRA <<

The hivesprawl of Shimurra near Sangua Terra's equator was an irradiated smear of ruins and nightmarish fumes after months of grinding trench warfare against traitorous Astra Militarum formations. It had almost become a ghost hive; most of the million or so inhabitants had been evacuated, but some pockets had never escaped and haunted their former districts even as kill teams from the Night Lords and Word Bearers hunted them down for sport. Most of the continuing fighting had spread to the outer districts with traitor artillery positions in miles of trenches, bombarding Imperial positions that constantly tried to break through their lines to overwhelm them.



## MIDNIGHT DREAD

Szerhan Nethtar's prized dread missiles are vile creations. They are crafted by his Night Lords Warpsmiths, mixing forbidden Dark Age technology, eldritch xenos lore and the expertise in torture present amongst the Fear Rakers. Each dread missile represents a considerable expense of time and resources. Only Nethtar's flagship, the modified Slaughter-class cruiser *Hollow*, holds his limited store.

Several shrieking coils are at the core of these weapons, each an annulus of biological matter stitched together from the brain stems of captured psykers. These individuals are subjected to untold empyric torment while chirurgic servitors peel their bodies apart in agonising surgeries lasting days. The living cerebral tissues are linked to those of other victims, and neurological pulses flicker in cycles between them. The specific fears of one individual are shared and magnified until the trembling ring of grey tissue radiates waves of palpable terror. Dozens of shrieking coils are fitted into each dread missile. They are steeped in a brine of engineered hormones and viral scrapcode and threaded with a core of the ashy material left after warp translations. Surrounded with explosives, these payloads are finally built into the shell of a void torpedo and sealed in stasis vaults to retain their piquancy.

been reduced to blackened ruin by Haarken's bombardment. Kommodar had been tasked with destroying the huge guns of the Emperor's Voice Grand Battery but had been forced to deploy at a distance due to the dense urban architecture that still stood around his target. The landing barges of his Knights needed a great deal of space to disgorge their cargo.

They touched down amidst howling flames before the Knights of House Mandrakor strode out. Unnatural darkness curdled into storm clouds above them as Baron Kommodar led their marching advance into the Munitorium District. He hoped to trap the Guardians of the Covenant, attacking from their rear as Tchorr'Kan's daemonic legions tore at their front ranks.

## SHADOWFALL

Szerhan Nethtar, the Chainflayer, deployed from an aerial swarm of his fleet's gunships towards the Viridian District and the Tower of Murmuration. Before his host of Raptors and Warp Talons reached the surface, his arrival was heralded by one of his precious store of dread missiles, fired from his flagship to detonate ahead of him.

A seething mass of psychoclastic shadow billowed up from the explosion. It hid Nethtar's final descent as he led his hunting brothers from his gunships' holds to arrow through the clouds of terror.

The detonation of the dread missile occurred half a mile above the surface, directly over the capital sprawl's Viridian District. The transmuted empyric ash of its hyperdense core spread against the prevailing wind in black bubbles of shadow. Tormented howls and wordless shrieks surged with cyclonic force as concentrated terror fell in protoplasmic droplets of oily fluid. Hundreds of Imperial Guardsmen abandoned their posts, mad with soul-deep fear. Others suffered cranial haemorrhages or were struck catatonic, crumpling to the ground with glassy eyes and slack mouths trailing foul black bile.

Cartavolnus had spent little time organising his defences around the broader grounds of the Tower of Murmuration, so fixated had he been on accessing its astropathic masters and directing them to dispatch his messages. Despite the efforts of his elite Black Iconoclasts, gaping holes yawned in the lines of the Inquisitor's force through death, desertion and insanity as the psychoclastic shadow engulfed them. Night Lords' dropships landed under cover of the eldritch shadow, and warbands of midnight-clad infantry stalked from them, carving through one Imperial trench line, firepoint and gun

emplacement after another. Murderous flocks of Raptors, led by the Chainflayer, powered from the storm-wracked miasma as it crowded out the light. Their jump assaults gouged the heart from the remaining knots of cohesive defence by the Black Iconoclasts. Traitor gunships chewed through ranks of rallying soldiery and makeshift barricades, enabling Nethtar's mass landers to reach the surface unmolested and disgorge the first of his heavy armour squadrons.

Inquisitor Cartavolnus narrowly avoided death when the dread missile detonated. Thousands of avian servitors that roosted in the eaves of the Tower of Murmuration took flight at once. The psyber-swarm shapes formed by the flock, once of ritual significance to aid the tower's masters, were now of leering death's heads and reaching talons. Yet even their animalistic shrieks of maddened dismay were drowned out by the Astropaths' shrieks. The bow wave of psychic terror tore through their minds, and black lightning poured from their mouths as they screamed. The energy output shattered the tower's pinnacle. Cartavolnus, badly scarred, heaved himself from the steps at its base as the rest began to collapse.

Facing what was rapidly becoming an unrecoverable strategic collapse, the remnants of the Black Iconoclasts abandoned the worst afflicted companies of Imperial Guardsmen to the Night Lords. A few platoons of veteran soldiers stumbled in their wake, ingrained survival instincts overriding their conscious terror. The Black Iconoclasts and what was left of the Inquisitor's soldiers converged in good order around the Tower of Murmuration and their wounded master before beginning a fighting retreat towards the safety promised by the Praefectus Bastion.

The dread missile had overpowered local vox-networks with scream-filled cyber-static. Cartavolnus, therefore, had no inkling that the Herald of the Apocalypse already marched towards him. The Worldclaimer's assault on the Accrandor Spaceport had been mercilessly swift. Squadrons of interceptors and fighter-bombers launched by the *Planet Killer* had obliterated the spaceport's aerial defence. Black Legion gunships delivered Haarken and his most favoured Raptors into the spaceport's command spires. Dropships delivered squads of heavily armed infantry, and Chaos Terminator veterans appeared in blazes of teleportation flare, killing before the blinding flashes had faded. All Imperial resistance either bloodily collapsed or was routed. Haarken paused only long enough to drive his Hellspear into the corpse of the spaceport's comptroller and claim Sangua Terra.

His next target was the Praefectus Bastion.

**V**oices filled the humid air of the strategium with a dense and many-layered cacophony. They swam around Junith Eruita like biting insects: blustering stutters from red-faced marshals, emotionless reports from servitors, aghast timbres from civilian members of the war council, the strident tones of Sisters Dialogus, shouts, gasps, groans and demands. *Always demands*, Junith thought. *Demands for information, for confirmation, for acquiescence, for any response at all.*

Junith's gaze flicked between crystal screens. Around her, officers and adepts attended to their tasks. The screens' glow made their faces appear as if graven from granite. She silently recited a prayer of sagacious calm to keep a reign on her fury as she read one litany of unholy treachery after another. She tightened her grip on the Mace of Castigation, where it stood, head down, on the plasteel floor of the strategium.

Junith finished reading the latest grim inload. The traitors had finally struck Urbanosprawl Alpha. Everyone in the chamber, of course, had felt the bombardment even though no ordnance had come close to hitting the Praefectus Bastion. Whatever dark witchery had been unleashed on the Viridian District, however, had already begun to spread towards her position.

*The heretics are at our door*, Junith thought. She allowed the buzz of orders to break through her thoughts. They spoke of nothing but the assault on the capital region. *But I can not abandon the faith of a world for one district.*

Without looking up, Junith began making demands of her nearest aides, asking for vox-channels to be opened to dozens of commanders around the planet. She stabbed an armoured fingertip at runic sigils on the screen before her and raised her voice over the din, seeking tactical input, assessing strategic strength and gauging mobility. Those around her – regimental and naval officers, Tech-Priests, logisticians and strategoes and spring-heeled factotums – moved to

action her requests. All the while, Junith continued to mentally recite canticles of serenity and focus. Her efforts became less effective as the war drew nearer and battle wrath threatened to infuse her. She could not give in to zeal until her strategy was in motion and pulled on her discipline to cool her passions.

She sensed unease around her: a pause here, a stifled query there. They wanted to know what would happen to this sprawl, to them. Those of her Order within the strategium, and those of her sisterhood's other Orders, understood that to fight and die in the God-Emperor's wars was righteous service made manifest and all that should concern any loyal citizen. In her fiery youth, Junith had despised anyone who even thought otherwise.

An unsullied anger still blazed in her soul, ready to rise to the fore when needed in battle, but she had risen to command the largest Order Militant in the Imperium. With that came the understanding that, where she and her Sisters needed only faith, other God-Emperor servants needed something concrete to hang their hopes.

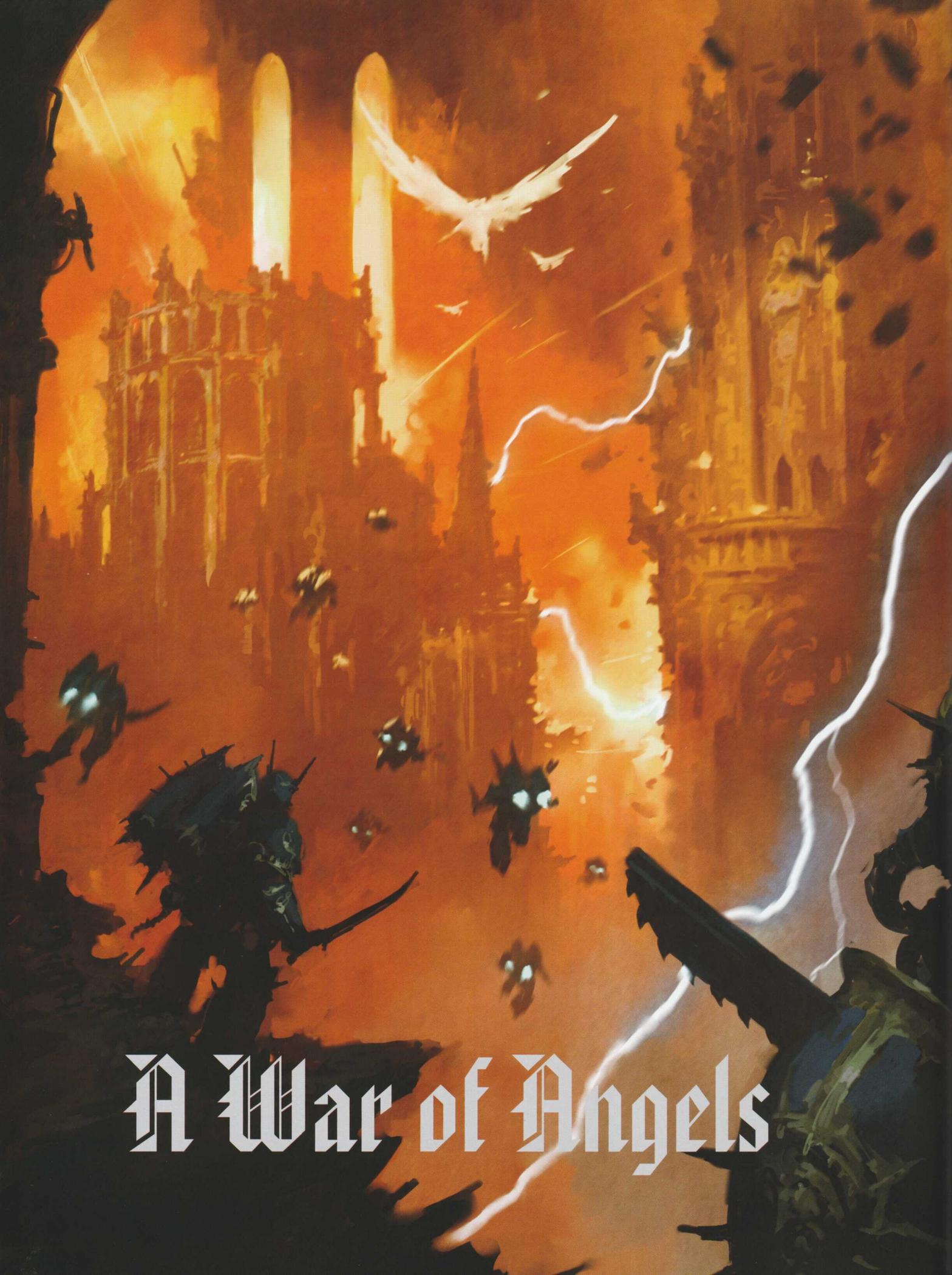
Junith finalised the last order that the God-Emperor had seen fit to give her the time for. She would depart in minutes, taking her warriors out to meet the foe face to face to protect this complex and the wealth of datastacks, cartographs and vox-encryption equipment it contained. Before that, those who remained needed to know. She lifted her gaze, taking in the crowded figures

around her. Conversations faltered until all she could hear was the thrum of atmospheric cyclers as they circulated the smells of sweat and sacred incense.

'Doubt is a pestilence which true faith drives out. You and I have a duty to the God-Emperor to save one of His worlds. There will be death for some, for many, but it is a holy honour to perish having slain the xenos and the mutant, the witch. The heretic!'

'I go now to face those who would defile this sacred place. To safeguard your souls so that you can safeguard others'. I go to fight the battle. See that you all continue the war.'





# A War of Angels

## THE HEAVENS AFIRE

**Junith Eruita's 5th Preceptory had buckled under the assault of Haarken's Gloomtalons but had not broken. The Praefectus Bastion's towering edifices remained untouched by the Worldclaimer's hosts, but the Canoness Superior knew that their purity would not remain undefiled without support.**

Haarken's highly mobile warriors plunged into the Battle Sisters' line to the north of the Praefectus Bastion in repeated stabs. Spearheads of Raptors thrust deep into Eruita's forces, using their jump packs to leap back before the survivors could rally and cut them off. These gouging raids occurred across the breadth of Eruita's deployment, each carefully coordinated by the Worldclaimer for maximum cruelty and bloodshed. In the wake of the exfiltrating Raptor spearheads, Heldrakes, Predator squadrons and legionaries mounted in speeding Chaos Rhinos advanced, punishing any attempt by the Battle Sisters to give chase. Only around Eruita herself did Haarken's airborne spearheads fail to reap the tally of souls they had elsewhere. Beneath her feet, the heavy flammers of the Pulpit of St Holline's Basilica scoured heretics in blazing pyres of melted armour. Between rapid advances or feinting manoeuvres by Eruita's Dominion Squads and counterattacks by heavy-flamer-wielding Retributors, a roaring conflagration surrounded the Canoness Superior's position. The flames reached so high that they were visible from the Hasphur Docklands, appearing to set fire to the sky.

Though it had marginally thinned, the cloud of terror unleashed on the Viridian District was spreading. The leading edges of the dense haze had reached the southern cloisters of the Didaktos Palace and the Cathedrum of the Pyre Deified. Flashes of cursed lightning crackled through its interior, and clusters of orange tongues of flame, like fireflies, showed the movement within its mass of Nethtar's Fear Rakers.

Eruita redeployed more flamer-equipped squads of her Order from the Bastion complex's northern fortifications, commanding them to reinforce her front lines. With their added fire, the towering banks of flames and incense-saturated pillars of smoke spread further and rose higher. The flame-licked thermals met the psychoclastic mass as it expanded – impossibly, against the wind – to engulf the cathedrum. The cold light of the cloud's occasional illumination and the fiery smoke met in a thunderhead, each piling higher as if seeking to overcome and swallow the other. It was in the interstice between the two that a saviour manifested.

## THE HIEROMARTYR'S RETURN

A golden sphere of light burst above the Cathedrum of the Pyre Deified, within the fire and storm-lit clouds. More illumination flared from the same point, again and again, each larger than the last and haloing those they succeeded; shafts of jewelled energy like gilded spears thrust through the swelling sphere, piercing the dark masses to either side. With a final concussive blast, accompanied by a deafening chime of holy clarity, the sphere swelled to enormous size. The psychoclastic mass over the cathedrum shrank and fractured. Dark specks within the cloud – advance squads of Nethtar's Night Lords who had almost reached the complex's heart – were flung south through the air, tumbling in the ethereal tempest. The flames and smoke rising from the Order of Our Martyred Lady's 5th Preceptory battle lines bent beneath the outpouring of energy. Forced lower and away from the Bastion complex, the flames roared into Haarken's Gloomtalons. Fed by whatever sacred power drove them, the flame and red-hot ash sheets consumed the traitor warriors and battle tanks nearest Eruita's lines.

Above the cathedrum, the glowing sphere of light dimmed. Streamers of its shed energy radiated outwards, staining the sky gold and mantling the battlements in a shimmering compositant. Silhouetted against the embers of the sphere's core, an immense host of soaring figures appeared as if coming from a great distance. In a moment, they were above Eruita's lines and, in the next, had driven towards the regrouping warriors of Haarken's Gloomtalons. Infantry and mechanised elements of the Worldclaimer's host still advanced on Eruita's lines, but the new arrivals drove back the Raptors and winged Daemon Engines. They were Sisters of Battle, Seraphim and Zephyrim, as well as flocks of winged servo-cherubs and snow-feathered doves. At their head, leading the charge north into Haarken's warriors, was Celestine, the Living Saint.

## THE VOICE STIFLED

To the northeast of the Flare Scar, in the Munitorum District, the fight for the orbital weapons of the Emperor's Voice Grand Battery ground on. Striding to the aid of the Guardians of the Covenant, Princeps Drentor's Titan maniple began harassing fire the moment the House Mandrakor rearguard came within extreme range as the Legio Tempestor god-engines circumvented the Scar's northern edge. Though the veteran pilots of Mandrakor employed their steeds' ion shields and agility to great effect, some were still annihilated by fire from Drentor's Warlord, *Thunderlord Lyxades*, and its accompanying Reavers, *Jogozh* and *Cerulean Stride*.

## >> BOUNT <<

In the Coryxx System, Inquisitor Paeok Ziracah had foiled a plot to sabotage the artificially cooled macro-granaries on the agri world of Bount; his following investigations – during which hundreds of heretics were executed – unveiled a dozen more. The Inquisitor's battalions of Tempestor Scions put down mass uprisings in the hives of Tywell and Gris Kasan. At the same time, kill teams of his most elite operatives hunted heretic cells of psykers and daemonologists in the Saranak Mizzens. Ziracah's authority had even secured the assistance of two squads of Ultramarines under Sergeant Iafanel. They held the primary spaceport for two weeks before falling back with depleted ammunition.



## HIGHBORN PLOTTING

At the forefront of the attack against the Guardians of the Covenant, Baron Kommodar and Countess Kaliganus were never far from each other's side. She monitored his commands, looking for betrayal or weakness. For his part, Kommodar kept just as much an eye on the Countess. As they reached the outer battery districts, they smashed through it together, obliterating pockets of resistance. Kommodar felt her suspicion bleed away in the thrill of destruction as he and Kaliganus engaged in a fierce rivalry.

Time and again, Kommodar roared challenges and oaths through his Knight's emitters. He proclaimed the superiority of House Mandrakor and drove his Fallen Nobles onwards with death threats if they failed to uphold the house's honour. It was all a carefully modulated display. Kommodar saw, in the Countess' furious fighting and how she relayed some of his orders, that she desired command. She was the high monarchs' daughter, but she was far down the line of succession; power would only come if she took it. Kommodar spoke to her over a private vox-channel as they fought, about his ambitions for House Mandrakor, of its self-imposed isolation and how together they could lift it into a dynasty to be feared. Battle and bloodshed drew the two closer, and Kaliganus listened intently as she killed.

Master Nahrdeath's armoured support, including a mixed formation of Storm Speeders and Predators, powered around the Chaos Knights' southern flank to bring their anti-tank capability into killing range. Outrider squadrons accelerated straight into the traitors' teeth, sheer speed their defence. Interrogator-Chaplain Soreon led the Outriders in encircling assaults and point-blank firefights, his amplified oratory steeling his battle-brothers' spirits against the roiling miasma of spiritual dread that swept ahead of the Chaos Knights. They aimed crippling shots and strikes at the war engines' few less-armoured joints. Only two of House Mandrakor's War-Dog-class steeds fell, but the Outriders' attacks kept many Fallen Nobles' attention engaged to allow the demi-company's armour column to close from the flank.

At the dread lance's tip, Chaos Knights pushed on towards the main force of Nahrdeath's Guardians of the Covenant. Towering war engines thundered into the munitions shrines and calibrator temples that clung to the western precincts of the grand battery. They traded volleys of furious firepower with squads of Demi-company Vorl, losing two of their number to concentrated plasma and missiles before flattening the buildings themselves with cannon fire and swipes of their gigantic blades, driving the surviving Space Marines back. The rest, led by Baron Kommodar and Countess Kaliganus, closed on the Guardians of the Covenant's rearguard infantry positions at the south-western precincts of the orbital guns.

Despite the nearing Legio Tempestor allies and the counterattacks by Nahrdeath's warriors, the battle was finally telling upon the Guardians of the Covenant and sorely testing their resolve. The structures at the heart of the grand battery were a tangle of ceramite-skinned observation bunkers, plascrete blast shields and tracteries of transit gantries that overhung the great cratered bowl of the orbital guns' firing pit. Here, the rest of Demi-company Vorl fought to hold back the daemons of Tchorr'Kan. The warp-spawn boiled from the ruined northern precincts, their unnatural resilience on the brink of overcoming the Space Marines' grim stoicism. Packs of keening Daemonettes and grotesque Fiends rushed Nahrdeath's defenders. At the same time, Horrors hurled storms of mutagenic warp-fire that reduced disciplined Guardians of the Covenant to screaming embers or transformed them into writhing masses of flesh.

Master Nahrdeath fought like a mythic knight within the heart of the grand battery's support structures, bringing down infernal entities with his bolt carbine and smashing apart the un-flesh of any daemon that dared come within reach of his power fist. All the while,

the Master of the 3rd Company monitored the battle throughout the entire grand battery, some precincts of which were over a mile distant from his position. His battle-brothers were holding their own. But the daemons' supernatural might had prevented the Guardians of the Covenant from advancing to protect the guns. A quintet of Soul Grinders reached the northernmost orbital gun and tore it apart in borborygmi spurts of flaming ichor and repeated blows from their warp claws. Several of House Mandrakor's leading Chaos Knights smashed through the western precincts, striding straight over Nahrdeath's battle-brothers to reach the nearest gigantic laser. In moments, they brought it crashing down against another.

Master Nahrdeath saw no victory to be won at the grand battery; the orbital guns were lost. His warriors had endured horrific dread and empyric insanity, as well as the heinous guns and claws of traitors and daemons. There were other battles to be fought, if not within Urbanospawl Alpha, then across the Sangua Terra. After voicing his intent to Junith Eruita's command staff, Nahrdeath ordered Demi-company Vorl to fall back. His infantry exfiltrated from the southern precincts, joining Soreon's Outriders and the armoured squadron. Behind them, what was left of the Emperor's Voice Grand Battery burned.

## HOPE AND DOUBT

Celestine and her angelic host met the Worldclaimer's Raptors in a swirling and furious confrontation of close-range firepower and hate-fuelled bladework. The Living Saint's highly mobile force held Haarken's roving killers back from Eruita's battle lines long enough for the 5th Preceptory to reestablish their positions in front of the Praefectus Bastion complex. Yet the Battle Sisters' efforts were hampered. Haarken's mechanised infantry and battle tanks, following up in secondary and tertiary waves in the Raptors' wake, had pushed on from the Accrander Spaceport and skirted their master's fight against the Living Saint to attack the Praefectus Bastion from the north. Meanwhile, having overrun the scattered Imperial Guard resistance, the Night Lords' armoured elements pushed from the southwest to hammer Eruita's rallying troops with enfilading fire.

Inquisitor Cartavolnus, meanwhile, came to his own conclusion that Urbanospawl Alpha was lost. Despite Canoness Eruita's orders to consolidate back onto the Praefectus Bastion and dig in, the Inquisitor instead took to the encrypted vox-nets of his Black Iconoclasts. He used every measure of his Inquisitorial authority – and no small amount of threat – to order in flights of dropships for an immediate evacuation.



**T**he Living Saint plummeted, holding the *Ardent Blade* point down in two hands. She met the Black Legion Raptor as he launched skyward, her descent too fast for the tainted warrior to evade. Celestine's blade pierced the brow of his horned helmet, skewering his head, chest, and spine in an impact that drove him down, against the flare of his jump pack and through his scattering squad. The heretic's jump pack died too, as the *Ardent Blade* was driven through the warrior's back, and holy energy severed some vital mechanism. The dead Raptor landed first, with enough force to break his bones. Celestine alighted a second later, the flames from her winged pack scouring the corpse before cutting out.

Righteous anger surged through Celestine. She glanced around, taking in the swirl of noise and death. Death so fleet and merciless, it seemed nothing could ever outrun it.

Celestine's surprise attack had driven the Black Legion's advance guard north into a huge swathe of partly demolished hab-precincts. Celestine had yet to absorb the complete strategic picture of the battle she had plunged into, but she had lifetimes of experience in such swift prioritisation. Vox-chatter suggested that the warriors of St Katherine's Order were in peril. Celestine knew she was here to deliver them.

She moved on, gathering more data with every stride, every flashing sword stroke seeing another heretic laid low. Her host raced and bounded over a swathe of partly demolished hab-precincts north of the Praefectus Bastion. At first, her Sisters' assault had swept the foe away from Canoness Eruita's lines. But the fight had sharpened into a new shape as the traitors used the broken ruins for cover and countless, spiteful counterattacks.

Seraphim dropped from the skies with pistols stitching unremitting streams of explosive bolts and tongues of holy flame. They bounded away again almost as soon as they landed, on arcing trajectories to gain new firing positions. Nearby, Zephyrim squads raced through forests of crumbling walls before lancing upwards to strike at packs of Raptors in mid-air. Close-range firefights swept back and forth, the clash of blades, the amplified snarls of the heretics and uplifting roar of psalm fragments, the blood and arrow-fast shadows of airborne warriors — all darted and swam around Celestine and far overhead.

Through it all, though, Celestine concentrated on a single voice. She had heard it in the first seconds at a distance: castigating and condemning in overpowering tones of the darkest blasphemy. She

did not care who the voice belonged to, only that it had to be cut from this world like a splinter. Celestine sprinted forward up an incline of collapsed walls and dead warriors, her lifewards and several squads of Zephyrim only a few paces behind. She leapt from the top, a sweep of fire from her pack's vents propelling her to the upper floor of a shattered hab-block.

The Living Saint saw the warrior then atop a neighbouring tower. Fighting at the front of several squads of Raptors, he slashed open her Sisters with the talons of one hand or impaled them with a hideous spear clutched in the other. Darkness roiled about the warrior like the voluminous wings of some chiropteran predator. Warp-filth bled from his spear. Many warriors were around him, but the Living Saint's gaze didn't shift. Celestine activated the vox-amplification in her armour as she raced up the hab-block's orphaned stairway to gain greater height and speed. When she called out, her voice was the clarion boom of a thousand trumpets.

'Cast down the heretics! Let none live that tarnish this sacred realm! For the God-Emperor!'

She leapt, and in a stream of fire, her warriors leapt after her. They powered into the melee like celestial comets. Celestine pitched the first Raptor over the hab-block's side. She cleaved the next in two, her blade trailing fire. She and her Sisters battled through the bodyguards, deaths mounting on both sides.

The heretic had seen her. He barged past the nearest Raptors, sweeping Seraphim aside with his talons as he fought to reach her. A blow knocked her hard to one side. Celestine tasted blood. She looked to her left, saw a shorn rise of masonry and looked back at the heretic champion. He had seen her look and was already powering towards the high ground.

Celestine reached it first. She swung into a fighting stance. But in the movement, from this position, she had beheld Eruita's lines. They were buckling anew and shrinking. The flanks of the Canoness' defence were falling. Celestine saw what would happen. They would take heart from their martyrdom, fighting on, but more Black Legion were already moving to engulf them. It would be a massacre.

The heretic was swooping towards her, its talons outstretched. She stepped off the precipice, igniting her jump pack to steer back towards Eruita.

Compassion drove her, tearing her from the righteous slaying. The heretic's death would come, that she vowed. But it was no less a duty to the God-Emperor, as she powered south to save Eruita's warriors.







## SERENITY AND DUTY

**The attack by Celestine's angelic host had been unforeseen by either Eruita or Haarken. The Living Saint's assault had blunted the invaders' onslaught against the Praefectus Bastion, but the battle hung in the balance.**

With her Geminae Superia and a small number of Zephyrim as an honour guard, Celestine sped along the ruinous trail of destruction left in the wake of Haarken's armour squadrons, infantry companies, packs of shambling Chaos Spawn and squads of possessed. She circled the forces' southern flank, reaching a fraying edge of Eruita's defence lines as they attempted to hold back one brutal assault after another. The north of the Canoness' lines were already fighting to the death, held in place by faith and loyalty but looking on the verge of being wiped out to Celestine's experienced eye.

Haarken's capture of the Accrandor Spaceport had allowed him to bring in heavier assault elements. What had begun as two waves of reinforcements had become a flood as his well-planned use of the landing fields saw touchdowns and relaunches orchestrated to disgorge one warband after another. These he hurled at the flagging Adepta Sororitas lines defending the Praefectus Bastion without pause. The threat of being outflanked effectively pinned Eruita's command in place and forced her to call up the very last available reinforcements she had so far kept back within the Bastion's walls. Haarken had gambled that his foes' fanaticism would see them fight on when pragmatism demanded they retreat. Now, his calculated risk was borne out. These more powerful warbands provided Haarken a means to consolidate and secure gains made by his Gloomtalons and ensured that the number of Black Legion throughout the sprawl considerably outnumbered those of any of his lieutenants. The Worldclaimer did not doubt that they were loyal to Abaddon, but flooding the sprawl with Black Legionnaires ensured it would be his to gift to the Despoiler and none other.

### A MISSION OF SURVIVAL

Celestine reached Eruita's position near the centre of the Canoness' lines. At that point, the 5th Preceptory of the Order of Our Martyred Lady had been pushed back to the outer curtain wall and battlements of the Praefectus Bastion. She discovered that Eruita had pulled more and more reserve forces out of the interior of the Didaktos Palace and Officio Militarum fortress, tasking them to hold the Bastion's battlements at the southwest against the Night Lords of the Chainflayer and in the northwest to reinforce her own fight against Haarken's Black Legion.

Few war leaders would have been granted any form of pause in battle by the incendiary Canoness to petition another stratagem. However, Celestine's legend amongst the Order of Our Martyred Lady was of the most holy of living warriors. Her blazing sword of divine vengeance, the miracle of her manifestation in Sangua Terra's hour of need, her being clad in the blood-spattered armour of Saint Katherine herself: any one of these would have drawn Eruita to halt and hear the warrior's words.

As Eruita's Battle Sisters held the line against the inexorable Black Legion, Celestine advanced on the Canoness Superior like a vengeful angel. Eruita was awed at first by her presence, but Celestine's words of censure hit her hard. The Living Saint acknowledged that Eruita's stand at Urbanosprawl Alpha would fell many more heretics before they were overcome. But they would be overcome. Celestine spoke from her soul when she recited from the Catechism of Selflessness, that the God-Emperor's servants were not made to judge their own death's worth, for only he had that right. A worthy martyrdom was rightly praised, she told Eruita, but a wasteful death did naught but the enemy's work for them. Celestine vowed loudly that she would not die vaingloriously but fight to live on in the God-Emperor's service. Anger and humiliation warred in the Canoness' heart, but the pronouncement had come from the Living Saint herself, and Eruita knew they were divinely inspired. When Celestine told the Canoness to call in an extraction, that she might fight for this world again and reap a greater tally of traitor heads, all knew she was asking the notoriously uncompromising Eruita to escape rather than die here. Whatever rebuttals might have risen in Eruita's throat in earlier wars she did not voice. With a last furious look in the traitors' direction, she moved to action the Living Saint's guidance.

Celestine took command of a small portion of the 5th Preceptory, those already almost surrounded at the north of Eruita's lines. Eruita pulled as much of her remaining forces as possible from the Praefectus Bastion, merging them with her own. Senior officers, Tech-Magi from the Officio Militarum fortress and battle conclaves led by the surviving clergy of the Cathedrum of Pyre Deified joined them. Many within the Bastion requested permission to remain behind. They would coordinate those of its defenders, especially those still fighting the Night Lords, who would never reach Eruita's 5th Preceptory and salvation in time. They vowed to delay the invaders as long as possible and to make them bleed for every tower, cloister and logisticarum cell the traitors set foot in.

With her numbers swelled one final time, Eruita executed the first stage of her plan. Several

### >> MOROCH <<

A harsh frontier world in the Jaghaal System, Moroch was plunged into war after Astra Militarum regiments meant to reinforce its defenders instead revealed themselves as traitors. The planet had been resettled only recently, following population collapse during the Noctis Aeterna. Its people and infrastructure both were ill-prepared to resist such attacks. Yet Moroch's Governor Tarkus was determined not to fail the Emperor. Coordinating his scant loyalist forces in a global guerrilla campaign even as he led the defence of his planetary capital, Magnificentia, Tarkus succeeded in clinging on long enough for aid to arrive. The Ultramarines had come to Moroch, and with their arrival the loyalist fightback began.

assaults – small but precise – by her veterans gave a fleeting impression to the Black Legion of a spearhead attempt to the northwest, as if the Battle Sisters had mustered their strength into a futile offensive. When the heretic line stiffened and braced to throw the Battle Sisters back, the Canoness sent the signal that saw almost her entire force suddenly disengage and break away to the southeast.

Celestine and her honour guard reached the near-surrounded northern edge of Eruita's defenders. Her host of Seraphim and Zephyrim had succeeded in pushing Haarken's Raptors further north into the bombarded ruins. Celestine now recalled them to her side, merging them with those of Junith's warriors under her command, leading them in a furious rearguard action to secure the Canoness' fighting retreat. Eruita had designated a large region on both sides of the Flare Scar as the most favourable extraction point. A delegation of Sisters Dialogus – amongst those who had reached the Canoness from the Officio Militarum fortress – relayed precision extraction chorales through the fortress' still-staffed vox-shrine. They also reached out to as many commanders as they could throughout Urbanosprawl Alpha, hoping to spread the order and allow as many able fighters as possible the chance of vengeance elsewhere. Haarken Worldclaimer's invasion of Urbanosprawl Alpha could not now be halted. However, there was a whole world, and countless other battlefields, to fight over before Sangua Terra fell totally.

## PRAGMATISM AND PASSIONS

Master Nahrdeth's retreat southward had been swift and conducted in good order. Alongside Interrogator-Chaplain Soreon, his surviving Outriders and the remains of Nahrdeth's rapid armoured column, their tarnished silver transports bore all the remaining battle-brothers down the eastern edge of the Flare Scar.

They were pursued by many of House Mandrakor's Chaos Knights, whose long strides ate up the miles almost as swiftly as Nahrdeth's vehicles. Baron Kommodar and Countess Kaliganus, satisfied that the destruction of the orbital guns was already assured, had hungrily led their Fallen Noble kin after the Guardians of the Covenant. Yet Nahrdeth's retreat was no panicked flight but rather a cleverly layered fighting withdrawal, and the Fallen Nobles of Mandrakor had overstretched themselves in their eagerness. The Guardians of the Covenant

battle tanks split as they moved south into agile formations that loosed devastating shots to cover their fellows' retreat before roaring onwards and being covered by the others.

A handful of Mandrakor War Dogs who had approached Nahrdeth's demi-company too closely fell in crumpled ruin and engine detonations, and two of Kommodar's senior bonded kin were exterminated by concerted laser, missile and melta beam fire.





It was now that Nahrdeh's vox-unit picked up and decrypted the evacuation order from Junith Eruita. His battle-brothers had borne the stultifying dread of House Mandrakor's hunters and had made them pay dearly for their sport. They had stood through supernatural insanity and warp-fire as creatures from the Immaterium peeled apart their comrades' armour and souls. A lesser commander might have resented enduring such hardships only to flee, might even have blamed the retreat on their allies and assumed weakness or ineptitude on their part. Nahrdeh was no such fool, however. He had no doubt Eruita's survivors had faced similarly terrible odds themselves, and that if the Canoness Superior had ordered the retreat, she would have done so only for the soundest of strategic reasons. With his demi-company soul-weary and low on ammunition, Nahrdeh contacted his own reserves of gunships for extraction, timing their arrival to coincide with Eruita's. The Guardians of the Covenant would rearm and regroup before striking anew to continue their defence of Sangua Terra. The world was not short of battlefields.

Tchorr'Kan's daemonic legions had overrun the burning remnants of the orbital guns, only to come under fire from the Princeps Drentor's god-engines. The Titans had not stopped in their pursuit of House Mandrakor's renegades, but nearing the battery's ruin, the Legio's honour demanded an outpouring of wrath. A thunder of massive shells, volleys of missiles and lancing energy beams smashed into the daemons. Protoplasmic flesh, unnatural bone and daemonic ichor boiled into nothingness in the firestorm. It was not nearly enough, however. Most of the daemons shrugged off the barrage with eldritch resilience. Without the pain or terror of mortals, the unnatural tide of empyric entities erupted from the battery's precincts to intercept the Legio Tempestor maniple. Prevented from closing with the Chaos Knights by the mass of nightmarish apparitions boiling towards them, Drentor and his fellow Princeps bade their god-engines brace. The war horns of *Thunderlord Lyxades* led a deafening challenge from the Legio Tempestor Titans as they unleashed their entire arsenals upon Tchorr'Kan's daemon horde.

## WINGS OF DELIVERANCE

**The eastern and western border zones of the Flare Scar spread almost half a mile back from its central chasm. These areas were empyric hazardous, strung with pockets of empyric instability, pools of empathic toxins and the haunts of semi-corporeal predators. In making for the area with an enemy at her back, Eruita knew she risked trapping those she hoped to save, but her options were limited.**

A stretch of the western Scriptorum District before it gave onto the Flare Scar was Eruita's planned evacuation site. Multiple broad plazas surrounded by crumbling scribe cell blocks – abandoned by their inhabitants as they had fled the horror of the Scar – would provide adequate landing fields for the aerial transports she had called in. The site was the only one Eruita and her advisors believed they could reach in time.

Through choppy vox-static, loyalist officers responded from across the urban sprawl, vowing to make the coordinates or pleading for more time to get their scattered soldiery to safety. Privately, Eruita began to worry that whatever evacuation assets could reach her coordinates might not be enough to airlift all the forces she hoped to salvage. Some of the traitors' bombardments had inadvertently widened plazas and rendered them more suitable for aerial evacuation, but with enemies on her heels, it was time she needed more than anything.

Part of Haarken's Black Legion focused on conquering the Prefectus Bastion, but Haarken dispatched a hunting formation of mechanised infantry to pursue Eruita. The Worldclaimer himself oversaw the takeover of the Bastion complex. Haarken had weighed Eruita's value as a trophy and the damage she could do if allowed to reach another sprawl and rally support, but the equipment and data inside Eruita's strategium – and the symbolism in claiming the world's capital – was too great a prize to entrust to other champions. Most of the Night Lords peeled off from attacking the complex when they detected Eruita's retreat and hungrily tore after her forces, racing the Black Legion for the kill.

The Chaos forces would have easily caught and overwhelmed Eruita's evacuating force during their race south had it not been for the Living Saint. She and the Battle Sisters under her command fought in Eruita's wake with furious zeal. Dominion squads in arrowheads of Rhinos and Immolators intercepted Black Legion armour columns, the Sisters leaping out

under heavy covering fire to bring meltaguns and thrice-blessed krak grenades to bear at close range. Zephyrim and Seraphim worked in tandem to hunt the predatory Raptors of the Night Lords, forcing them back amidst righteous volleys of bolt fire before lancing into their midst and striking the traitors down.

Celestine fought as the rearguard's linchpin. She was a fiery thunderbolt of divine wrath. She slew Chaos champions in aerial duels and immolated monstrous heretics with spears of holy flame. She was gravely wounded, bleeding from multiple cuts, and her skin blistered from fire, but she led her warriors to cut off every attempt by the enemy to surge past Eruita's force. Celestine's Sisters were outnumbered and outgunned, and she rallied them to her position again and again, keeping them on the move and denying the enemy any chance to trap and overwhelm them. Many fell nonetheless.

To the north, the Titans of the Legio Tempestor were being overwhelmed, and Princeps Drentor knew his maniple would not reach the extraction point. The Chaos Knights of House Mandrakor, unable to keep pace with the retreat of the Guardians of the Covenant, had turned back. The Fallen Nobles unleashed a thunderous firestorm on the Titans as they closed with them. Tchorr'Kan's daemons had swamped the god-engines, weakening them with blades and supernatural energies and bringing down their few remaining void shields amidst eruptions of kaleidoscopic lightning. The Reaver, *Cerulean Stride*, was brought to its knees as the couplings crumbled with empyric corrosion. *Jogozh* shuddered to a standstill as daemons broke through its plating to butcher its screaming crew. The Chaos Knights blew their war horns, warning their daemon allies away from a kill they saw as theirs, but they were ignored. A huge Bloodthirster flew through *Thunderlord Lyxades'* point defence cannons to crash into its head section, hacking through its armour to get to those inside. Princeps Drentor ordered the Warlord's reactor to maximum and unshackled its shielding. With a curse at the daemon as it reached for him, he detonated the Titan's core.

On both flanks of the Flare Scar, Imperial dropships in many forms and liveries finally streaked in. Armoured lighters, freight landers and gunships bristling with heavy weapons braved a deluge of fire from the Black Legion and Night Lords as they swooped into the extraction points. Eruita's Battle Sisters, Imperial Guardsmen and surviving adepts in the west, and Master Nahrdeath's battle-brothers in the east, boarded one flight after another as squadrons of interceptors and fighter-bombers scoured the extraction zones to allow as many as possible to escape.



### THE LAST GUNSHIP

Celestine and the few remaining survivors of her heroic rearguard reached the extraction coordinates as the last of Eruita's command were being lifted clear. With a simultaneous signal to the interceptor and fighter pilots above, she led her Sisters to the last dropships as they touched down. Celestine's aerial support tore apart the nearest enemies, churning the ground with solid shot, missiles and laser fire to give her warriors time to get clear.

Barely a dozen of the 5th Preceptory's northern defenders still lived. Those who made it to the dropships wore expressions of calm serenity on their scarred and bloody features. Great gouges and gory craters marred their battle plate. Celestine herself was the last to board the final dropship. Its cannons screamed as it fired during lift-off, tearing apart a squad of baying legionaries that raced to reach it even as the ramp closed. The Living Saint's left arm was broken, hanging limply at her side. Charred and blistered skin covered one side of her face, and blood seeped from countless wounds, the pools of it on the gunship's deck plates much later being reverentially collected in crystal vials. There remained battles to fight and faithful servants of the God-Emperor to rally and inspire. She would not leave until her duty was done.



**H**aarken Worldclaimer paced around the primary strategium of the former *Officio Militarum* fortress, Helspear gripped tightly in one hand. What had been Junith Eruita's command chamber was now his. The corpses of the last defenders littered the room. Uniforms and robes of office hung from them, torn and bloody, the gore overpowering the residue of incense in the chamber. Blast shutters had been cracked in the chamber's southern wall, allowing the smell of blood and incense to seep outside. Through them, Haarken could see clouds of dust thrown up into the air that marked the recent destruction of the Cathedrum of the Pyre Deified. Around the Worldclaimer, Black Legion serfs and servitors monitored by Warpsmith Karendis toiled at repairs or dragged bodies away, while around a cracked hololith table in the strategium's centre waited the other Chaos Lords pivotal in the capital's capture.

Karendis had reported to Haarken that the repairs to the strategium would take many labour cycles and his personal oversight. Besides the damage caused during its capture, some of the Tech-Magi and officers who had remained to defend it had attempted to inflict physical and datasphere mutilation. Self-replicating kill codes and auto-deletion protocols had been intended to sour what might otherwise have been an ideal asset conquest. They had not been quick enough. Karendis, his cyber-theurgic underlings, some of the dark magi Kommodar had brought from Ordrex-Thaag — plus their stables of subservient info-gheists — had been able to stem most of the damage before it compromised the value of what Haarken sought.

The Worldclaimer took in the rest of the strategium. Toppled columns, smashed hololith projectors and charred flesh marred the view for now, but it would serve as he needed it to. The hololith

projectors were being shrivened of uncooperative machine spirits and slabs of blood-stained megalith connected to them with biomechanical ducting. Freshly-hewn skulls adorned alcoves that had once borne statuettes of saints. Everywhere the Imperial aquila was defaced, gouged away or defiled. New cogitator cores inhabited by warp-spawned data djinns had been hauled into place. Other machines took the place of damaged or compromised logic engines, the replacements bearing not even an inherited association with those pulled away for sacrificial disassembly. Then there was his special device. Its lower half was hidden where it lurked near the strategium's rear. Breathly rasps and wet gurgles came from it.

Haarken slowed his pace as he finally turned to address the gathered lords. At his barest glance in Karendis' direction, the Warpsmith nodded and adjusted a dial on his armoured cuff. The serfs all spasmed painfully in unison. They and the silent servitors scurried or shambled out, Karendis herding them back to whatever oil-slick pit he had claimed for his own in the once-fortress.

Only now, with the strategium denuded of menials, did the Worldclaimer look directly at those surrounding him. With a helmet at his belt, his face was bare, and his eyes did not blink. They were commanders of one warband or other, Fallen Nobles, dark magi, daemonologists, void captains or regimental commanders. Most attended in person. Some flickered above hastily entreated hololith emitters. The strangest was a thing of darkness through which Tchorr'Kan attended. Its envoy was a daemon of hooks and beaks, arms and spines, gill-like ribbing and teeth. Everything about it seethed with a vapour of midnight blue one moment, the black of the void the next, magenta flesh charred to ash or oily onyx scales.

'This sprawl — this world's capital — belongs to Abaddon,' Haarken began.

'When the Warmaster chooses to finally end Sangua Terra at his leisure, its death will be traced to this sprawl. This is the cut that starved the brain, the talon-thrust that blinded the eye.'

Haarken turned his head slowly. It was not as Abaddon would pass information, not as Abaddon would rule. Haarken wouldn't lower himself to ape the Despoiler's greatness. He was Abaddon's voice out here, and he wanted those present to know that their master's voice could come from anywhere.

'Urbanosprawl Thetis, the Merallon Span, the Dhevos Beacons and seventy more knots of the False Emperor's curs have been cut away from the planet's flesh, but this was the battle that mattered. The strategiums in this fortress fed the weaklings' logicians across the northern hemisphere. The fallen cathedrum,' he gestured out of the blast shutters to the south, 'nourished the hope of billions. The palace,' pointing west, 'was the means of tying the world to the voice of the dead tyrant of Terra.'

He paused for three strides, watching for glances, nods, curled lips: any hidden pact. They knew what they had won or thought they did. They waited to hear what they would get for it and where the Warmaster wanted them next. Some still didn't like the choice not being theirs.

'All of you are to be rewarded for the measure of your deeds. Slaves, weapons, ships, data...'

Haarken turned his head to the daemon, enough so all could see.

'Rare bounties and more. So wills the Warmaster. But there were others in the Warmaster's trust whose failure stretches back, in a brush stroke so wide that it was obvious to all they foolishly sought to eclipse the Warmaster.'

Haarken plucked the helmet from his belt and flung it so it bounced and

skidded over the hololith table. The assembled warlords knew at once it wasn't Haarken's. When it came to rest, all saw it had belonged to Lord Vyhex, once-commander of the Crimson Claw. The last they had heard, he had been sent to lead the attack on the spires of Urbanosprawl Thetis against the Orks, expecting resistance but determined to prevail. However, what had damaged his helmet bore no signs of Orkoid weaponry. It was misshapen as if partially slagged, but portions bulged; others were wrinkled, segments pulled and twisted and made wrong. Vyhex's helmet had carried no macabre facial expression before, the direct warrior scorning such ornamentation. It carried one now. Every warlord saw the agony of Vyhex's face shaped into the helmet's surface. The stuff of his body and soul had been played with, every scrap of who he had once been wrung out of it in a way he had felt.

The only thing which was unchanged from the day it had been applied was the sigil of Tchorr'Kan upon the brow.

The assembled warlords glanced at each other, at Haarken, and finally at the shadow daemon. A rainbow-hued grin of needle fangs split the creature from side to side, then another vertically. Several eyes opened in the emissary daemon's form as Tchorr'Kan gazed back, at least two huge faces pushing at the emissary daemon's flesh from within. They gave a high-pitched hum of satiation. Several of the warlords later swore they recognised some of the eyes as belonging to those who had borne the sigil.

None of those individuals were present.

'You gave them to this daemon,' Nethtar's whisper was like a hiss, but Haarken saw half a smile behind the affront. 'All of them?'

'They gave themselves,' he roared back. 'When they dared put their wills before the Warmaster's!'

With his point made, the price for Tchorr'Kan's aid revealed and, Haarken hoped, a lesson that would be hard to forget etched into the warlords' memories, the Worldclaimer moved to other matters. He outlined his plans to establish a new front for the invasion across the Kurallis Delta, assigning for the strongest remaining urbanosprawls of the northern hemisphere to be crushed, their defiance and survival to be made examples of. He assigned the most important of the southern hemisphere's targets to several in the room, taking none for his own forces, reinforcing that he saw the matter of betrayal as over.



Haarken dismissed the warlords after giving them their orders. They stalked out, and the emissary daemon's form bubbled down into nothing. His mind turned to matters of greater scope, and he moved towards the cluttered chamber's rear.

The Worldclaimer thought of the Sanguis System and the occupying daemon lord on its moon. He thought of the connections the Imperium thought of

as its strengths, hooking one system's flesh to another with communication, trade, logistics, faith and more. The ticking of cogitators old and new, cycling generatoriums and sizzling runes added to the rhythms of his thoughts. He considered the systems of the Sanctus Wall, of their place within the Gorandahl Sub-sector, itself nestled within its own sector, and the command echelons that fed meaning, each to the other. He envisioned a complex brass orrery and smiled cruelly as, in his mind's eye, it ran with blood. Where Abaddon had asked for a foothold, Haarken would gift him the entire sector.

The gurgling hisses of the device at the strategium's rear grew louder as Haarken approached. It was not intentionally kept secret, but it had been placed out of sight as Haarken considered its appearance too distracting to his commanders to be on show. A biological mass was melded to the device's concave face, wires and pipes perforating it in patterns that owed much of their design to Nethtar's Sorcerers. Dangling loops of knotted flesh like cauliflower pearls on lengths of tanned hide connected the stumps of brown teeth. Fleshy sacs quivered, some appearing barely stable and fit to burst, others like hardened gelatine stretched tight over clusters of knuckles. Organ fragments, gristle and lank strands of grey hair were stitched together, drawn up in folds around one eye. Runes were tattooed in profusion over the flesh, in metals and blood and ground bone.

'You will help me reach inside sector command. The knowledge still inside you – your cyphers, mnemo-codes, names, numbers and plans – will unlock one door after another until this sector serves the Warmaster.'

What was left of Lord Admiral Prisca's mind understood a little of what Haarken had said. The movement of air as the Worldclaimer left rippled through a flap of skin and past what was left of a larynx, drawing forth the echo of a moan.





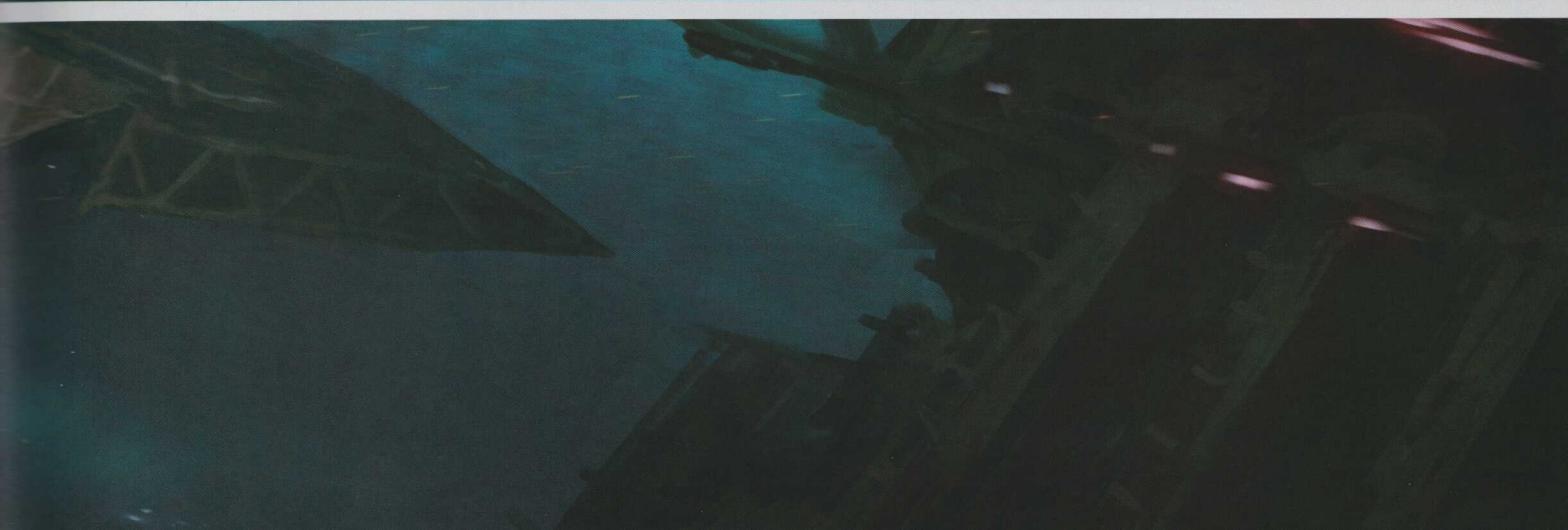


# Crusade Rules

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'The corpse-worshippers cower behind their so-called Sanctus Wall. Tear it down. Crush them under the rubble of their shattered hopes. Leave only ruin in your wake.'

- Haarken Worldclaimer,  
*fleetwide address prior to the Invasion of Sangua Terra*



# CRUSADE FORCES

A Crusade force is one that allows you to track the development of your units from the greenest of recruits to the most hard-bitten veterans over the course of many battles. The more you play with a Crusade force, the more its units will gain experience, abilities, acquire long-lost artefacts and gain scars. Crusade forces are designed to be used as part of a campaign where you grow your favourite collection from a fledgling force into a powerful army feared across the galaxy. To play with a Crusade force, you will first need to create an Order of Battle.

## ORDER OF BATTLE

An Order of Battle is a list of all the units that you have as part of your Crusade force. It will list each unit's name, its points value and its Crusade points total. It is also a place to tally notable victories, track vital resources you have acquired and list your Crusade force's current Supply Limit (see below).

Your Crusade force can consist of any number of units, but you must have a Crusade card for each unit (pg 56). Once a unit has been added to your Order of Battle, the only way to change its equipped weapons and wargear is to use the Rearm and Resupply Requisition (pg 55), and the only way to add additional models to it is to use the Fresh Recruits Requisition (pg 55). Each time you select a Crusade army to play with, you will have to select units from your Crusade force, so it is a good idea to include units with common Faction keywords that can be fielded together to muster an army (pg 90). You can add new units to your Crusade force at any time, provided that doing so does not exceed your Crusade force's Supply Limit. You can also remove units from your Crusade force at any time, but once you have removed a unit you cannot add it back into your Crusade force – so any Battle Honours etc they have acquired are lost. You can find out more about Battle Honours on page 60. Removing a unit from your Crusade force does not affect your Crusade force's Supply Limit – therefore removing a unit can potentially leave you with the ability to add a new unit to your Crusade force.

## SUPPLY LIMIT, POINTS VALUES AND SUPPLY USED

The combined points values of all the units from your Crusade force is called your Supply Used; this cannot exceed your Crusade force's current Supply Limit. When you first start a Crusade force, your Supply Limit is 1000 points. This can be increased by playing more battles, as explained later.

## CRUSADE POINTS

A unit's Crusade points total is a measure of how many upgrades and bonuses it has gained as part of your Crusade force – when first included in your

Crusade force it will typically start at 0, but will increase as the unit gains experience in battle. Make a note of each unit's Crusade points total on your Order of Battle (see Crusade Blessings on page 98 to find out more about how Crusade points affect your battles).

## BATTLE TALLY, REQUISITION POINTS AND OTHER INFORMATION

Your Order of Battle also has a Battle tally for the number of battles you have played with it, as well as your current number of Requisition points (RP). When you first start a Crusade force, you will start with 5RP. You can find out more about Requisition points on page 54.

You can also include any other information you want on your Order of Battle, including notable victories or defeats, any vendettas or grudges you feel your Crusade force would have, or any additional background that you wish to add to your Crusade force or any of the units within it.

- **Order of Battle:** List of all the units that are part of this Crusade force, and other important information.
  - Can add or remove units from your Order of Battle at any time.
  - Each unit must have a Crusade card.
  - Units cannot be changed once added to your Order of Battle.
- **Supply Used:** The combined points value of all units in this Crusade force.
- **Supply Limit:** Starts at 1000 pts. Your Supply Used must not exceed this.
- **Battle Tally:** Number of battles you have played using this Crusade force.
- **Requisition Points:** Start at 5RP. Can be spent to use Requisitions.

## SUMMONED AND REPLACEMENT UNITS

In Warhammer 40,000 there are some rules that are used during a battle to add new units to your Crusade army. These units are only added to your Crusade army for the duration of that battle – they are not added to your Order of Battle.

- **Summoned and Replacement Units:** Units that are added to your Crusade army during the battle, but are not permanently added to your Order of Battle.

# ORDER OF BATTLE

1. When you first create an Order of Battle, write the name of your Crusade force.
2. Record the number of battles you have played using this Crusade force, and the number of victories it has secured.
3. Record the current number of Requisition points (RP) your Crusade force has available.
4. Record the current Supply Limit of your Crusade force, as well as the combined points value of all the units in your Crusade force (the Supply Used).
5. Your Order of Battle lists all the units in your Crusade force – for easy reference, record each unit's points value, number of models and Crusade points total.
6. There is also a Record of Achievement to write narrative information, such as personal goals, notable victories and growing vendettas.

You can find a blank Order of Battle to photocopy on page 120.

# CRUSADE FORCE VS CRUSADE ARMY

A player's Crusade force is every model listed on their Order of Battle. A player's Crusade army is an army selected for use in a single battle from the units in that player's Crusade force. While, to begin with, a player's Crusade army may be their entire Crusade force, as that player's collection of miniatures and their Crusade force grows, this may no longer be the case. For example, if a player's entire Crusade force is a collection of units with a combined points value of 3000 points, each time that player mustered a Crusade army for a Strike Force battle, they would select 2000 points of units from their Crusade force.

- **Crusade Force:** All the units on a player's Order of Battle.
- **Crusade Army:** All the units selected from a player's Crusade force that will be used in a single battle.

**1**

*Task Force Nahrdeoth*  
CRUSADE FORCE

**2**

BATTLE TALLY

5

**3**

VICTORIES

3

**3**

REQUISITIONS POINTS (RP)

4

**4**

1250  
SUPPLY LIMIT

1240  
SUPPLY USED

**6**

RECORD OF ACHIEVEMENT

UNIT NAME	POINTS VALUE	NO. OF MODELS	CRUSADE POINTS	UNIT NAME	POINTS VALUE	NO. OF MODELS	CRUSADE POINTS
<i>Master Arven Nahrdeoth</i>	80	1	0				
<i>Squad Pelion</i>	75	5					
<i>Squad Ekamus</i>	75	5					
<i>Spear of Mortikah</i>	160	1	1				
<i>Grimbane</i>	150	1	2				
<b>5</b> <i>Squad Corvael</i>	80	3					
<i>Brother Sornen</i>	210	1	2				
<i>Squad Tzorphenal</i>	65	5					
<i>Squad Nachiel</i>	175	5	1				
<i>Squad Usior</i>	90	5					
<i>Argent Shield</i>	80	1					

**CRUSADE**

SUBJECT: ORDER OF BATTLE | TRANSMISSION: 1500832X | CLEARANCE: GAMMA-11032210 | ++ REDACTED ++

++ A QUESTIONING SERVANT IS MORE DANGEROUS THAN AN IGNORANT HERETIC. ++

# REQUISITIONS

Requisition points (RP) can be used to purchase Requisitions; these can upgrade individual units or your entire Crusade force. Each time you spend RP to purchase a Requisition, reduce your Requisition points total by the cost of the Requisition purchased. Any Requisition points you do not spend are saved and can be used later.

As you play more battles, you can gain additional Requisition points, but a Crusade force can never have more than 10 (any additional Requisition points acquired beyond this are lost). Each time you play a battle, you will gain 1RP after that battle has been completed, regardless of the result of the battle itself. Keep track of how many Requisition points you have on your Order of Battle.

Players can always use the Requisitions found opposite. Additional Requisitions can be found elsewhere. Each Requisition will tell you when it can be purchased; they can never be purchased during a battle (i.e. between the Begin the Battle and End the Battle steps of the mission). So long as you have enough Requisition points, there is no limit on the number of Requisitions you can purchase, the number of times you can purchase each Requisition or the combination of Requisitions you can purchase. If you do not have enough Requisition points to purchase a Requisition, you cannot purchase it.

- Requisitions cost RP to purchase. You can never have more than 10RP.
- Each battle you play gains you 1RP (win, lose or draw).



## INCREASE SUPPLY LIMIT

1RP

*Information uncovered by your forces has revealed the growing importance of this war zone and the increasing threat posed by enemies. In response, high command has acceded to your urgent request for reinforcements.*

Purchase this Requisition at any time. Increase your Crusade force's Supply Limit by 200 points.

## RENOWNED HEROES

1-3RP

*The greatest warriors, most cunning tacticians and seers lead their armies to war possessed of hard-won skills and powerful artefacts that mark them out as legendary commanders.*

When you first start a Crusade force, you can purchase this Requisition the first time you add a **CHARACTER** unit to your Order of Battle. After that point, you can purchase this Requisition each time a unit from your Order of Battle gains a rank. In either case, you cannot select an **EPIC HERO** unit, a unit that already has an Enhancement, or a unit that has either the Disgraced or Mark of Shame Battle Scars (pg 77).

You can select one Enhancement that unit has access to (if using this Requisition when that unit gains a rank, this is instead of it gaining a Battle Honour). When doing so, that unit has access to any Enhancements described within any Detachment rules that it could use, even though you have not yet started to muster your army and so have not selected any Detachment rules yet.

If the selected Enhancement replaces a weapon that is a Crusade Relic or a weapon upgraded by Weapon Modifications (pg 74), that Crusade Relic or Weapon Modifications are lost. Recalculate the unit's points value as a result of gaining this Enhancement and update its Crusade card. You cannot make any changes that would cause you to exceed your Supply Limit.

This Requisition costs 1RP plus 1 additional RP for each other Enhancement that your Order of Battle contains (to a maximum of 3RP).

**Example:** If this Requisition was used to give a unit an Enhancement and one other unit in your Order of Battle already had an Enhancement, it would cost 2RP.

## LEGENDARY VETERANS

3RP

*Occasionally, a group of warriors will climb the ranks across a score of battles, forging a legendary reputation that is known by friend and foe. Such veterans possess skills and honours to rival those of the most glorified heroes.*

Purchase this Requisition when a unit from your Order of Battle (excluding **CHARACTER** units) reaches 30XP. That unit's Experience points total is no longer limited to a maximum of 30 and it can now be promoted above the Battle-hardened rank. In addition, the maximum number of Battle Honours that unit can have is increased to 6.

## REARM AND RESUPPLY

1RP

*The changing nature of the war zone and the demands from high command necessitate the opening of arms caches and wargear vaults to ensure your warriors face the enemy with the most effective killing tools.*

Purchase this Requisition before a battle. Select one unit from your Order of Battle. You can change any wargear options models in that unit are equipped with as described on that unit's datasheet. If you replace a weapon that is a Crusade Relic or a weapon upgraded by Weapon Modifications (pg 74), that Crusade Relic or any Weapon Modifications are lost. Recalculate the unit's points value as a result of any of these changes and update its Crusade card. You cannot make any changes that would cause you to exceed your Supply Limit.

## REPAIR AND RECUPERATE

1-5RP

*Amid gore-streaked medicae facilities and clamorous forge-shrines, the damage worked by the foe upon warriors and war engines is undone before they are discharged to seek vengeance.*

Purchase this Requisition after a battle. Select one unit from your Order of Battle that has one or more Battle Scars. Select one of that unit's Battle Scars and remove it from its Crusade card (for each Battle Scar removed, that unit's Crusade points total will increase by 1).

This Requisition costs 1RP plus 1 additional RP for each Battle Honour that unit has (to a maximum of 5RP).

**Example:** If this Requisition was used to remove a Battle Scar from a unit with three Battle Honours, it would cost 4RP.

## FRESH RECRUITS

1-4RP

*As wars grind on into deadlier phases, vital missions require larger numbers of troops. Embedding warriors into experienced formations is an intensive and costly exercise, but the victories that result speak for themselves.*

Purchase this Requisition at any time. Select one unit from your Order of Battle. You can add additional models to that unit, up to the maximum listed on its datasheet. Recalculate the unit's points value as a result of any of these changes and update its Crusade card. You cannot make any changes that would cause you to exceed your Supply Limit.

This Requisition costs 1RP plus 1 additional RP for every 2 Battle Honours the unit has, rounding up (to a maximum of 4RP).

**Example:** If this Requisition was used to add additional models to a unit with three Battle Honours, it would cost 3RP.

# CRUSADE CARDS

Each time you add a unit to your Order of Battle, that unit's details must be recorded on a Crusade card. Each unit's Crusade card details the following:

- A unique name for that unit.
- Which models and how many of each are in that unit.
- The wargear models in that unit are equipped with.
- Any Enhancements that unit has (see Renowned Heroes, page 55).
- The total points value of that unit. This includes the cost of all models, wargear, Enhancements and upgrades that unit has.
- Any rules that unit must or can select before the battle.
- Any upgrades that unit has purchased using Requisitions.
- Any Battle Honours or Battle Scars that unit has.
- That unit's current number of Experience points (XP). When adding a unit to your Order of Battle, this will be 0.
- That unit's Combat tallies (when adding a unit to your Order of Battle, these will be 0). This includes a Units Destroyed tally, which is the number of enemy units destroyed by that unit across all games it is included in your Crusade army.
- That unit's total number of Crusade points (when adding a unit to your Order of Battle, this will be 0).

Once you have added a unit to your Order of Battle and created a Crusade card for it, you cannot change the number of models in that unit, the wargear its models are equipped with, or any of the other rules that must be selected when you first create its Crusade card.

## CRUSADE CARD

1. Each unit on your Order of Battle should have a unique name.
2. Its wargear, Enhancements and points value.
3. The number of XP and Crusade points a unit has acquired.
4. Keep a tally of how many enemy units a unit has destroyed.
5. When a unit acquires enough XP to be promoted, tick the appropriate box to denote its rank.
6. All Battle Honours and Battle Scars that a unit currently has.

You can find blank Crusade cards to photocopy on page 119.



**1**

UNIT NAME: Brother Soraen

UNIT TYPE: Redemptor Dreadnought

NO. OF MODELS: 1

POINTS COST: 210

CRUSADE POINTS: 2

**2**

**WARGEAR**

- Heavy flamer
- Icarus rocket pod
- Macro plasma incinerator
- Twin fragstorm grenade launcher
- Redemptor fist

**ENHANCEMENTS**

*Resilient Machine Spirit*  
Add 2 to this model's Wounds characteristic.

*Talisman's*  
When Marked for Greatness, +2XP.

**3**

BATTLES PLAYED: 5

BATTLES SURVIVED: 3

ENEMY UNITS DESTROYED: 4

XP: 23

BATTLE HONOUR: 1

BATTLE SCAR: 1

6-15, 16-30, 31-50, 50+

CRUSADE

**4**

UNIT NAME: Master Arven Nahrdeth

UNIT TYPE: Captain

NO. OF MODELS: 1

POINTS COST: 80

CRUSADE POINTS: 0

**WARGEAR**

- Bolt pistol
- Master-crafted bolter
- Power fist

**ENHANCEMENTS**

*Terminator Honours*  
Add 1 to the Attacks characteristic of this model's melee weapons.

*Fatigued*  
Subtract 1 from the unit's Objective Control characteristic/never receives a Charge bonus.

**6**

BATTLES PLAYED: 5

BATTLES SURVIVED: 2

ENEMY UNITS DESTROYED: 1

XP: 7

BATTLE HONOUR: 1

BATTLE SCAR: 1

6-15, 16-30, 31-50, 50+

CRUSADE

**5**

SUBJECT: CRUSADE CARD | TRANSMISSION: 34AR875XB | CLEARANCE: ALPHA-04532301



# OUT OF ACTION

After a battle, all models from your Crusade army that are destroyed at the end of the battle are restored to your Order of Battle and all wounds they have lost are regained. This represents units replenishing their numbers, wounded warriors returning to the fray and battle tanks being recovered and repaired. The only lasting effects are any Battle Scars the unit acquires, as described below.

At the end of each Crusade battle, you must take an Out of Action test for each unit from your Crusade army that is destroyed. To do so, roll one D6. On a 2+, the test is passed and nothing happens. On a 1, the test is failed; you must now choose one of the following options for that unit.

## 1. DEVASTATING BLOW

You can only select this result for units that have one or more Battle Honours. Select one of that unit's Battle Honours and remove it. Update that unit's Crusade card and reduce its Crusade points total by 1 (or by 2 if that unit is **TITANIC**) to account for the lost Battle Honour.

## 2. BATTLE SCAR

That unit gains one Battle Scar. This must be determined before your next battle and that unit's Crusade card must be updated to reflect any changes.

## ATTACHED UNITS

Leaders can merge together with Bodyguard units using the Leader ability. While a Bodyguard unit contains a Leader unit, it is known as an Attached unit and all Battle Honours and Battle Scars that the individual Leader and Bodyguard units have apply to that Attached unit. Rules that only apply if every model in the unit has that rule are an exception to this, and will only apply if both the Leader and Bodyguard units have the same rule. For example, the Infiltrators, Scouts, Deep Strike and Stealth abilities are just some examples of rules that specify 'If every model in this unit has this ability...' and as such, they only apply if all the units in an Attached unit (i.e. all the Leader and Bodyguard units that make it up) have that same ability.

If an individual Leader or Bodyguard unit is destroyed at the end of the battle, you must make an individual Out of Action test (see opposite) for that separate unit.

Every individual unit that makes up an Attached unit gains 1XP for Battle Experience after each battle as normal. Each time an Attached unit adds to any Combat tallies for units destroyed or Agendas achieved, and each time an Attached unit gains any bonus XP for any reason (such as for achieving an Agenda or being Marked for Greatness), those tallies and bonus XP can be marked on the Crusade card of, or awarded to either the Leader or the Bodyguard unit (your choice), but not both.

# BATTLE SCARS

Each time a unit gains a Battle Scar, either roll one D6 and consult the table opposite to randomly determine which Battle Scar that unit has gained, or choose the Battle Scar that you think tells the best narrative. A unit can have more than one Battle Scar, but it cannot have the same Battle Scar more than once (if a duplicate result is rolled, roll again until a different result is rolled). A unit cannot have more than three Battle Scars; each time a unit with three Battle Scars fails an Out of Action test, you must select the Devastating Blow result for it. If the unit has no Battle Honours remaining, you must instead remove that unit from your Order of Battle – it is permanently destroyed or otherwise unable to fight any more. Make a note of each Battle Scar a unit has on its Crusade card and subtract 1 from its Crusade points total for each Battle Scar it currently has. Note that this can mean a unit has a negative Crusade points total.

- **Out of Action:** At the end of the battle, if a unit is destroyed, you must take an Out of Action test for it.
- **Roll one D6:** on a 1, that test is failed. Choose one of the following for that unit:
  - **Devastating Blow:** Lose one Battle Honour.
  - **Battle Scar:** Gain one Battle Scar. Subtract 1 from a unit's Crusade points total for each Battle Scar it currently has.

## BATTLE SCAR

D6

### CRIPPLING DAMAGE

*Reduced to walking wounded, plagued by engine faults or hobbled by lacerations, the impaired still limp stoically into battle.*



This unit cannot Advance and you must subtract 1" from the Move characteristic of models in this unit.

### BATTLE-WEARY

*Sapped of energy and impetus, fighting formations that endure extended tours can be psychologically crippled by constant attack.*



Each time this unit takes a Battle-shock, Leadership, Desperate Escape or Out of Action test, subtract 1 from that test.

### FATIGUED

*These fighters have suffered heavily in war, indecision and disorganisation hampering their ability at effective battlefield cohesion.*



Subtract 1 from the Objective Control characteristic of models in this unit and this unit never receives a Charge bonus.

### DISGRACED

*Having committed some gross failure in battle, these warriors are excluded from high strategies and tasked with unheroic actions.*



You cannot use any Stratagems to affect this unit and this unit cannot be Marked for Greatness.

### MARK OF SHAME

*Humiliated, cursed or haunted by terrible injury, these fighters are shunned or avoided and few will acknowledge them even in war.*



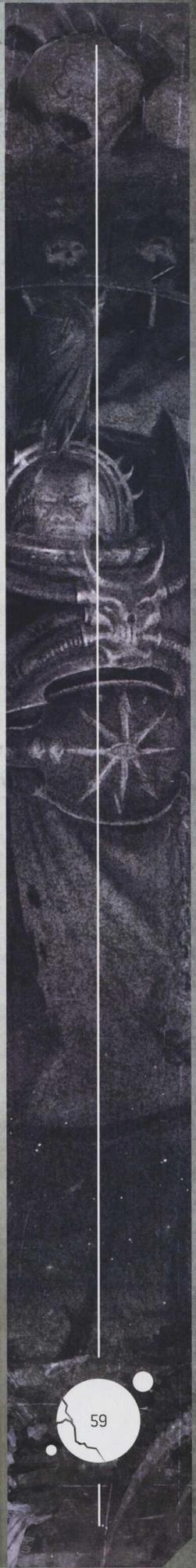
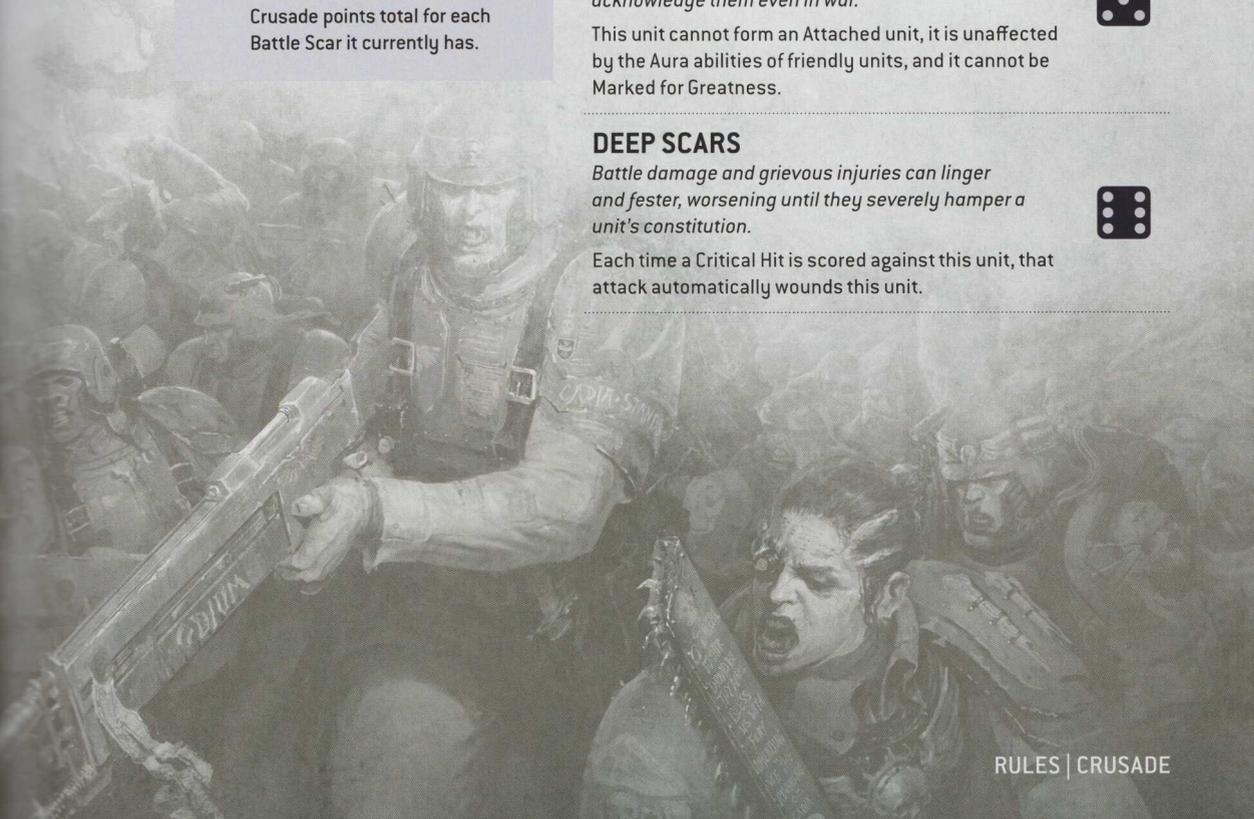
This unit cannot form an Attached unit, it is unaffected by the Aura abilities of friendly units, and it cannot be Marked for Greatness.

### DEEP SCARS

*Battle damage and grievous injuries can linger and fester, worsening until they severely hamper a unit's constitution.*



Each time a Critical Hit is scored against this unit, that attack automatically wounds this unit.



# RANKS AND BATTLE HONOURS

If a unit has gained enough Experience points, before its next battle it will earn a promotion and gain a rank (from Battle-ready to Blooded, for example). Each time a unit gains a rank, make a note of it on the unit's Crusade card.

Only **CHARACTER** units can gain the Heroic or Legendary ranks. Other units cannot be promoted above the Battle-hardened rank and the maximum number of Experience points they can gain is therefore 30 (any gained beyond this are lost). The Legendary Veterans Requisition (pg 55) is an exception to this rule, enabling a unit without the **CHARACTER** keyword to gain these ranks.

EXPERIENCE POINTS	RANK	
0-5	Battle-ready	
6-15		Blooded
16-30		Battle-hardened
31-50		Heroic
51+		Legendary

## BATTLE HONOURS

Each time a unit gains a rank, it can gain one Battle Honour. Units can also gain additional Battle Honours by other means (such as by winning certain missions, fulfilling certain Agendas, etc.). Each time a unit gains a Battle Honour, increase its Crusade points total by 1 (if the unit is **TITANIC**, increase its Crusade points total by 2 instead). Make a note of each Battle Honour a unit has on its Crusade card. A unit can never have more than three Battle Honours unless it is a **CHARACTER**, in which case it can have up to six Battle Honours. Once the maximum is reached, each time a unit gains a new Battle Honour it must first remove one of its existing Battle Honours.

There are several categories of Battle Honours that can be bestowed upon a unit, such as Battle Traits, Weapon Modifications and Crusade Relics. Each time a unit gains a Battle Honour, you can select from any category.

- Once a unit gains enough XP it will gain a rank.
- Only **CHARACTER** units can gain the Heroic or Legendary ranks.
- Each time a unit gains a rank, it can gain a Battle Honour.
- There are several categories of Battle Honours, which include Battle Traits, Weapon Modifications and Crusade Relics
- Each time a unit gains a Battle Honour, increase its Crusade points total by 1 (or by 2 if **TITANIC**).



## EXPERIENCE POINTS

When you add a unit to your Order of Battle, it will start with 0 Experience points (XP). Units can gain Experience points as follows:

### 1. BATTLE EXPERIENCE ..... 1XP

At the end of a battle, each unit with a Crusade card that was part of your Crusade army for that battle gains 1XP.

### 2. DEALERS OF DEATH ..... 1XP

A unit gains 1XP for every third enemy unit it has destroyed. This can be determined by looking at the Units Destroyed tally on its Crusade card.

### 3. MARKED FOR GREATNESS ..... 3XP

At the end of a battle, you can select one unit with a Crusade card that was part of your Crusade army for that battle; that unit gains 3XP.

There are many additional ways in which units can gain Experience points, as described in other Crusade rules. Keep track of a unit's current Experience points total on its Crusade card.

The units listed below never gain Experience points and can never gain Battle Honours. However, they automatically pass any Out of Action tests they are required to take, so never gain Battle Scars. You can find out more about Out of Action tests and Battle Scars on page 58. You can mark the Experience Points section of such units' Crusade card as 'N/A' to remind you.

- EPIC HEROES
- FORTIFICATIONS
- SWARMS
- Summoned and Replacement units (pg 52)

- Experience Points: Units start with OXP, but gain them by taking part in battles.
- Some units never gain XP.

## COMBAT TALLIES

A unit's Crusade card contains space to record all kinds of battle statistics. Each time a unit takes part in a battle, survives a battle or destroys an enemy unit, make a note on that unit's Crusade card. Units can gain Experience points from these tallies, as described above.

- Combat Tallies: Used to record battle statistics for units during games.



‘Corruption takes root in every shadow as the hounds of Chaos draw nigh. Heresy and deviance run rampant. This is no time for trust. Instead, let hatred and faith in the God-Emperor guide your hand.’

- Junith Eruita, data-extract from her Sermons of the Pyre



## WEAPON MODIFICATIONS

Weapon Modifications are upgrades made to a warrior's armaments that improve their lethality in combat. Each time a unit gains this Battle Honour, you must select one model in that unit (if the unit includes a **CHARACTER** model or Unit Champion, you must select that model), then you must select one weapon equipped by that model. You cannot select a weapon that has already been upgraded by this Battle Honour and you cannot select a weapon that has already been replaced by an Enhancement or a Crusade Relic – such artefacts cannot be modified.

Each time you select a weapon, roll two D6 and consult the table below to randomly determine which two Weapon Modifications it gains (if a duplicate result is rolled, roll both dice again until two different results are rolled), or choose the two different Weapon Modifications that you think tell the best narrative.

### WEAPON MODIFICATION

D6

#### FINELY BALANCED

*Perfectly weighted for the weapon's owner, this weapons feels to be an extension of their own limbs.*

Improve this weapon's Ballistic Skill or Weapon Skill characteristic by 1.



#### BRUTAL

*Enhanced with hyper-dense metalloids or empowered by advanced energies, this weapon can be wielded with meteoric force.*

Add 1 to this weapon's Strength characteristic.



#### ARMOUR PIERCING

*Honed to a razor-edged sharpness or invested with crackling energy fields, this weapon can crack the heaviest enemy battle plate.*

Improve this weapon's Armour Penetration characteristic by 1.



#### MASTER-WORKED

*Forged by master-smiths and hand-worked over generations by skilled artificers, this weapon's deadly killing power matches its martial elegance.*

Add 1 to this weapon's Damage characteristic.



#### HEIRLOOM

*Handed to worthy scions or claimed by ruthless victors, the greatest weapons are valued for their quality.*

Add 1 to this weapon's Attacks characteristic.



#### PRECISE

*Whether fitted with superior scopes or crafted by master duellists, this weapon has been modified with the sole purpose of executing enemy heroes and commanders.*

Each time a Critical Wound is scored for an attack made with this weapon, that attack has the **[PRECISION]** ability.

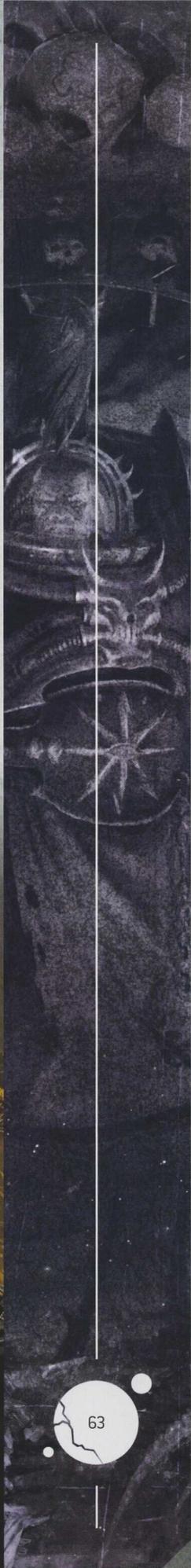


# CRUSADE RELICS

Crusade Relics are rare items of power that your warriors discover as they quest across the galaxy. Only **CHARACTER** models can gain Crusade Relics. When a model gains a Crusade Relic, simply select the Crusade Relic that you want that model to have. A **CHARACTER** model can have any number of Crusade Relics, but the same Crusade Relic cannot be included in your Order of Battle more than once. Crusade Relics can be found in many books, including this one (pg 84).

There are three categories of Crusade Relics: Artificer Relics, Antiquity Relics and Legendary Relics. Some categories of Crusade Relic can only be given to **CHARACTER** models if their unit has achieved a particular rank, as shown in the table below. Unlike other Battle Honours, which increase a unit's Crusade points total by 1 (or 2 if the **CHARACTER** unit is **TITANIC**), each time you give a **CHARACTER** model a Crusade Relic, you must increase its unit's Crusade points total by the amount shown in the table below instead. Each time you give a **CHARACTER** model a Crusade Relic, make a note of it on its Crusade card.

CRUSADE RELICS		
RELIC CATEGORY	RANK REQUIRED	CRUSADE POINTS INCREASE
Artificer	Any	+1
Antiquity	Heroic or Legendary	+2
Legendary	Legendary	+3



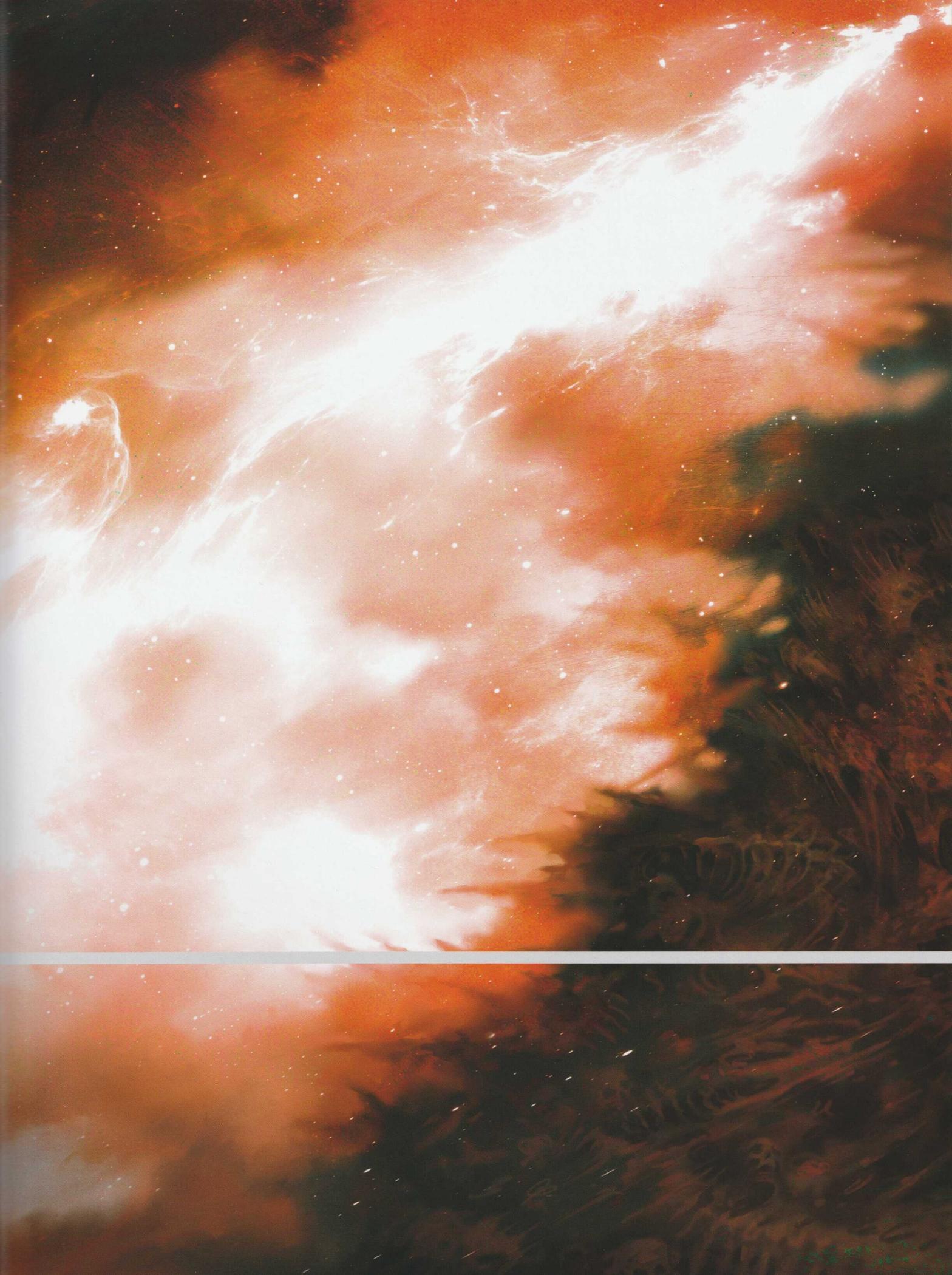


# The Sangua Terran War

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‘To stagnate in this war is to hand the momentum to our foes and to invite utter ruination. Let sector command build their Wall if they must. We shall keep moving, keep striking, and keep one step ahead of our foes. We will strive for victory even as they settle for merely staving off defeat.’

— Captain Sathaniel, Fulminators Chapter



# INTRODUCTION

In this section you will find a number of new Battle Honours you can give to your warriors as they fight their way through the Nachmund Gauntlet, as well as a swathe of new missions and unique Crusade Blessings that can come into effect in your games. Additionally, you'll find rules for using Tactical Reserves and Surgical Deep Strikes in your games, as well as rules for running a Nachmund Gauntlet campaign.

This section contains the following rules:

## NACHMUND GAUNTLET CAMPAIGN (PG 68-76)

These rules allow you and your friends to play through a combined Crusade experience across a campaign, working together in your alliances to take the fight to the enemy.

## MIGHTY CHAMPIONS (PG 77)

These rules describe how the most famed heroes of the 41st Millennium can enhance your Crusade force with new strategic abilities, giving you more reasons than ever before to include them in your Nachmund Gauntlet campaigns.

## CRUSADE BADGES (PG 78-79)

Here you will find Crusade Badges representing goals you can set yourself depending on the alliance you decide to fight for.

## BATTLE TRAITS (PG 80-83)

These rules cover all of the skills and new capabilities your forces can learn from fighting in this specific theatre of war as they gain experience and achieve new ranks.

## CRUSADE RELICS (PG 84-85)

Many powerful artefacts, found within these pages, can be recovered from the battle-scarred landscapes of the Nachmund Gauntlet.

## NACHMUND GAUNTLET CRUSADE BATTLES (PG 86-89)

The rules presented on these pages outline the sequence to follow when playing Nachmund Gauntlet missions, and walk you through all of the steps to get you up and running.



### TACTICAL RESERVES (PG 90-91)

When you are playing a Nachmund Gauntlet mission, you will use Tactical Reserves to achieve success. As you muster a Crusade army, it will be split into several groups of units called waves. You will start the battle with one of these waves – typically your Primary wave, which is the largest. Your remaining waves will arrive later during the battle as Reinforcements and it will be your decision, as the commander of your Crusade army, to decide from turn to turn which forces to commit to the battle.

**Designer's Note:** *The Tactical Reserves rules work best if the combined points value of all the units from your Crusade force is slightly larger than the battle size you will be playing, so that you can field slightly larger Crusade armies than is traditional for your chosen battle size. Whilst you can still use these rules with more traditional-sized Crusade armies, having more units at your disposal will give you greater tactical flexibility in your games, and enhance the Tactical Reserves experience in your battles.*

### USING TACTICAL RESERVES AND SURGICAL DEEP STRIKE (PG 96-97)

In Nachmund Gauntlet missions, your units have the option to perform daring Surgical Deep Strikes from Tactical Reserves, executing pin-point teleportations, precision orbital landings or bursting forth from underground tunnels in order to get even closer to enemy positions, but doing so comes with an elevated risk to your warriors. The rules in this section detail some rules adaptations when playing Nachmund Gauntlet Crusade missions, and how you can perform these daring deep strike manoeuvres.

### CRUSADE BLESSINGS (PG 98-99)

This section provides a range of new Crusade Blessings that can be used by an Underdog to get a leg-up on their more experienced opponent, ensuring every Crusade game provides a fair battle.

### AGENDAS (PG 100-101)

When playing one of the Crusade missions presented in this book, you can choose from these Agendas, which provide unique ways for your units to gain experience on the battlefield.

### CRUSADE MISSIONS (PG 102-118)

This section includes a variety of missions of all game sizes, allowing you to play your own battles set in the Nachmund Gauntlet.



# NACHMUND GAUNTLET CAMPAIGN

Crusade offers a fantastic narrative experience to the Warhammer 40,000 player, letting you take your collection on its own unique journey. But you might also want to share that journey with other players, weaving combined tales of heroism and victory as you fight both with and against each other in a multi-game campaign. The rules on the following pages provide a framework that you can use to take your Crusade forces on just such a path, scaling the experience to whatever duration you and your friends desire.

## INTRODUCTION

A Nachmund Gauntlet campaign allows a group of players to get together, form alliances and play a series of games. It is split into three campaign phases, each of which consists of numerous battles between the alliances. At the end of each campaign phase, each alliance earns a number of rewards based upon how many victories they earned during that phase, before moving onto the next phase. These rewards include increasing the Control Level an alliance has over four key strategic sites on Sangua Terra. This is the key to winning the Nachmund Gauntlet campaign, as it is by securing control over these strategic sites that an alliance earns Campaign Victory points (CVP). At the end of the campaign, it is the alliance with the most CVP that conquers Sangua Terra's capital city and is crowned the victor!



## NACHMUND GAUNTLET CRUSADE BADGES

At the end of any Nachmund Gauntlet campaign battle you may earn a Crusade Badge relevant to the alliance you are a part of.

This Crusade Badge can be noted on your Order of Battle and any units included in your Crusade force may be bestowed with the same Crusade Badge. This honorific will be a permanent reminder of your units' valiant efforts in this campaign!

## CAMPAIGN MASTER

A Nachmund Gauntlet campaign is best run with a Campaign Master. They will take on the mobilisation and organisation of the campaign so that the other players can focus on playing games. A Campaign Master can indeed play in the campaign, but their primary role is to facilitate a smooth and enjoyable experience for all players involved.

## REINFORCEMENT WAVES

When playing a Nachmund Gauntlet campaign, players will have the opportunity to utilise a new way to play - Reinforcement Waves - and information on how to use these will be explained in more detail on page 96. When starting a new Crusade force within a Nachmund Gauntlet campaign, we suggest the starting Supply Limit for players should be increased so that they can make use of the Tactical Reserves rules from their first game, with three Reinforcement Waves.

## FORMING ALLIANCES

Once a Campaign Master has stepped forward, their first task is to gather the players and sort them into alliances. The system can support anything from just two players, up to dozens of players. The campaign works particularly well with a small group of like-minded and enthusiastic players who can meet on a regular basis.

Alliances should be organised as evenly as possible, and when feasible, based on the Factions being played. Once players are assigned to an alliance, a Warmaster should be elected to represent them and will be responsible for making decisions for their alliance. The alliances are as follows:

### GUARDIANS

Those who seek to protect Sangua Terra, repel the invaders and maintain Imperial rule over the Nachmund Gauntlet. The forces of the Imperium would be best suited to this alliance.

### DESPOILERS

Those who wish to conquer Sangua Terra and the worlds of the Sanctus Wall, using them as a foothold to extend their dread reach. The forces of Chaos are best suited to this alliance.

### MARAUDERS

The Marauders range from xenos warlords, to renegades and mercenaries seeking to use the conflict on Sangua Terra to further their own agendas. This alliance is best suited to those who carve their own path - even if they aren't all working towards the same goals.

## ALLIES OF CONVENIENCE

Note that these are guidelines on how to organise players into an alliance, rather than a requirement. If it suits the group better to organise the alliances differently, the Campaign Master should feel free to do so.

For example, if many of the players in the group have Crusade forces associated with a single alliance, to make the alliances more evenly numbered some of them may have to fight for a different alliance than what we have recommended. You could always create some interesting narrative to explain why one side fights for another.

## CAMPAIGN LENGTH

A Nachmund Gauntlet campaign is split into three phases, each of which involves battling in a different stage of the war. Before the campaign begins, the Campaign Master should determine the length of time allocated to each campaign phase and the total number of games that can be played in that phase. Once either of those conditions have been met, that campaign phase ends and each alliance's progress towards campaign victory in that phase is determined. Once the third campaign phase ends, the campaign ends and the overall winning alliance is determined.

A campaign can be a long and expansive experience where each campaign phase takes place over a month, with many battles fought and mighty heroes lost to the fires of war. Equally, it can be a short and focused campaign played over a weekend, with each campaign phase consisting of just one battle representing the key moments of the conflict.

As a guide, if each member of your campaign group will play one game a week, we recommend each phase of the campaign lasts as follows:

- **Length of Time:** 2 weeks
- **Total Number of Games:** Equal to the number of players

Once you have gathered the players into alliances, established the way to play and determined the length of the campaign, it's time for the battle for control of the Nachmund Gauntlet to begin!

# SANGUA TERRA STRATEGIC SITES

Four strategic sites and their surrounding districts are being fought over across Sangua Terra's capital, Urbanosprawl Alpha. If an alliance controls a strategic site at the start of a campaign phase, that alliance has a bonus associated with that strategic site and will benefit from it during that phase.

## PRAEFECTUS BASTION

*A mighty stronghold blending military and Ecclesiarchal structures, from which the entire planet's defence efforts are coordinated.*

### STRATEGIC SITE BONUS

While your alliance controls this strategic site, each time a player in that alliance musters a Crusade army, they can muster up to 4 Reinforcement waves (pg 96) instead of up to 3. This does not let players deploy more Reinforcement waves during the battle, but gives them greater tactical flexibility.

## TOWER OF MURMURATION

*Rising high over the maze-like districts that surround it, this structure houses the most potent Astropathic choir on Sangua Terra.*

### STRATEGIC SITE BONUS

While your alliance controls this strategic site, your alliance can select one additional Strategic Goal at the start of the campaign phase. At the end of the campaign phase, before any Strategic Goals rewards are awarded, your alliance must discard one of its Strategic Goals. For this process, we recommend electing a Warmaster to coordinate each alliance.

## EMPEROR'S VOICE GRAND BATTERY

*This sprawling battery of enormous artillery pieces is crucial to the ongoing defence of Urbanosprawl Alpha, as well as a potent strategic asset for any who control it.*

### STRATEGIC SITE BONUS

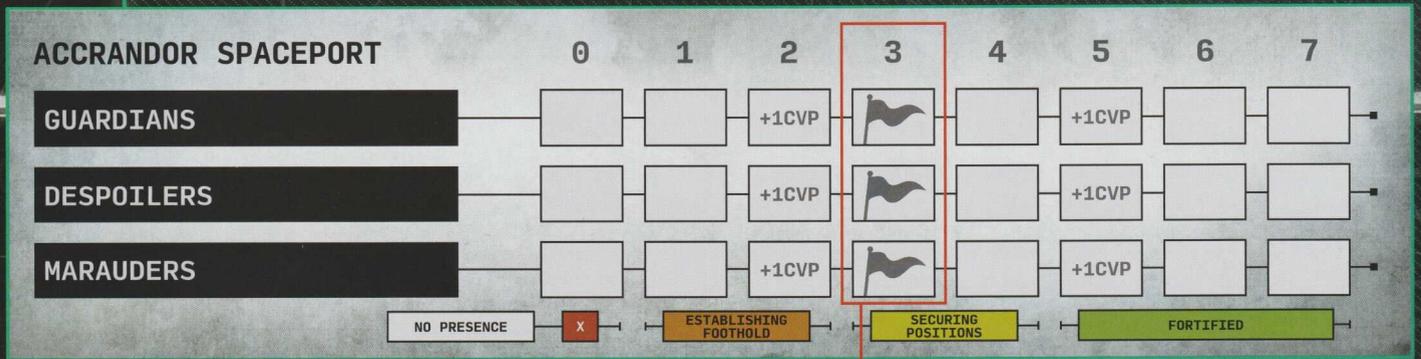
While your alliance controls this strategic site, when a player in that alliance plays a game, each time an enemy unit is set up from Strategic Reserves, roll one D6: On a 5+, that enemy unit suffers D3 mortal wounds.

## ACCRANDOR SPACEPORT

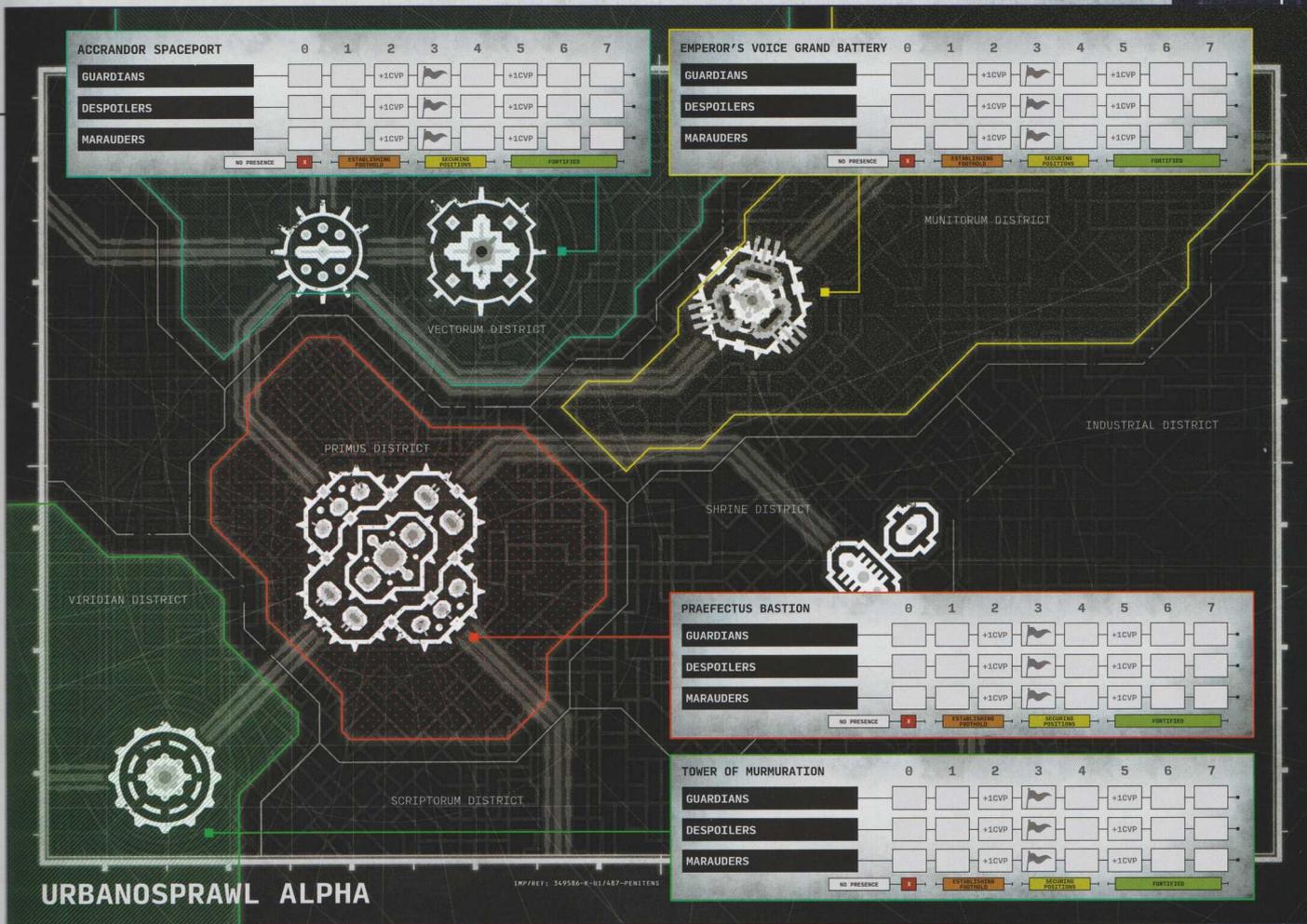
*Whoever controls this fortified orbital transport hub gains a chokehold over material and reinforcements moving in and out of the city sprawl theatre.*

### STRATEGIC SITE BONUS

While your alliance controls this strategic site, players in that alliance can perform up to two Surgical Deep Strikes (pg 97) a turn. In addition, once per turn, when a unit in that player's army performs a Surgical Deep Strike, that player can re-roll their unit's Deep Strike test.



The first alliance who reaches level 3 (Securing Position) takes control of that district. That district remains under that alliance's control until another alliance has a greater Control Level over that district, at which point they control that district. At the end of the campaign, an alliance earns +1CVP for each district it controls.



## CONTROLLING STRATEGIC SITES

At the start of the campaign, all alliances have a Control Level of 0 at each of the four strategic sites. As the campaign progresses, the Control Level an alliance has at each strategic site can increase, and sometimes even decrease. We recommend using the campaign tracker (printed separately) to show each alliance's current Control Level over each of the strategic sites.

An alliance's Control Level over a strategic site can be increased by rewards awarded at the end of each campaign phase (pg 72). When a rule instructs you to increase your Control Level at a particular strategic site, modify that alliance's Control Level by the amount specified. If a rule instructs an alliance to change its Control Level at any strategic site then that alliance must decide which of the four strategic sites to change its Control Level at. Control Level at a strategic site cannot go below 0 or higher than 7.

While an alliance has a Control Level of 2 or more at a strategic site, that alliance earns +1CVP, and while it has a Control Level of 5 or more at a strategic site, that alliance earns an additional +1CVP.

The first alliance that has a Control Level of 3 or more at a strategic site takes control of that strategic site. That strategic site remains under that alliance's control until another alliance has a greater Control Level over that strategic site. At the end of the campaign, an alliance earns +1CVP for each strategic site it controls. In addition, while each alliance controls a strategic site, players in that alliance will all have access to that strategic site's associated Strategic Site Bonus (see opposite).

Each Control Level has an associated group name, as follows:

- Control Level 0 is 'No Presence'.
- Control Level 1–2 is 'Establishing Foothold'.
- Control Level 3–4 is 'Securing Positions'.
- Control Level 5 or more is 'Fortified'.

# CAMPAIGN PHASES

Over a campaign phase, players from opposing alliances will battle each other to gain Battle points (BP) for their alliance. The Campaign Master has a few options concerning how players are matched up for games. They can leave players to arrange games themselves, with challenges thrown down and honour at stake. Alternatively, it may be appropriate to introduce more structure to the match ups. For example, a game schedule will ensure that everyone gets an equal amount of games, or, in campaigns with a large number of players, each alliance can be broken down into smaller subgroups that are then matched against each other to make arranging games even simpler. However, before any battles in a phase are fought, each alliance must first select a Strategic Goal.

## STRATEGIC GOALS

Strategic Goals represent a variety of ploys, intrigues and gambits that your alliance can attempt to achieve in addition to military victory, and in doing so gain a number of strategic advantages and rewards during each phase of the campaign, by assigning Strategic Asset points (SAP) in an attempt to achieve victory.

### Strategic Asset Points

Some Agendas in this publication (pg 100) provide players with opportunities to gain Strategic Asset points (SAP), which represent the allocation of an alliance's resources in their attempt to achieve control over the strategic sites of Sangua Terra.

At the start of each campaign phase, each alliance must select one Strategic Goal that applies to the entire alliance for that phase. For this process, we recommend electing a Warmaster to coordinate each alliance, especially in larger campaigns. Once each alliance has selected its Strategic Goal, they should inform the Campaign Master of their choice. These choices are kept secret – each alliance's choice is known only to the Campaign Master and the other members of your own alliance.

Each Strategic Goal has a set of requirements; these will require the players in your alliance to gain SAP during their battles, which can be accomplished in various ways. After each battle, each player must assign all the SAP they have gained from that battle to one of the four strategic sites of Sangua Terra, and inform the Campaign Master of this decision.

At the end of each campaign phase when the alliances are receiving their rewards, the Campaign Master will reveal the total number of SAP each alliance has assigned to each of the four strategic sites of Sangua Terra, and check to see if that alliance has met the requirements listed on their Strategic Goal; if they have, they will also receive the associated Strategic Goal Bonus.

## BATTLE POINTS

Each time a battle is fought, your alliance gains a number of Battle points based on the size of the battle and what the outcome was, as shown on the table below.

BATTLE POINTS EARNED			
BATTLE SIZE	WIN	DRAW	LOSS
Incursion	2	2	1
Strike Force	3	2	1
Onslaught	4	3	2

After each battle, each player must assign all the Battle points they have gained from that battle to one of the four strategic sites of Sangua Terra; each player must inform the Campaign Master of their choice of strategic site and how many Battle points they are assigning to it.

## END OF PHASE AND REWARDS

Once the campaign phase comes to an end, alliances will receive rewards depending on the combined number of Battle points they have assigned to each strategic site over that phase, as shown in the table below:

CONTROL LEVEL REWARDS			
CAMPAIGN PHASE	1ST (MOST BATTLE POINTS)	2ND (SECOND MOST BATTLE POINTS)	3RD (THIRD MOST BATTLE POINTS)
Phase 1	+2 Control Level	+1 Control Level	+0 Control Level
Phase 2	+2 Control Level	+1 Control Level	+1 Control Level
Phase 3	+3 Control Level	+2 Control Level	+1 Control Level

For each strategic site, the alliance with the most Battle points assigned to that strategic site comes first and receives the first place reward, the alliance with the second most Battle points assigned to that strategic site comes second will receive the 2nd place reward, and – if your campaign has three alliances – the alliance with the third most Battle points assigned to that strategic site receives the 3rd place reward. Repeat this for all four strategic sites of Sangua Terra.

In the case of a tie for 1st place, all the tied alliances receive the 2nd place reward and any non-tied alliance receives the 3rd place reward. In the case for a tie for 2nd place, the tied alliances receive the 3rd place reward. As the campaign phases progress, the rewards for each increase, ensuring that the ultimate victors are not decided right up until the end of the campaign.

Unless explicitly stated otherwise, the order in which the alliances receive their Control Level rewards begins with the alliance who has the most overall Battle points, followed by the alliance with the second most overall Battle points, then finally the alliance with the fewest overall Battle points. When collecting their rewards from Battle points, that alliance resolves all awards the same time, before the next alliance resolves their rewards.

After all alliances Control Level rewards have been awarded, all alliances that have achieved the Strategic Goal they selected at the start of the campaign phase will receive their completed goals' additional rewards.

Unless explicitly stated otherwise, the order in which the alliances receive their Strategic Goals rewards begins with the alliance who has the most overall SAP, followed by the alliance with the second most overall SAP, then finally the alliance with the fewest overall SAP. When collecting their rewards from SAP, that alliance resolves all rewards at the same time, before the next alliance resolves their rewards.

In either case, in the case of a tie or rewards that would resolve at the same time, the Campaign Master must randomly determine which alliance resolves their rewards first. Sometimes alliances will have to make decisions when resolving their rewards – most often when selecting which strategic sites to increase their Control Level over. For this process, we recommend electing a Warmaster to coordinate each alliance, especially in larger campaigns.

When the next campaign phase begins, each alliance's Battle points and Strategic Asset points are reset to 0, putting alliances on an equal footing for the next phase of the campaign.

**Example:** At the end of the first phase of a Nachmund Gauntlet campaign, the Guardians have a total of 12 Battle points and 6 Strategic Asset points; the Despoilers have 8 Battle points and 8 Strategic Asset points; the Marauders 6 Battle points and 9 Strategic Asset points. The Guardians collect their Battle points rewards first, as they have the most, increasing their Control Level over each strategic site where they have they came first by 2, and each strategic site they came second by 1. The Despoilers then collect their Battle Point rewards, increasing their Control Level over strategic sites in the same way. Finally the Marauders, who have the fewest Battle points this phase, collect their rewards from Battle points. After all the Battle Point rewards have been awarded, the Marauders, who have the most SAP, collect their Strategic Goals rewards first (assuming they have met its requirements). The Despoilers then do likewise and finally, the Guardians, with the fewest SAP, do the same.

## END OF CAMPAIGN

After all alliances have received their rewards at the end of campaign phase 3, the campaign is over. The alliance with the most CVP takes control of Sangua Terra's capital city and is crowned the victor. If there is a tie for most CVP, and one of the tied alliances controls more strategic sites than the other tied alliances, then that alliance wrests control of Urbanosprawl Alpha and is the victor. If this is also a tie, then the alliance with the most SAP at the end of phase 3 is the victor. If even this is a tie, then the campaign ends in a bloody draw, and the battle for Sangua Terra rages on...



# STRATEGIC GOALS

The Strategic Goals that alliances can choose at the start of each phase can be found here. Each Strategic Goal will explain what requirements must be met for your alliance to earn the associated rewards, alongside any alliance restrictions. If the requirements of the selected Strategic Goal are not met, then that reward is not resolved.

## PHASE 1

### COUNTER-STRATEGIES

*Apply pressure wherever the foe shows their hand.*

#### REQUIREMENTS

**GUARDIANS ONLY**

Your alliance has gained more SAP than one or more other alliances.

#### REWARDS

**+1 CONTROL LEVEL**

This reward is claimed after all other alliances have claimed their rewards from Strategic Goals this phase. Your alliance gains **+1 Control Level** in each strategic site that one or more opposing alliances have increased their Control Level over this campaign phase.

### BLOODY WINNINGS

*Drive the enemy from your chosen territories and festoon the battlefield with gory trophies.*

#### REQUIREMENTS

**DESPOILERS ONLY**

Select two strategic sites. Your alliance has assigned more SAP to those strategic sites than one or more other alliances (this does not need to be the same alliance for each selected strategic site).

#### REWARDS

**+1 CONTROL LEVEL**

Your alliance gains **+1 Control Level** in one strategic site where you are Establishing Foothold, and **+1 Control Level** in one strategic site where one or more opposing alliances are Establishing Foothold.

### UNOPPOSED GAINS

*While your enemies battle one another elsewhere, further your own insidious goals in the shadows.*

#### REQUIREMENTS

**MARAUDERS ONLY**

Your alliance has assigned 1 or more SAP to a strategic site where one or more other alliances have not assigned SAP.

#### REWARDS

**+1 CONTROL LEVEL**

Your alliance gains **+1 Control Level** in each strategic site where your alliance has assigned SAP and where all other alliances have No Presence.

### DECISIVE FIRST STRIKE

*A swift and decisive strike achieves dominance.*

#### REQUIREMENTS

Select one strategic site. Your alliance has assigned more SAP to that strategic site than the combined SAP assigned to that strategic site of all other alliances.

#### REWARDS

**+1 CONTROL LEVEL**

Your alliance gains **+1 Control Level** in that strategic site.

### RECON IN FORCE

*Broad intelligence gathering allows for more informed strategic decisions as the war rages on.*

#### REQUIREMENTS

Your alliance has assigned one or more SAP to each strategic site.

#### REWARDS

**+1 CONTROL LEVEL**

Your alliance gains **+1 Control Level** in each strategic site that your alliance has No Presence.

## PHASE 2

### CONSOLIDATE POSITION

*Build on your successes by fortifying the ground you have already taken.*

#### REQUIREMENTS

**GUARDIANS ONLY**

Select two strategic sites where your Control Level Securing Positions or better. Your alliance has assigned more SAP to those strategic sites than one or more other alliances (this does not need to be the same alliance for each selected strategic site).

#### REWARDS

**+1 CONTROL LEVEL**

Your alliance gains **+1** Control Level in both of those strategic sites.

### WREST CONTROL

*That which your foes prize must be torn from their grasp without mercy.*

#### REQUIREMENTS

**DESPOILERS ONLY**

Select a strategic site controlled by one other alliance. This Strategic Goal is achieved if your alliance has assigned more SAP to it than that alliance has.

#### REWARDS

**+2 CONTROL LEVEL**

Your alliance gains **+2** Control Level at that strategic site.

### DARING RAIDS

*Striking and fading, you must harry your enemies to pillage their supplies and weaken their morale.*

#### REQUIREMENTS

**MARAUDERS ONLY**

Your alliance has assigned at least 1SAP per player in your alliance to three or more strategic sites.

*For example, if your alliance had three players, your alliance would need to assign at least three Strategic Asset points to at least three different strategic sites to achieve this Strategic Goal.*

#### REWARDS

**+1 CONTROL LEVEL**

Your alliance gains **+1** Control Level at each strategic site where one or more opposing alliances have Establishing Foothold (or better).

### RAID SUPPLY LINES

*Sever the foe's lines of supply, reinforcement and communication to disrupt their plans.*

#### REQUIREMENTS

Select one strategic site. Your alliance has assigned more SAP to that strategic site than each other alliance, but your alliance's Control Level has not increased in that strategic site.

#### REWARDS

**-1 CONTROL LEVEL**

All other alliances lose **-1** Control Level in that strategic site.

### SHIFTING PRIORITIES

*Draw the enemy in then pivot swiftly to a new disposition, seizing vital territory in the process.*

#### REQUIREMENTS

Select two strategic sites where your alliance has Establishing Foothold (or better). Your alliance has at least 1SAP per player in your alliance assigned to those strategic sites.

#### REWARDS

**-1 CONTROL LEVEL +3 CONTROL LEVEL**

Your alliance loses **-1** Control Level in both of those strategic sites, but your alliance gains **+3** Control Level in one other strategic site.



## PHASE 3

### STRATEGIC GAMBIT

*If this grand gamble pays off it will strengthen your position across the city sprawl.*

#### REQUIREMENTS

Select two strategic sites. This Strategic Goal is achieved if your alliance has assigned the most SAP to each of those strategic sites.

#### REWARDS

**-2 CONTROL LEVEL** **+1 CONTROL LEVEL**

Your alliance loses **-2** Control Level from one of the selected strategic sites, but your alliance gains **+1** Control Level in all other strategic sites.

### TIP THE SCALES

*A precisely measured application of force will set you ahead of your foes at the crucial moment.*

#### REQUIREMENTS

Select one strategic site. Your alliance has assigned more SAP to that strategic site than one or more other alliances.

#### REWARDS

**+1 CONTROL LEVEL**

Your alliance gains **+1** Control Level at all strategic sites where you have the same Control Level as one or more other alliances.

### REINFORCE DEFENCES

*Transform hastily seized and bolstered portions of the cityscape into veritable fortresses.*

#### REQUIREMENTS

**GUARDIANS ONLY**

Select all strategic sites that are Fortified. Your alliance has assigned more SAP to those strategic sites than one or more other alliances (this does not need to be the same alliance for each selected strategic site).

#### REWARDS

**+1 CONTROL LEVEL**

Your alliance gains **+1** Control Level in each strategic site your alliance has Fortified.

### RAZE DEFENCES

*Shatter the enemy's strongpoints and cast their banners into the dirt.*

#### REQUIREMENTS

**DESPOILERS ONLY**

Select one strategic site where an opposing alliance has Fortified. This Strategic Goal is achieved if your alliance has assigned the most SAP to that strategic site.

#### REWARDS

**-1 CONTROL LEVEL**

All opposing alliances lose **-1** Control Level in that strategic site.

### CUNNING FEINT

*With the enemy convinced of your strategic goals, it is time to strike at your true target.*

#### REQUIREMENTS

**MARAUDERS ONLY**

Select a strategic site where your alliance has Establishing Foothold (or better). This Strategic Goal is achieved if your alliance has not assigned any SAP to that strategic site and all opposing alliances have assigned 1 or more SAP to that strategic site.

#### REWARDS

**-1 CONTROL LEVEL** **+2 CONTROL LEVEL**

Your alliance loses **-1** Control Level at that strategic site, but your alliance gains **+2** Control Level at any other strategic site.

# MIGHTY CHAMPIONS

As war spills from the Nachmund Gauntlet to engulf the worlds of the Sanctus Wall, so the scale of the conflict draws some of the galaxy's greatest champions to join the fighting. The presence of even one such potent exemplar can inspire their followers to great deeds, while the personal intervention of such individuals can change the shape of entire battles.

In a Nachmund Gauntlet Campaign, players should inform the Campaign Master whenever an **EPIC HERO** unit is added to their Crusade force. The Campaign Master then assigns one of the following Crusade Abilities to an **EPIC HERO** model in that unit that best represents its lore and background. For each **EPIC HERO** unit in a player's Crusade force, that player must increase their Crusade points total by 1. If an **EPIC HERO** unit contains two or more **EPIC HERO** models, the Campaign Master should select only one of those **EPIC HERO** models to have a Crusade Ability.

## HISTORICAL REFIGHT

*If you are recreating the conflict in this very book, then Haarken Worldclaimer would be a Front-line Champion, Junith Eruita would be a Strategic Champion and Saint Celestine would be an Inspirational Champion.*

### FRONT-LINE CHAMPIONS

*These warriors are found where the fighting is thickest, using their hard-won experience to lead their troops to victory.*

#### CRUSADE ABILITY

At the declare Battle-formations step, select one Battle Trait. Until the end of the battle, this **EPIC HERO** model, and any unit they join, are considered to have this Battle Trait.

### STRATEGIC CHAMPIONS

*Individuals of this sort employ their vast and sweeping strategic insights to stack the odds in their armies' favour.*

#### CRUSADE ABILITY

If your Crusade army includes one or more **EPIC HERO** models with this Crusade Ability, then at the Select Crusade Blessings step, roll one D6: on a 4+ select one of the following:

- If you are the Underdog, you can select one additional Crusade Blessing.
- If you are not the Underdog, you can select one Crusade Blessing, instead.

### NEMESIS CHAMPIONS

*Whether by the subtle arts of assassination or overt and spectacular duels, warriors such as this excel in felling the enemy's leaders.*

#### CRUSADE ABILITY

During the battle, if one or more enemy **CHARACTER** models are destroyed by an attack made by an **EPIC HERO** model (or a model in a unit it is attached to) with this Crusade Ability from your Crusade army, then at the Update Crusade Cards step, all units in your Crusade army gain an additional 1XP. If one of those destroyed enemy **CHARACTER** models was the enemy **WARLORD**, you also gain 1 Strategic Asset Point.

### INSPIRATIONAL CHAMPIONS

*The mere presence of such iconic figures as these inspires incredible courage – or else terrified obedience – in their followers.*

#### CRUSADE ABILITY

While an **EPIC HERO** model with this Crusade Ability is leading a unit, you can ignore any and/or all Battle Scars that Bodyguard unit has. In addition, if your Crusade army includes one or more **EPIC HERO** models with this Crusade Ability, at the end of the battle you can select one additional unit from your Crusade army to be Marked for Greatness.

### RESTORATIVE CHAMPIONS

*Whether through medical expertise, battlefield repairs or some more esoteric talents, these individuals bolster their armies' ranks.*

#### CRUSADE ABILITY

If your Crusade army includes one or more **EPIC HERO** models with this Crusade Ability, during the Update Crusade Cards step you can re-roll failed Out of Action tests for units in your Crusade army.

### SUBTLE CHAMPIONS

*By cunning sorcery, guileful shadow operations or other devious means, these warriors subtly influence the strategic picture.*

#### CRUSADE ABILITY

If your Crusade army includes one or more **EPIC HERO** models with this Crusade Ability, at the Determine Attacker and Defender step, you can re-roll your dice when determining who will be the Attacker and who will be the Defender.

### LOGISTICAL CHAMPIONS

*Focusing on the mechanisms and grand logistics of war, these individuals ensure excellent support for their armies.*

#### CRUSADE ABILITY

If your Crusade army includes one or more **EPIC HERO** models with this Crusade Ability, during the Determine Victor step, if you were the Victor of that battle, after gaining the Victor Bonus for that Crusade Mission, you gain that Victor bonus a second time.

# CRUSADE BADGES

## GUARDIANS ALLIANCE

If you participate in a Nachmund Gauntlet campaign as a member of the Guardians alliance, you can earn the Crusade Badges below.



### GUARDIAN ADEPTS

- Gained five or more SAP during a Nachmund Gauntlet campaign.
- End a Nachmund Gauntlet campaign where your alliance has the Fortified Control Level on one or more districts of Sangua Terra.



### GUARDIAN WARRIORS

- Gained ten or more SAP during a Nachmund Gauntlet campaign.
- End a Nachmund Gauntlet campaign where your alliance has the Fortified Control Level on two or more districts of Sangua Terra.



### GUARDIAN CONQUERORS

- Gained 15 or more SAP during a Nachmund Gauntlet campaign.
- End a Nachmund Gauntlet campaign where your alliance has the Fortified Control Level on three or more districts of Sangua Terra, and your alliance controls the Emperor's Voice Grand Battery.

## DESPOILERS ALLIANCE

If you participate in a Nachmund Gauntlet campaign as a member of the Despoilers alliance, you can earn the Crusade Badges below.



### DESPOILER ADEPTS

- Gained five or more SAP during a Nachmund Gauntlet campaign.
- End a Nachmund Gauntlet campaign where your alliance controls one or more districts of Sangua Terra.



### DESPOILER WARRIORS

- Gained ten or more SAP during a Nachmund Gauntlet campaign.
- End a Nachmund Gauntlet campaign where your alliance controls two or more districts of Sangua Terra.



### DESPOILER CONQUERORS

- Gained 15 or more SAP during a Nachmund Gauntlet campaign.
- End a Nachmund Gauntlet campaign where your alliance controls three or more districts of Sangua Terra, including the Praefectus Bastion and the Accrandor Spaceport.

# MARAUDERS ALLIANCE

If you participate in a Nachmund Gauntlet campaign as a member of the Marauders alliance, you can earn the Crusade Badges below.



## MARAUDER ADEPTS

- Gained five or more SAP during a Nachmund Gauntlet campaign.
- End a Nachmund Gauntlet campaign where your alliance has the Establishing Foothold Control Level (or better) on three districts of Sangua Terra.



## MARAUDER WARRIORS

- Gained ten or more SAP during a Nachmund Gauntlet campaign.
- End a Nachmund Gauntlet campaign where your alliance has the Establishing Foothold Control Level (or better) on four districts of Sangua Terra.



## MARAUDER CONQUERORS

- Gained 15 or more SAP during a Nachmund Gauntlet campaign.
- End a Nachmund Gauntlet campaign where your alliance has the Establishing Foothold Control Level (or better) on four districts of Sangua Terra, and your alliance controls the Tower of Murmuration.



# BATTLE TRAITS

Battle Traits are skills or upgrades that units have acquired during their years of warfare, and help to give them a vital edge on the battlefield. Each time a unit gains a Battle Trait, select a Battle Traits table for that unit and either roll one D6 to randomly determine which Battle Trait the unit has gained, or choose the Battle Trait that you think tells the best narrative. A unit can have more than one Battle Trait but it cannot have the same Battle Trait more than once (if a duplicate result is rolled, roll again until a different result is rolled).

Each time you give a unit a Battle Trait, make a note of it on its Crusade card and increase its Crusade points total accordingly.

## MONSTER AND VEHICLE UNITS

D6

### REINFORCED ARMOUR

*Clad in extra armour plating to proof it against storms of small-arms fire, this unit is well-equipped for leading the strike to claim beachheads from the foe.*

Each time an attack with a Damage characteristic of 1 is allocated to a model in this unit, worsen the Armour Penetration characteristic of that attack by 1.



### MONSTROUS MOMENTUM

*Able to move with surprising speed, this unit swiftly brings its might to bear, whether leading the onslaught or racing to respond to enemy invasion.*

Add 2" to the Move characteristic of models in this unit.



### BEHEMOTH

*The mere presence of this hulking unit can turn the fortunes of the most desperate drop assault as it soaks up all the punishment the foe can deal out.*

Add 2 to the Wounds characteristic of models in this unit.



### UNRELENTING

*Equally at home breaking out of a hotly contested drop zone or sweeping in to drive back sudden invaders, little can slow the progress of this relentless unit.*

You can ignore any or all modifiers to this unit's Move characteristic. In addition, each time this unit makes a Normal move, models in this unit can move through terrain, but if any do so, after this unit has moved, roll one D6: on a 1-3 this unit is Battle-shocked.



### TITAN SLAYER

*During the desperate conflicts typical of Nachmund, the ability to swiftly lay low colossal and powerful foes is valuable indeed.*

Each time a model in this unit makes an attack that targets a **MONSTER** or **VEHICLE** unit, re-roll a Hit roll of 1. If that attack targets a **TITANIC** unit, you can re-roll the Hit roll instead.



### TALISMANIC

*Rumours of greatness abound around this unit, its reputation growing amongst the troops with its every prominent and spectacular deed.*

Each time this unit is Marked for Greatness, it gains an additional 2XP.



## INFANTRY UNITS

D6

### GRIM SURVIVORS

*Having endured repeated combat drops into swirling cauldrons of battle, these grizzled warriors have become adept at surviving the most horrifying odds.*

Once per battle, at the start of any phase, this unit can use this Battle Trait. If it does, until the end of the phase, models in this unit have the Feel No Pain 5+ ability. If this unit is Below Half-strength when this Battle Trait is used, then until the end of the phase, models in this unit have the Feel No Pain 4+ ability instead.



### DROP ZONE DEFENDERS

*Skilled sentries and determined guardians, these warriors stand firm whether the foe drops from the skies, erupts from underground or pours in from every side.*

While this unit is wholly within your deployment zone, improve the Leadership and Objective Control characteristics of models in this unit by 1. Each time an enemy unit performs a Surgical Deep Strike within 9" of this unit, subtract 1 from that unit's Deep Strike test result.



### STRIKEMASTERS

*Esoteric technologies allow these specialist warriors to strike unerringly at the heart of the enemy position.*

In the Declare Battle Formations step, you can spend 1 Requisition point; if you do, then until the end of the battle, this unit has the Deep Strike ability and each time this unit performs a Surgical Deep Strike, add 1 to its Deep Strike test.



### TEMPERED IN BATTLE

*Instincts were honed, and tactics were tested in battles along the Sanctus Wall. These combatants have become adept at outmanoeuvring and outfighting their enemies.*

Once per battle, in your Command phase, this unit can use this Battle Trait. If it does, until the end of the turn, this unit is eligible to shoot, declare a charge and perform an Action [pg 88] in a turn in which it Fell Back. In addition, this unit is eligible to perform an Action while it is Battle-shocked.



### FLEET OF FOOT

*Hitting the ground running and relying on speed and skill to evade the enemy, this unit excels in seizing and moving quickly to defend potential drop zones.*

You can re-roll Advance rolls for this unit and this unit is eligible to perform an Action [pg 88] in a turn in which they Advanced. In addition, if this unit is selected to Advance, until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.



### TERRITORIAL

*Amidst dynamic and swiftly changing combat zones, these warriors' grasp of battlefield strategy sees them prioritising the foes' annihilation around mission-critical locations.*

Each time a model in this unit makes an attack that targets a unit that is within range of an objective marker, re-roll a Wound roll of 1.



## MOUNTED UNITS

D6

### CAVALRY OUTRIDERS

*Always first into the fray, this swift band of cavalry punches through enemy defensive cordons and quickly encircles the tenuous positions of over-extended foes.*

This unit has the Scouts 6" ability.



### EVASIVE

*Even amidst the most ferocious and chaotic conflicts, these warriors can use the speed of their steeds and masterful skill to jink and weave around incoming fire.*

Each time a ranged attack is allocated to a model in this unit, provided this unit did not Remain Stationary in your previous turn, worsen the Armour Penetration characteristic of that attack by 1.



### SHOCK CAVALRY

*This unit excels in riding down and wiping out those enemies already wounded and wavering, making them an excellent shock-assault asset.*

Each time a model in this unit makes an attack that targets an enemy unit that is below its Starting Strength, add 1 to the Hit roll. In addition, each time a model in this unit makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Wound roll.



## JUMP PACK UNITS

D6

### SLEEK INTERCEPTORS

*Streamlined, wind-swift and single-minded, these elite airborne warriors close inescapably in upon their targets at top speed.*

Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.



### FIERY DESCENT

*Whether leading a strike into an enemy strongpoint or racing to reinforce beleaguered allies, this squad always arrives in a storm of wrathful destruction.*

Once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP. If this unit performs a Surgical Deep Strike when doing so, before any Deep Strike tests are made, roll one D6 for each enemy unit within 6" of your unit: on a 4+, that enemy unit suffers 1 mortal wound.



### TAKE TO THE SKIES

*These warriors have mastered the risky tactics of airborne withdrawal mid-battle, allowing them to respond rapidly to developing battlefield threats.*

Once per battle, at the end of your opponent's Fight phase, you can remove this unit from the battlefield and place it into Strategic Reserves.



## BEAST UNITS

D6

### HUNTING BEASTS

*Often unleashed to track specific prey amidst the general mayhem of orbital assaults and combat air drops, these creatures close unerringly on their victims.*

You can re-roll Advance and Charge rolls made for this unit.



### POUNCING PREDATORS

*This pack excels in springing suddenly upon their victims and tearing them apart in a flurry of gore.*

You can target this unit with the Heroic Intervention Stratagem for OCP, and each time you do so, until the end of the turn, this unit has the Fights First ability.



### ENHANCED ENDURANCE

*Through biological or mechanical augmentation, these creatures have been rendered resilient enough to survive the most punishing beachhead strike.*

Add 1 to the Toughness characteristic of models in this unit.



## ANY UNIT

D6

**Designer's Note:** Only units that are set up using the Deep Strike ability will benefit from these Battle Traits.

### DROP ZONE VETERANS

*Time and again, these warriors have led the initial waves of planetstrike operations, mastering the art of swiftly and brutally clearing their drop zone of foes.*

Each time this unit is set up on the battlefield using the Deep Strike ability, until the end of the turn, each time a model in this unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1. Each time this unit performs a Surgical Deep Strike, you can re-roll the Deep Strike test.



### STEALTHY ARRIVAL

*This squad has become adept at ghosting silently onto the battlefield, evading enemy detection until they are ready to strike.*

Each time this unit is set up on the battlefield using the Deep Strike ability, until the start of your next turn, this unit has the Stealth ability and enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.



### PRECISION INSERTION

*Whether afforded additional drop assets to ensure their success or relying on their tactical expertise, these warriors arrive precisely where and when needed.*

Once per battle, when this unit is set up on the battlefield using the Deep Strike ability, it can perform a Precision Insertion. If it does, this unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge. Each time this unit performs a Surgical Deep Strike, add 2 to the Deep Strike test.



'The Nachmund Gauntlet is no road to victory. It is a fiend's maw, yawning wide in the void. Enter, and we will be devoured. Linger before it, and we will choke upon its poisoned breath. There can be no victory that way. We must seal the monster's gaping jaws and leave it to starve for the good of all Mankind.'

— Inquisitor Erasmus  
Cartavolnus,  
Vermillion-level missive



# CRUSADE RELICS

When fighting in the Nachmund Gauntlet, units from your Crusade army can gain the following Crusade Relics.

‘Throw open the deepest vaults! Bring forth the relics of the God-Emperor’s most blessed saints of war! For when, my children, have we seen greater need for His martial bounty than in this dark hour?’

— Cardinal Iscurion,  
High Reliquarian of Orori



## ARTIFICER RELICS

### STRATEGIC LAURELS

*Incorporating tactical-inload neurocircuitry and a complex data-web sensory shunt, these decorative honours further augment the bearer’s already shrewd grasp of grand strategy.*

At the start of your first Command phase, if the bearer is on the battlefield, you gain 1CP. At the end of the battle, if the bearer is on the battlefield, you gain 1 Strategic Asset point (SAP).

### CONVERSION FIELD

*Generated by an artificer-crafted micro-emitter, this protective energy field is invisible until it intercepts incoming enemy fire. In the instant of impact, however, the conversion field blazes with light as it disperses the force of the projectiles, sometimes searing and blinding the attacker.*

Models in the bearer’s unit have a 5+ invulnerable save against ranged attacks and each time a ranged attack is allocated to a model in the bearer’s unit, on an unmodified saving throw of 6, the attacking unit suffers 1 mortal wound after it has finished making its attacks.

### GENE-TOXIN AUTOFONT

*Reputedly fashioned by the master poisoners of the Officio Assassinorum, when incorporated into a weapon’s hilt or mechanisms, this device begins its sinister work. It fabricates incredibly lethal genetic toxins, using a suite of inbuilt biosamplers to tailor the resultant brew to the wielder’s enemies even before combat begins. Once the autofont infuses the weapon, the slightest contact with the victim is enough to trigger their slow, agonising, but ultimately inevitable demise.*

Select one melee weapon equipped by the bearer (excluding a weapon that has been replaced by an Enhancement or Crusade Relic, or upgraded with any Battle Traits). That weapon is now a Crusade Relic and, in your Fight phase, after the bearer has fought, select one enemy unit hit by one or more of those attacks made with this weapon. Until the end of the battle, that enemy unit is poisoned. At the start of each player’s Command phase, roll one D6 for each poisoned enemy unit on the battlefield: on a 1, the poison wears off and the unit is no longer poisoned; on a 2-3, that enemy unit suffers 1 mortal wound; on a 4+, that enemy unit suffers D3 mortal wounds.

### AUTO-MEDICAE

*Hailing from the earliest days of the Imperium – or perhaps even before – this device bonds with its host like a mechanical symbiote. Once attached, it repairs physical and mental hurts at a nigh-supernatural rate.*

The bearer has the Feel No Pain 5+ ability.

## ANTIQUITY RELICS

### HAMMER OF THE HEAVENS

*This potent device emits command override data-choristry that can stretch into the void and summon orbital weapons strikes to precise coordinates. The resulting firestorms are as spectacular as they are devastating.*

Once per battle, in your Command phase, if the bearer is on the battlefield, you can use this ability. Select one point on the battlefield and place a marker on that point. At the start of your next Command phase, roll six D6 for each unit within 6" of the centre of that marker, adding 2 to the roll for each unit within 3" of the centre of that marker: for each 4+, that unit suffers 1 mortal wound. The marker is then removed.

### MAELSTROM CLARION

*Chittering with overlapping screeds of disruptive data, this sinister talisman's inbuilt technologies scramble teleport locks and drop beacons within a broad radius.*

Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of the bearer.

### DISPLACER FIELD

*Displacer field technologies trigger micro warp jumps that physically remove the bearer from harm's way before dropping them back into reality nearby.*

Once per battle, at the end of your opponent's Shooting phase, if the bearer's unit is not within Engagement Range of one or more enemy units, and if it was targeted by one or more attacks during that phase, you can remove the bearer's unit from the battlefield and place it into Strategic Reserves. If you do, when you next set up the bearer's unit from Strategic Reserves, models in that unit have the Deep Strike ability until the end of that phase.

### SIGIL OF PSYCHIC AMPLIFICATION

*Etched from circuit-laced noctilith polarised to amplify empyric energies, this talisman burns with cold fire as it boosts the warpcraft of its bearer.*

**PSYKER** model only. Add 6" to the Range characteristic of the bearer's ranged [**PSYCHIC**] weapons. If the bearer has a Psychic ability that instructs you to select one or more units within a specified range, you can increase the range of that ability by 6". If the bearer has a Psychic Aura ability, increase the range of that ability by an additional 3".

## LEGENDARY RELICS

### GLOAMING MANTLE

*This sinister device was discovered on the warp-touched world of Limina, deep in the Nachmund Gauntlet. While its provenance is mysterious, its ability to hide the bearer from physical, technological and even psychic senses is almost supernatural.*

The bearer has the Lone Operative and Stealth abilities. While the bearer is leading a unit, models in that unit have the Stealth ability and that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

### LYRETH'S MIRROR

*It is said this shard of crystal is the last remnant of the great Harekalian seeing glass. Rescued by the seer Lyreth, it has changed hands many times but retained its power to show glimpses of impending peril.*

At the end of your opponent's Movement phase, you can select one enemy unit that was set up on the battlefield within 12" of the bearer's unit during this phase; the bearer's unit can then either:

- Shoot, but when resolving those attacks the bearer's unit can only target that enemy unit (and only if it is an eligible target).
- Declare a charge against that unit (note that even if this charge is successful, the bearer's unit does not receive any Charge bonus this turn).

### FATE-FORGED WEAPON

*An implement of destiny and a destroyer of the great and powerful, this malevolent weapon has laid heroes, monsters and generals low.*

Select one melee weapon equipped by the bearer (excluding a weapon that has been replaced by an Enhancement or Crusade Relic, or upgraded with any Battle Traits). That weapon is now a Crusade Relic and:

- Each time an attack is made with it, you can re-roll the Wound roll.
- Once per battle, at the start of the Fight phase, the bearer can unleash the power stored in that weapon. When they do, until the end of the turn, that weapon has the [**DEVASTATING WOUNDS**] ability and its Strength and Attacks characteristics are increased by a number equal to the current battle round number.

# NACHMUND GAUNTLET CRUSADE BATTLES

A Nachmund Gauntlet Crusade battle is waged by following the sequence below.

1

## SELECT BATTLE SIZE

Players must first select the battle size they wish to play: IncurSION, Strike Force or Onslaught.

### SELECT BATTLE SIZE

BATTLE SIZE	POINTS PER CRUSADE ARMY	BATTLE DURATION
IncurSION	1000-1250	Up to 2 hours
Strike Force	2000-2500	Up to 3 hours
Onslaught	3000-3750	Up to 4 hours

2

## MUSTER CRUSADE ARMIES

Each player must then muster a Crusade army (as detailed on pages 90-91) and provide a copy of their Army Roster for their opponent to read through. The players must use the Tactical Reserves rules when doing so, selecting a Formation Stance for their Crusade army and organising their units into one Primary wave and 3 Reinforcement waves, your Army Roster should make note of which unit is in which wave.

3

## DETERMINE MISSION

Next, players determine which mission will be used for the battle; they can choose from the missions presented in the tables (see right) for their chosen battle size. This will determine the deployment map that is used, as well as the specific mission briefing. Players can either simply agree which they will use with their opponent, or they can roll a dice to randomly select a mission.

When rolling to determine an IncurSION or Strike Force mission, first roll one D6 to determine which table to use: on a 1-3, use the IncurSION/Strike Force A table (the missions on this table are designed to be symmetric, with the Attacker and Defender vying to achieve the same mission objectives); on a 4-6, use the IncurSION/Strike Force B table (the missions on this table are designed to be asymmetric, with the Attacker and Defender having different rules and/or mission objectives). Then roll one D6 to determine which mission to play. For Onslaught missions, roll one D6 to determine which mission to play on the Onslaught table.

## INCURSION/STRIKE FORCE A

### D6 MISSION

-  Strategic Strike [pg 104]
-  Stranglehold [pg 105]
-  Supply Raid [pg 106]
-  Purge After Inload [pg 107]
-  Front-line Warfare [pg 108]
-  Heralds of Vengeance [pg 109]

## INCURSION/STRIKE FORCE B

### D6 MISSION

-  Final Stand [pg 110]
-  Saboteurs [pg 111]
-  Retrieval [pg 112]
-  Beachhead Offensive [pg 113]
-  The Gauntlet [pg 114]
-  Vital Stronghold [pg 115]

## ONSLAUGHT

### D6 MISSION

-   Opportune Moment [pg 116]
-   All-out War [pg 117]
-   At Any Price [pg 118]

4

## DETERMINE ATTACKER AND DEFENDER

Players roll off and the winner decides who will be the Attacker and who will be the Defender.

5

## READ MISSION

Each mission has a mission briefing that will detail the aims of the battle. Each mission will also list one or more additional mission rules that will apply for the duration of the battle and a series of mission objectives, which may be different for the Attacker and the Defender. Players should read and familiarise themselves with these before proceeding.

6

## PLACE OBJECTIVE MARKERS

Players now set objective markers up on the battlefield. Each mission's deployment map will show the players how many to set up and where each should be placed.

### MISSION OBJECTIVES

During the battle, players can gain Victory points (VP) by achieving mission objectives. Mission objectives can either be 'Progressive' or 'End Game'. Progressive mission objectives are scored during the battle (detailed on the mission objective) and can be achieved several times. End Game mission objectives are scored at the end of the battle.

Some Progressive objectives will award Victory points 'each time' an enemy model or unit is destroyed. A model or unit can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially contribute several VP due to these types of mission objectives (assuming it is resurrected and subsequently destroyed several times over).

7

## CREATE THE BATTLEFIELD

Next players create the battlefield and set up terrain features. The size of the battlefield depends on the battle size selected, as shown in the table below (the table shows the minimum size of battlefields).

### BATTLEFIELDS

#### BATTLE SIZE

#### MINIMUM BATTLEFIELD SIZE

Incursion/Strike Force

44" x 60"

Onslaught

44" x 90"

Unless otherwise stated, when setting up terrain features, use the guidelines detailed in the Core Rules. Players must use the rules presented in the Core Rules for terrain features.

8

## PURCHASE REQUISITIONS

If you have access to any Requisitions that are used before a battle, you can spend RP to use them now. If any of these upgrade one or more of your units for the coming battle, make a note of that upgrade on your Army Roster.

9

## SELECT AGENDAS

Each player then secretly selects two Agendas for the battle and writes them down. Each can award XP to certain units in that player's Crusade army, as described on the Agenda itself. The Agendas that players can choose from can be found on pages 100 to 101. Once both players have selected their Agendas, they reveal their selections to their opponent.

## ACTIONS

Some Agendas and some missions feature Actions that certain units can perform. Each Action states which units can perform it, when it is started and completed, and what the effects of completing it are.



A unit cannot start to perform an Action if one or more of the following apply to that unit:

- It is an **AIRCRAFT** unit.
- It is Battle-shocked.
- It has an Objective Control characteristic of 0.
- It is within Engagement Range of one or more enemy units (unless it is a **TITANIC CHARACTER** unit).
- It Advanced or Fell Back this turn.
- It is not eligible to shoot this phase (including units that have already been selected to shoot this phase).

If a unit starts to perform an Action, until the end of the turn, that unit is not eligible to shoot or declare a charge, unless it is a **TITANIC CHARACTER** unit, in which case, until the end of the turn, that unit cannot start to perform another Action and is not eligible to declare a charge. If a unit performing an Action makes a move (excluding Pile-in and Consolidation moves) or leaves the battlefield, that Action cannot be completed.

## 10 SELECT CRUSADE BLESSINGS

When two Crusade armies battle each other, it is likely that one or the other will be more experienced. To determine this, both players should compare the combined Crusade points total of all the units that are on their Army Rosters.

If there is a difference of at least 5 between the players' Crusade points totals, the player whose Army Roster has the lower total number of Crusade points is the Underdog and gains a number of Crusade Blessings to use in that battle from those shown on pages 98 to 99, depending on the difference. This represents high command funneling additional resources to the Underdog to help them combat a more experienced foe.

## 11 DECLARE BATTLE FORMATIONS

In the following order, both players now secretly note down:

- Which of their Leader units will start the battle attached (they must specify which Leader unit is attached to which Bodyguard unit). Leader units can only be attached to units that are in their own wave.

- Which of their units will start the battle embarked within **TRANSPORT** models (they must specify which units are embarked within which models). Units can only start the battle embarked within **TRANSPORTS** that are in their own wave.

When both players have done so, they declare their selections to their opponent.

In Nachmund Gauntlet Crusade missions units in players' Primary waves cannot start the battle in Reserves, and all units in each player's Reinforcement waves will arrive on the battlefield as described in the Tactical Reserves rules (pg 96). Any Reserves unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).

## 12 DEPLOY CRUSADE ARMIES

Players take it in turns to set up the units of their Primary wave, one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If a player sets up a **TITANIC** unit when it is their turn to set up a unit, they skip their next turn to set up a unit. If one player finishes deploying all of the units in their Primary wave, their opponent then deploys the remainder of the units in their Primary wave. Units in players Reinforcement waves are not set up on the battlefield now – they will arrive later during the battle as detailed on page 96.

## 13 REDEPLOY UNITS

Some rules allow players to redeploy certain units after both armies are deployed. Unless otherwise stated, such rules are resolved in this step, they can only affect units in a player's Primary wave. Players alternate resolving any such rules, starting with the Attacker.

## 14 DETERMINE FIRST TURN

Unless the mission briefing says otherwise, players roll off and the winner takes the first turn.

## 15 RESOLVE PRE-BATTLE RULES

Players alternate resolving any pre-battle rules units from their army may have, starting with the player who will take the first turn.

16

**BEGIN THE BATTLE**

The first battle round begins. Players continue to resolve battle rounds until the battle ends. Nachmund Gauntlet missions use the Tactical Reserves (pg 96) and Surgical Deep Strike rules (pg 97), meaning your Reinforcement waves will arrive as your game unfolds and some of your units can perform Surgical Deep Strikes during the battle.

During the battle, the first player whose score reaches 10 or more VP is said to have gained a strategic advantage in that battle. Note that only VP scored from progressive objectives are counted towards determining this; VP scored from End Game mission objectives and from having a Battle Ready army (see below) do not count towards gaining a strategic advantage.

17

**END THE BATTLE**

The battle ends at the end of any battle round where a player has gained a strategic advantage, otherwise the battle ends after five battle rounds have been completed.

If one player has no models remaining in their Crusade army at the start of their turn, the other player may continue to play out their turns until the battle ends.

At the end of the battle, if every model in a player's Crusade army is painted to a Battle Ready standard, then at the end of the battle, that player scores a bonus 1VP.

18

**DETERMINE THE VICTOR**

The player with the most VP is the victor. If players are tied for VP, and one of the players has a strategic advantage in that battle, then that player is the victor; otherwise, the battle is a draw.

The victor of a mission can then claim the Victor bonus listed on that mission. If the game is a draw, neither player can claim the bonus.

If you are playing a Nachmund Gauntlet mission, you should inform the Campaign Master of the result of the battle so that your alliance can be awarded the appropriate number of Battle points and Strategic Asset points (pg 72), remembering that the players must also inform the Campaign Master which of the four districts of Sangua Terra their Battle points and Strategic Asset points will be assigned to: Praefectus Bastion; Emperor's Voice Grand Battery; Tower of Murmuration; Accrandor Spaceport.

19

**UPDATE CRUSADE CARDS**

The players must now update their Crusade cards for all the units they used in the battle by taking Out of Action tests for any that were destroyed (pg 58), and selecting a unit to be Marked for Greatness (pg 61). If this results in any units gaining a rank, before the next battle they can gain Battle Honours (pg 60).

20

**UPDATE ORDER OF BATTLE**

Increase your Battle tally and Requisition points by 1, and make any notes that you wish to record following your battle. If you wish to add any units to your Crusade force or spend any Requisition points, do so and update your Order of Battle accordingly before your next battle.



# TACTICAL RESERVES

In order to play a Crusade game of Warhammer 40,000, you will need to muster a Crusade army. To do so, follow the sequence below.

1

## SELECT BATTLE SIZE

Select one of the following battle sizes; this will determine the total number of points each player will have to spend to build their Crusade army and as a result, how long the battle will last. You will have to select units from your Crusade force when mustering your Crusade army, therefore it must contain sufficient units for the points specified for your selected battle size.

Each player must choose a formation stance for their Crusade army before they add units to their Crusade army; this will determine the maximum number of points they will have in their Primary wave, and how many points they will have for each of their Reinforcement waves.

When mustering your Primary wave the combined points values of units in your Primary wave cannot exceed the points limit shown for your chosen formation stance. If a unit has an ability that means it must start the game in Reserves, that unit cannot be part of your Primary wave.

After you have mustered your Primary wave, you muster your Reinforcement waves. You will have a minimum of two Reinforcement waves, and a maximum of 3 Reinforcement waves. When mustering your Reinforcement waves the combined points values of units in each Reinforcement wave cannot exceed the points limit shown for your chosen formation stance.

You can find more information for using Tactical Reserves during Nachmund Gauntlet battles on page 96.

2

## START YOUR ARMY ROSTER

The details of your Crusade army must be recorded on an Army Roster; this can be recorded on the Warhammer 40,000 app, a blank Army Roster or a piece of paper. Players must show their finished Army Roster to their opponent before battle commences.

You can download a blank Army Roster from [warhammer-community.com](http://warhammer-community.com).

3

## SELECT ARMY FACTION

Note on your Army Roster one Faction keyword to be your Army faction.

### INCURSION (1000 POINTS)

Duration up to 2 hours

FORMATION STANCE	ALPHA	BETA	GAMMA
Points of Primary wave	400	500	600
Points per Reinforcement wave	300	250	200

### STRIKE FORCE (2000 POINTS)

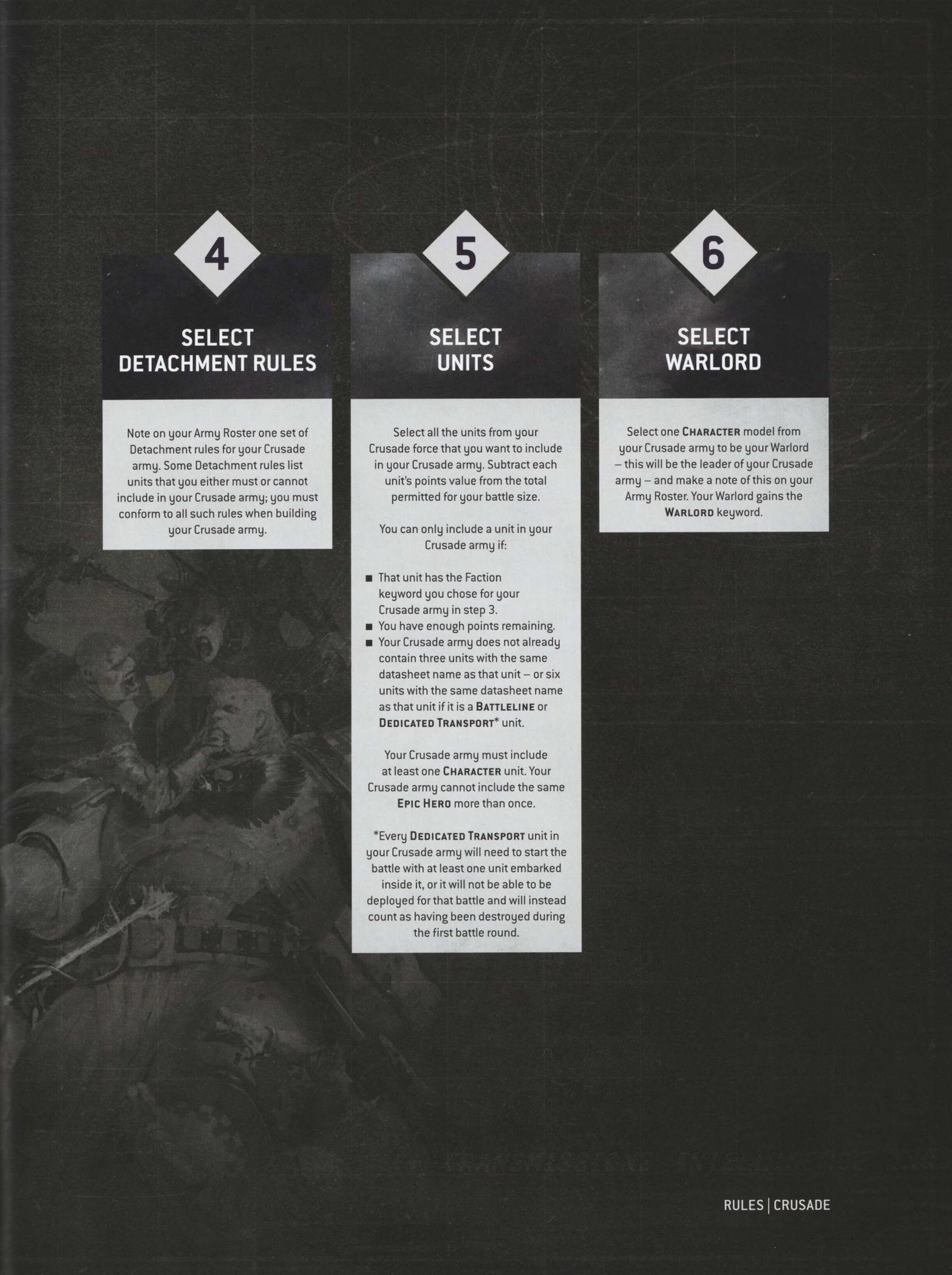
Duration up to 3 hours

FORMATION STANCE	ALPHA	BETA	GAMMA
Points of Primary wave	900	1000	1100
Points per Reinforcement wave	550	500	450

### ONSLAUGHT (3000 POINTS)

Duration up to 4 hours

FORMATION STANCE	ALPHA	BETA	GAMMA
Points of Primary wave	1400	1500	1600
Points per Reinforcement wave	800	750	700



4

## SELECT DETACHMENT RULES

Note on your Army Roster one set of Detachment rules for your Crusade army. Some Detachment rules list units that you either must or cannot include in your Crusade army; you must conform to all such rules when building your Crusade army.

5

## SELECT UNITS

Select all the units from your Crusade force that you want to include in your Crusade army. Subtract each unit's points value from the total permitted for your battle size.

You can only include a unit in your Crusade army if:

- That unit has the Faction keyword you chose for your Crusade army in step 3.
- You have enough points remaining.
- Your Crusade army does not already contain three units with the same datasheet name as that unit – or six units with the same datasheet name as that unit if it is a **BATTLELINE** or **DEDICATED TRANSPORT\*** unit.

Your Crusade army must include at least one **CHARACTER** unit. Your Crusade army cannot include the same **EPIC HERO** more than once.

\*Every **DEDICATED TRANSPORT** unit in your Crusade army will need to start the battle with at least one unit embarked inside it, or it will not be able to be deployed for that battle and will instead count as having been destroyed during the first battle round.

6

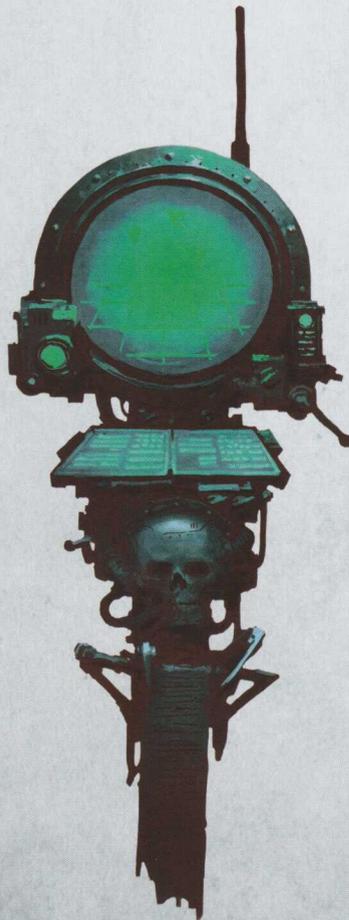
## SELECT WARLORD

Select one **CHARACTER** model from your Crusade army to be your Warlord – this will be the leader of your Crusade army – and make a note of this on your Army Roster. Your Warlord gains the **WARLORD** keyword.

# MISSION RECORD

When playing missions in a Nachmund Gauntlet Crusade Campaign you can use this mission record sheet at the start of each game to record details that will be useful for that Crusade game.

1. When selecting the mission, make a note of the mission name and the battle size.
2. Record who is the Attacker and Defender and how many Crusade points each player has.
3. Nachmund Gauntlet Crusade games use Tactical Reserves; make a note of your chosen formation stance and the points limit of each wave.
4. Record a list of units contained within each wave.
5. Select Agendas, note the unit(s) that are trying to achieve them, and keep a tally if required.
6. Compare both players' Crusade point totals and record any Crusade Blessings selected.
7. Record your total Victory points for each battle round and whether you won, drew or lost the mission.



**1**

*Incursion - Front-line Warfare*

**ATTACKER**

*Tom*

**5**

**DEFENDER**

*Claire*

**7**

**PRIMARY** Beta 500

- Squad Pelion
- Grimbane
- Squad Isorphal
- Brother Soraen

**WAVE 1** Beta 240

- Spear of Mortikah
- Squad Corvael

**WAVE 2** Beta 250

- Master Arven Nahndeth
- Squad Usior
- Argent Shield

**WAVE 3** Beta 250

- Squad Ekamus
- Squad Nachiel

**AGENDA 1** *Strategic Dominance*

UNIT(S):

TALLY:

**AGENDA 2** *Dark Rumour*

UNIT(S):

TALLY:

**CRUSADE BLESSINGS**

*Drop Zone Denial*

**1**

**2**

**3**

**4**

**5**

WIN

DRAW

LOSE

**ATTACKER** 

**DEFENDER** 

**PRIMARY** 

**WAVE 1** 

**WAVE 2** 

**WAVE 3** 

**AGENDA 1**

UNIT(S):

TALLY:

**AGENDA 2**

UNIT(S):

TALLY:

**CRUSADE BLESSINGS**

**1**  **2**  **3**  **4**  **5** 

**WIN**  **DRAW**  **LOSE**

**ATTACKER** 

**DEFENDER** 

**PRIMARY** 

**WAVE 1** 

**WAVE 2** 

**WAVE 3** 

**AGENDA 1**

UNIT(S):

TALLY:

**AGENDA 2**

UNIT(S):

TALLY:

**CRUSADE BLESSINGS**

**1**  **2**  **3**  **4**  **5** 

**WIN**  **DRAW**  **LOSE**

**ATTACKER** 

**DEFENDER** 

**PRIMARY** 

**WAVE 1** 

**WAVE 2** 

**WAVE 3** 

**AGENDA 1**

UNIT(S):

TALLY:

**AGENDA 2**

UNIT(S):

TALLY:

**CRUSADE BLESSINGS**

**1**  **2**  **3**  **4**  **5** 

**WIN**  **DRAW**  **LOSE**

# CRUSADE

SUBJECT: MISSION RECORD | TRANSMISSION: 5564XC200 | CLEARANCE: BETA-HD77S10



# TASK FORCE NAHRDETH

This Crusade Army of Space Marines hails from the Guardians of the Covenant Chapter. It has been mustered for a Nachmund Gauntlet battle, using the Beta formation stance. The Space Marines will start the battle with their Primary Wave, and then, during the battle, can select two out of their three reinforcement waves to use in the battle.

## PRIMARY WAVE

- Redeptor Dreadnought
- Assault Intercessor Squad
- Scout Squad
- Gladiator Valiant

The units in the Primary Wave will be the only ones available during the first battle round. The **INFANTRY** units will be essential to secure objective markers, with covering fire from the Gladiator Valiant and Redeptor Dreadnought.

## REINFORCEMENT WAVE ONE

- Gladiator Lancer
- Outrider Squad

This wave will be committed to battle if the opponent's army presents heavily armoured units, such as **MONSTERS** or **VEHICLES**, where the Gladiator Lancer will be most useful. The Outrider Squad can use their speed to intercept enemy units that might threaten the Gladiator Lancer, or opportunistically grab any lightly guarded objective markers.



## REINFORCEMENT WAVE TWO

- Captain
- Sternguard Veteran Squad
- Impulsor

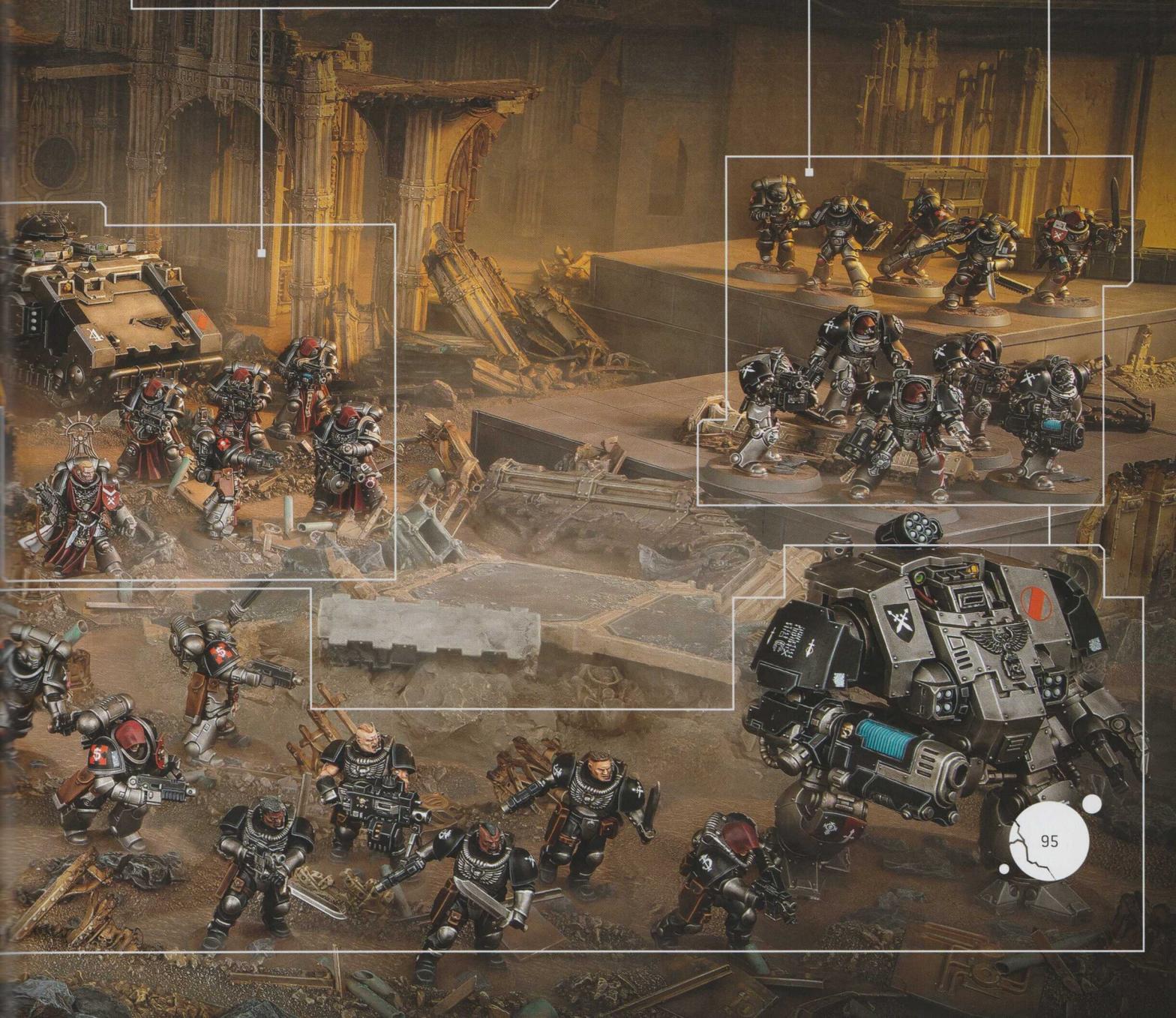
This wave contains an elite Sternguard Veteran Squad unit in a fast transport vehicle, able to reinforce any flank and attempt to deal with threats that the opposing force is moving into position.

This wave also contains the army's **WARLORD**, and if it is not committed to battle then it will count as having been destroyed for the purposes of any Agendas that the opposing player might have selected, as well as being unable to gain any experience for taking part in that battle.

## REINFORCEMENT WAVE THREE

- Assault Intercessor Squad
- Terminator Squad

This wave not only contains another Assault Intercessor Squad, able to effectively contest any objective markers that enemy units are holding, but it also contains a powerful squad of Terminators who, with their Deep Strike ability, will be able to make use of the Surgical Deep Strike rules to teleport into the very heart of the foe, striking where they are needed most.



'Long have the weakling servants of the Corpse-Emperor gazed fearfully into the darkened heavens, imagining what terrors might fall upon them from out of the void. Let us exceed their worst expectations.'

— *Nethtar the Chainflayer*



## USING TACTICAL RESERVES

Tactical Reserves are a special type of Reserves you must use in Nachmund Gauntlet campaigns. Only two of your mustered Reinforcement waves will ever participate in each battle, but those that will take part in a battle will be chosen during the battle. The total forces available for you to choose from will often be larger than normal for your chosen battle size, giving you great tactical flexibility. However, you will not be able to deploy all of your available forces during a single battle, so you must choose wisely; having the right warriors enter battle at the right time is the key to success.

When you deploy your Crusade army, you will only deploy the units in your Primary wave – these units must start the battle on the battlefield or embarked within a **TRANSPORT** model that starts the battle on the battlefield. Your Reinforcement waves will arrive later during the battle as follows:

- At the start of the Reinforcements step of your Movement phase in the second battle round, you must select one of your Reinforcement waves; all of the units in that Reinforcement wave will arrive on the battlefield as Strategic Reserves.
- At the start of the Reinforcements step of your Movement phase in the third battle round, you must select one of your remaining Reinforcement waves; all the units from that wave arrive on the battlefield as Strategic Reserves.
- The units in your remaining Reinforcement wave take no part in this battle. They are no longer considered to be part of your Crusade army and will not gain any XP this battle. If your **WARLORD** is part of this wave, then for all mission purposes they count as having been destroyed (your opponent can select one unit from their Crusade army; that unit counts as having destroyed your **WARLORD**), though your **WARLORD** will not have to take an Out of Action test after the battle.

### RULES ADAPTATIONS

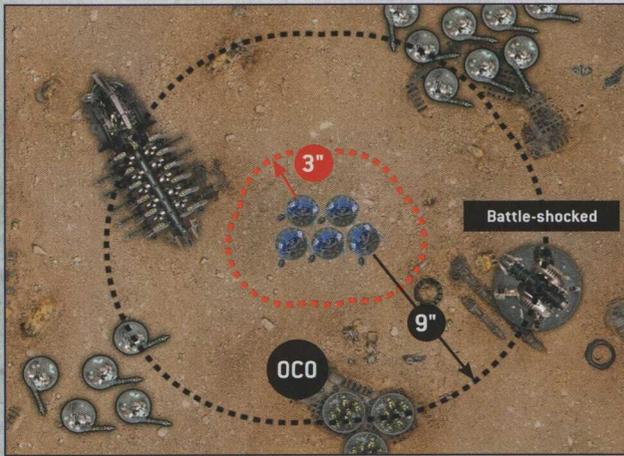
In Nachmund Gauntlet battles the following adaptations apply:

- Players cannot use the Rapid Ingress Stratagem.
- Each time you set up a unit that is arriving from Reserves, unless that unit is performing a Surgical Deep Strike (see opposite), you can set that unit up within 1" of your own battlefield edge (each model from that unit must be set up within 1" of your battlefield edge) even if enemy units are within 9" of that unit (but not within Engagement Range of any enemy units); a unit set up on the battlefield in this way is automatically Battle-shocked.

# SURGICAL DEEP STRIKE

In Nachmund Gauntlet battles, once a turn, when a unit with the Deep Strike ability is selected to arrive from Reserves, it can perform a Surgical Deep Strike. A Surgical Deep Strike is a special type of Deep Strike that uses the following rules in addition to those found on page 39 of the Core Rules. Note that if a unit has a rule that would enable it to be set up closer than 9" horizontally from an enemy unit when it is set up on the battlefield using its Deep Strike ability, it can either use that rule, or it can perform a Surgical Deep Strike – it cannot do both.

When a unit performs a Surgical Deep Strike, set it up anywhere on the battlefield that is more than 3" horizontally away from all enemy models. That unit must then take a Deep Strike test. To do so, roll 2D6, subtracting 1 from the result for each enemy model that is within 9" of your unit (excluding models in Battle-shocked units and models with an Objective Control characteristic of 0), before consulting the table opposite.



**Deep Strike Test Example:** The blue unit is performing a Surgical Deep Strike. After setting up the models in its unit, a Deep strike test must be taken for the unit. 2D6 are rolled, resulting in a 7. There are 5 enemy models within 9" of this unit (not including models that are Battle-shocked or that have an Objective Control characteristic of 0), and so 5 would then be subtracted from the result. The result of the Deep Strike test is therefore 7-5 = 2, the 'Off Balance' result, meaning the deep striking unit is now Battle-shocked.

## SURGICAL DEEP STRIKE AND RULES THAT PREVENT UNITS SETTING UP

Several units in Warhammer 40,000 have abilities that state that 'Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this unit'. Such rules apply whether the unit is arriving using the normal rules for Deep Strike or is performing a Surgical Deep Strike.

## DEEP STRIKE TEST

2D6

### PRECISION STRIKE

*Arriving precisely on target and in good order, your warriors engage at once.*

Your unit can act normally this turn.

4+

### HURLED INTO BATTLE

*Appearing in the midst of furious battle, your warriors must quickly orient themselves.*

Your unit must take a Battle-shock test.

3+

### OFF BALANCE

*It will take your badly disordered troops time to gather their wits and join the fight.*

Your unit is Battle-shocked.

2+

### DEEP STRIKE MISHAP

*Something has gone wrong with this high-risk manoeuvre.*

Your unit suffers a Deep Strike Mishap. Roll one D6 and consult the Deep Strike Mishap table, below.

1  
or less

## DEEP STRIKE MISHAP

D6

### DANGEROUS INGRESS

*Whatever else has happened, this error may cost lives.*

Your unit suffers D3 mortal wounds and is Battle-shocked.



### RECALLED UNDER FIRE

*Too late realised, the strike zone is too dangerous.*

Your unit suffers D3 mortal wounds and must be placed into Strategic Reserves. That unit cannot be set up on the battlefield this turn.



### OFF TARGET

*The strike has deviated, leaving troops out of position.*

Your unit suffers D3 mortal wounds, is Battle-shocked, and it must perform another Surgical Deep Strike. When doing so, none of its models can be set up within 12" of where they were set up.



### ANTICIPATED

*The enemy are waiting to strike with deadly force.*

Your unit suffers D3 mortal wounds and is Battle-shocked. One enemy unit that is within 9" of your unit can make a Normal move of up to D6".



### MIS-DROP

*Survivors of this terrible mishap are left shaken and broken.*

Your unit suffers D6 mortal wounds, is Battle-shocked, and until the end of the turn, it is not eligible to declare a charge.



### DISASTER

*You have surely sent these warriors to their deaths.*

Your unit suffers D6 mortal wounds, is Battle-shocked, and until the end of the turn, it is not eligible to shoot or declare a charge.



# CRUSADE BLESSINGS

An Underdog in a Nachmund Gauntlet battle can select one or more Crusade Blessings from those presented here. The number they can select depends on the difference in Crusade points between the armies, as shown in the table below. The same Crusade Blessing cannot be selected more than once.

CRUSADE BLESSINGS	
DIFFERENCE IN CRUSADE POINTS	NUMBER OF BLESSINGS
0-4	0
5-9	1
10-19	2
20+	4

## HIGH STRATEGY

*Well-laid plans and an ironclad grasp of the most pressing strategic goals go a long way to overcoming an enemy's superiority in numbers and firepower.*

You start the battle with 2CP.

## ASTROPATHIC COMMUNIQUÉ

*Hurled through the maelstrom of the Warp by a determined and powerful mind, this vital psychic warning races ahead of the incoming foe and provides crucial tactical insight.*

Select one additional Agenda this battle.

## SCARS OF EXPERIENCE

*To fight and endure despite casualties and hardship teaches bloody lessons all of its own.*

At the end of the battle, every unit from your Crusade army that is not destroyed gains 1XP.

## TACTICAL GAINS

*There is more than one path to victory. By driving multiple plans forward even amidst the mayhem of battle, additional tactical gains can be made before the foe even realises the danger.*

At the end of the battle, roll one D6, adding 3 to the result if you were the victor: on a 4+, you gain 1 Strategic Asset point (pg 72).

## STALWARTS

*Knowing the calibre of foes bearing upon your forces, sector command has dispatched some of their most reliable and determined warriors to bolster your ranks.*

**BATTLELINE** units from your Crusade army that perform an Action (pg 88) are still eligible to shoot in that turn, and **BATTLELINE** units from your Crusade army can perform Actions while within Engagement Range of one or more enemy units.

## TELEPORTARIUM

*A powerful and arcane teleportation asset has been made available to you. Employ this device to its full potential to outmanoeuvre and defeat the foe.*

During the Declare Battle-formations step, you can select two **BATTLELINE** units from your Reinforcement waves, or one other unit. The selected units have the Deep Strike ability.



DEFENDER ONLY



ATTACKER ONLY

## FACTION CRUSADE BLESSINGS

You can select one of the following Crusade Blessings if every model from your Crusade army meets the keyword restrictions indicated below.

### DROP ZONE DENIAL

IMPERIUM ONLY

*Whether by jamming teleportation signals, intercepting drop craft or unleashing overlapping automated defences, you hold back crucial enemy reinforcements.*

At the start of the battle, select one of your opponent's Reinforcement waves. That wave cannot be selected to arrive during the second battle round.

### WARP ASSAULT

CHAOS ONLY

*There are many dark and forbidden means by which sufficiently determined – or insane – warriors can attack through the Warp. Erupting through the veil of reality, the shock and horror of their emergence sets unsuspecting foes reeling.*

Each time a unit from your Crusade army performs a Surgical Deep Strike, before any Deep Strike tests are made, select one enemy unit within 6" of your unit; that unit must take a Battle-shock test.

### CLANDESTINE GOALS

EXCLUDING IMPERIUM & CHAOS

*If the foe does not truly understand your enigmatic plans, they have little chance of preventing their fulfilment.*

At the start of the battle, select one objective marker on the battlefield. While a model from your Crusade army is within range of that objective marker, unless that model's unit is Battle-shocked, add 1 to that model's Objective Control characteristic.

## ATTACKER AND DEFENDER CRUSADE BLESSINGS

You can select one of the following Crusade Blessings if you are either the Attacker or the Defender in the forthcoming battle.

### FOXHOLES



*Blasted out of ferrocrete or dug into bedrock, these temporary entrenchments protect defenders.*

In the first battle round, each time a ranged attack targets a unit from your Crusade army, if that unit is wholly within your deployment zone, it has the Benefit of Cover against that attack.

### COUNTEROFFENSIVE WARDS



*These carefully wrought sigils disrupt incoming enemy forces, drawing ill fortune upon them and rendering their arrival more perilous.*

Each time a unit from your opponent's Crusade army makes a Deep Strike test, subtract 1 from the test.

### RAPID REINFORCEMENTS



*Called into immediate action, this band of warriors surges ahead of their comrades to strike as and where they are needed most.*

In the Reinforcements step of your Movement phase in the second battle round, after you have selected which Reinforcement wave will arrive this turn, you can select one unit in one of your other Reinforcement waves. That unit arrives this turn as well but you must select that unit's original Reinforcement wave to arrive during the third battle round.

### FIRESTORM



*A preparatory bombardment can open vital cracks in the enemy defences before the strike is launched.*

At the start of the first battle round, for each enemy unit within your opponent's deployment zone, roll one D6: on a 4+, that unit suffers D3 mortal wounds.

### GROUND OBSERVER



*Infiltration teams have triangulated your forces' best routes to the battlefield.*

Each time a unit from your Crusade army makes a Deep Strike test, add 1 to the result of that test.

### DAWN ASSAULT



*Catching the foe unprepared in the earliest hours of the dawn, your warriors make the most of the element of surprise.*

In the first battle round, models from your Crusade army have the Stealth ability.

# AGENDAS

Agendas offer unique ways for your units to gain additional experience points (XP) in a Crusade battle. There are a whole range of different Agendas you can choose from to best suit your Crusade force's narrative. When playing a Nachmund Gauntlet Crusade mission you can select from the following Agendas.

Some Agendas will award XP or tally marks 'each time' an enemy model or unit is destroyed. A model or unit can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially contribute several Experience points or tally marks to these types of Agendas (assuming it is resurrected and subsequently destroyed several times over).

## CUT OFF THE HEAD

*Cut down the enemy's champions, their warlords and spiritual leaders. Make trophies of their butchered remains, and in doing so, inspire your warriors even as you shatter the foe's morale.*

Each time a model from your Crusade army destroys an enemy **CHARACTER** model, your model's unit gains 2XP. Each time a model from your Crusade army destroys an enemy **WARLORD** or **EPIC HERO** model, your model's unit gains an additional 2XP.

At the end of the battle, if the enemy **WARLORD** model is destroyed, you gain 1SAP.

## DRIVE DEEP

*Cut through the enemy defence lines, drive your forces into their back lines, and wreak bloody havoc. With their communications disrupted and lines of retreat perilous, they will be forced to give ground before your triumphant warriors.*

At the end of the battle, you can select up to three units from your Crusade army (excluding **AIRCRAFT**) that are wholly within your opponent's deployment zone. Each of those units gains 3XP.

At the end of the battle, if three or more units from your Crusade army (excluding **AIRCRAFT**) are wholly within your opponent's deployment zone, you gain 1SAP.

## SEARCH DROP SITE

*Scattered across this battlefield are valuable prizes, be they caches of intel, hidden resources or some other asset that must be found and seized.*

At the start of the battle, all objective markers on the battlefield are unsearched and will remain so until **searched**.

### SEARCH DROP SITE (ACTION)



**STARTS:** Your Shooting phase.

**UNITS:** One unit from your Crusade army within range of an unsearched objective marker.

**COMPLETES:** End of your turn, if you control that objective marker.

**IF COMPLETED:** That objective marker is **searched** and the unit that completed this Action gains 3XP.

At the end of the battle, if three or more objective markers on the battlefield have been **searched** by units from your Crusade army, you gain 1SAP.

## STRIKE AND PURGE

*Swiftly strike the enemy, maximise the element of surprise, and seize ultimate victory.*

Each time a unit from your Crusade army with the Deep Strike ability destroys an enemy unit, that unit gains 1XP. Each time a unit from your Crusade army with the Deep Strike ability destroys an enemy unit in the same turn it was set up using the Deep Strike ability, that unit gains 2XP instead. A unit cannot gain more than 3XP per battle from this Agenda.

At the end of the battle, if four or more enemy units were destroyed by units from your Crusade army with the Deep Strike ability during the battle, you gain 1SAP.

## STRATEGIC DOMINANCE

*You will further your faction's goals in this region by laying claim to the vital ground at the battlefield's heart and denying it to the foe.*

At the end of your turn, select one unit from your Crusade army that is within 3" of the centre of the battlefield. That unit gains 1XP.

At the end of the battle, if units from your Crusade army gained 4 or more XP as a result of this Agenda, you gain 1SAP.

# ATTACKER AND DEFENDER AGENDAS

You can select one of the following Agendas if you are either the Attacker or the Defender in the forthcoming battle.

## ACTIVATE DEFENCE PERIMETER



*Many defence systems have been emplaced to help defend the Sanctus Wall and await only the waking of their machine spirits to spring to life and do their duty.*

### ACTIVATE SHIELD NODE (ACTION)



**STARTS:** Your Shooting phase.

**UNITS:** One **INFANTRY** or **MOUNTED** unit from your Crusade army that is wholly within your deployment zone.

**COMPLETES:** End of your opponent's next turn or the end of the battle (whichever comes first).

**IF COMPLETED:** Place one Shield Node marker within 1" of your unit, provided it is wholly within your deployment zone and not within 16" of any other Shield Node marker (you can use spare objective markers to denote these, but they do not count as objective markers for any rules purposes other than this Agenda); if you do, your unit gains 1XP.

At the end of the battle, if there are 4 or more Shield Node markers on the battlefield, you gain 1SAP.

## REPEL THE FOE



*You must hold off each fresh enemy attack wave, driving them back one after another with resolute defiance.*

Each time a unit from your Crusade army destroys an enemy unit that is from one of your opponent's Reinforcement waves, that unit gains 1XP. A unit cannot gain more than 3XP per battle from this Agenda.

At the end of the battle, if all the units in at least one of your opponent's Reinforcement waves have been destroyed, you gain 1SAP.

## DEFIANT TO THE END



*Stand fast and endure until relieved, no matter what the enemy throws into the fight.*

At the start of the battle, you can select up to three units from your Crusade army that are on the battlefield. For each of those units, at the end of the battle:

- If that unit is not destroyed, it gains 2XP.
- If that unit is not Below Half-strength, it gains 1XP.

At the end of the battle, if one or more of these units is at its Starting Strength, you gain 1SAP.

## SYMBOLIC OBJECTIVES



*This attack is about not just conquest but also propaganda. Seize these vital sites, and you will shatter the spirits of the foe, possibly beyond recovery.*

At the start of the battle, your opponent must select two different objective markers (if there is only one objective marker, only that objective marker is selected). At the end of the battle, if you control one or both of those objective markers, you can select up to three units from your Crusade army that are within range of one or more of those objective markers. Each of those units gains 2XP.

At the end of the battle, if you control all of the selected objective markers, you gain 1SAP.

## PRIME MACRO-ORDNANCE



*Potent super weapons have been left in this area, deployed but quiescent. Awakening them ready for use will benefit your faction to the terrible detriment of the foe.*

### PRIME PLANETQUAKE BOMB (ACTION)



**STARTS:** Your Shooting phase.

**UNITS:** One **INFANTRY** or **MOUNTED** unit from your Crusade army that is wholly within your opponent's deployment zone.

**COMPLETES:** End of your opponent's next turn or the end of the battle (whichever comes first).

**IF COMPLETED:** Your unit gains 2XP (a unit cannot gain more than 3XP per battle from this Agenda).

At the end of the battle, if this Action was completed by units from your Crusade army two or more times during the battle, you gain 1SAP.

## RAZE AND RUIN



*This is a campaign of annihilation and extermination. Leave no stone atop another, no foe still breathing, no feature of this battlefield untouched by scourging fire and complete devastation.*

Each time a unit from your Crusade army destroys an enemy unit that was within range of an objective marker, that unit gains 1XP. Each time a unit from your Crusade army destroys an enemy unit that was within range of an objective marker that is in your opponent's deployment zone, that unit gains 2XP instead. A unit cannot gain more than 3XP per battle from this Agenda.

At the end of the battle, if you control all objective markers in your opponent's deployment zone, you gain 1SAP.

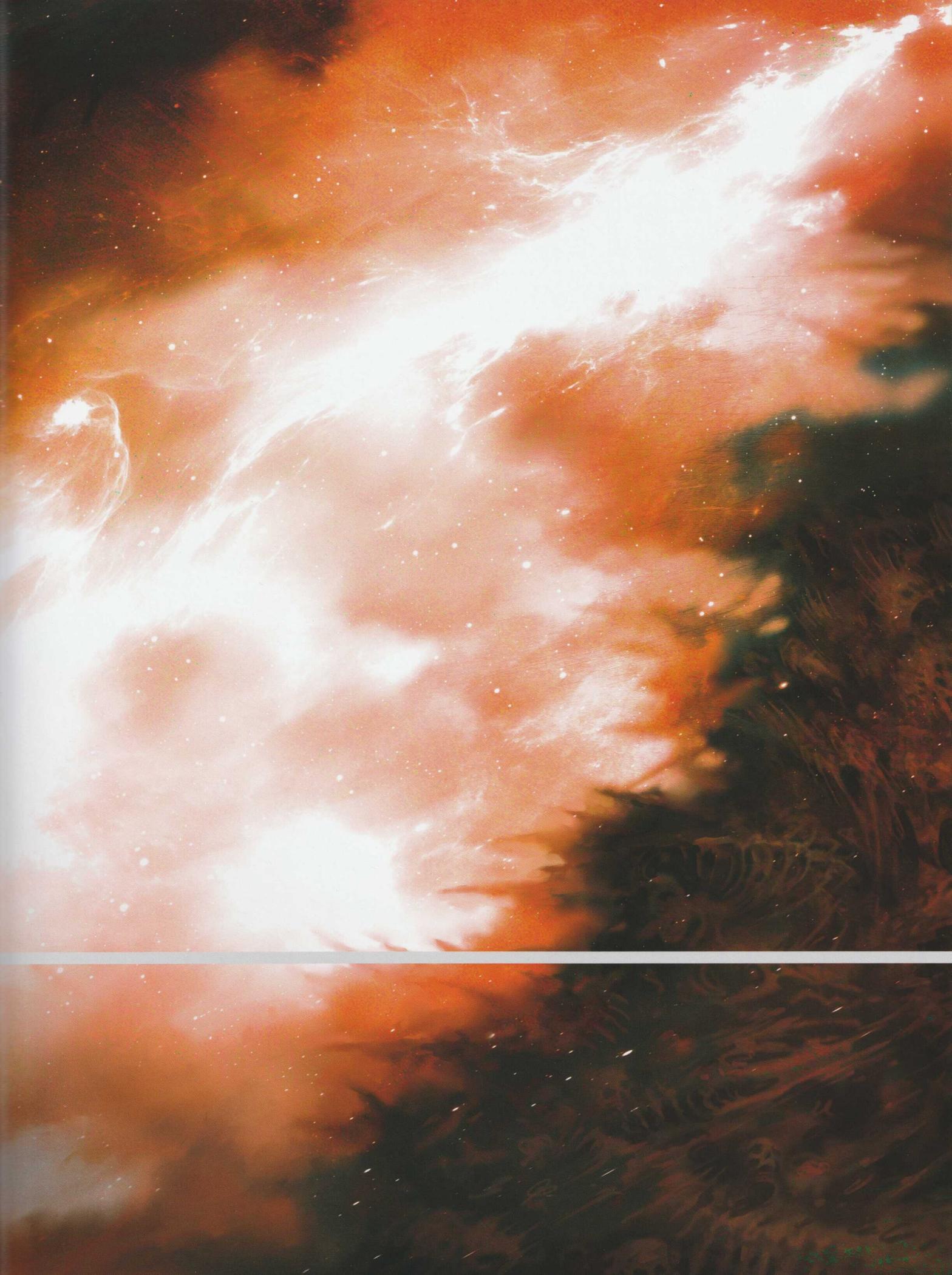


# Missions

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'This is not a battle of unwieldy battalions grinding their way forward. It is one of swift adaptability and martial precision. It is one in which those prepared for rapid relocation may rise in influence. Ready those landers we salvaged. I will not be seen to keep the Canoness Superior waiting.'

— Rogue Trader Kyprian Tellanarosea



# NACHMUND GAUNTLET CRUSADE MISSION

## STRATEGIC STRIKE

A crucial strategic site lies open to assault, but the strike must come now with time running short. Hostilities swiftly escalate as rival commanders contest the drop zone and warriors pour into the fight.

### MISSION RULES

**Drop Site Secure:** Each time a unit performs a Surgical Deep Strike, if that unit is set up wholly within its own Deployment Zone, add 2 to that unit's Deep Strike test.

### VICTOR BONUS

The victor can select one unit from their Crusade army that is wholly within their opponent's deployment zone at the end of the battle; that unit gains 5XP.

### MISSION OBJECTIVES

#### SEIZE GROUND

*Progressive Objective*

*Strike swiftly, seize the drop zone and stave off enemy counterattacks to secure victory.*

From the second battle round onwards, at the end the Command phase, the player whose turn it is scores 1VP for each objective marker they control (to a maximum of 3VP).

In the fifth battle round, the player who has the second turn scores VP as described above, but does so at the end of the turn instead of at the end of their Command phase.

#### BREAKTHROUGH PUSH

*Progressive Objective*

*Drive deep into enemy territory and plant your flags.*

At the end of the turn, the player whose turn it is scores 1VP if one or more units from their Crusade army (excluding Battle-shocked units) are wholly within their opponent's deployment zone. If one or more of these units are **BATTLELINE** units, the player whose turn it is scores an additional 1VP.

### MISSION MAP KEY



Attacker's  
Deployment Zone



Defender's  
Deployment Zone



No Man's  
Land



Objective  
Markers



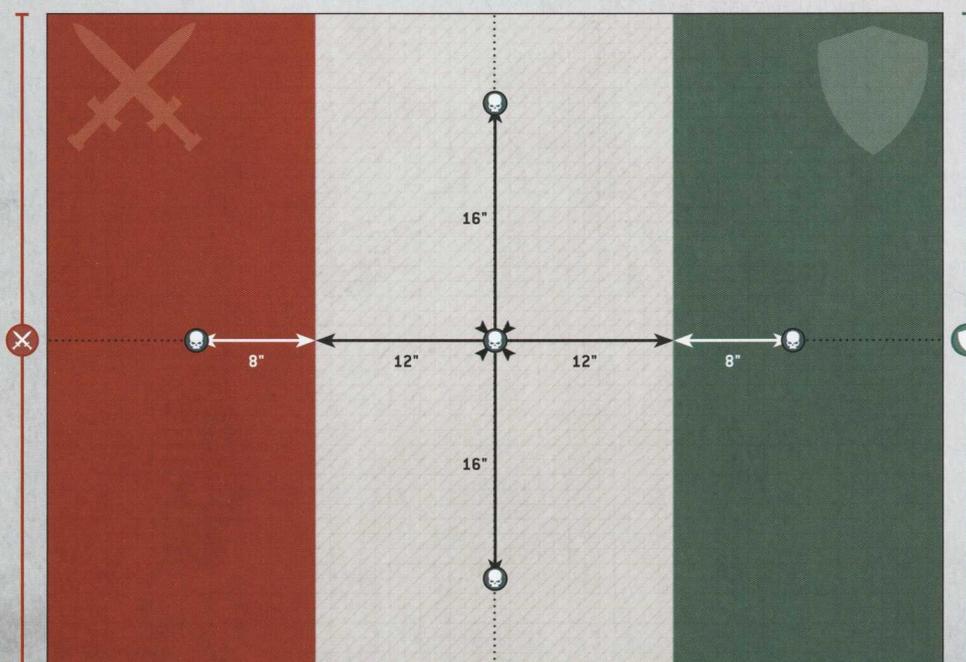
Attacker's  
Battlefield Edge



Defender's  
Battlefield Edge



Centre of  
Battlefield



## NACHMUND GAUNTLET CRUSADE MISSION

# STRANGLEHOLD

In the wake of a chaotic drop assault, invaders and defenders alike are scattered. The first commander to secure a decisive and commanding position on this battlefield will be able to drive their foes before them and consolidate their strength.

## MISSION RULES

**Staging Post:** Players only gain 1CP during their turn if they control the objective marker within their deployment zone.

## VICTOR BONUS

The victor can select one additional unit from their Crusade army to be Marked for Greatness.

## MISSION OBJECTIVES

### RUTHLESS AGGRESSION

*Progressive Objective*

*There is no time for complacency in this fight. Do not give the foe an inch!*

At the end of the turn, the player whose turn it is scores 1VP if they control one or more objective markers that were controlled by their opponent at the start of the turn (if one or more of those objective markers were within their opponent's deployment zone, they score an additional 1VP).

## DOMINATION

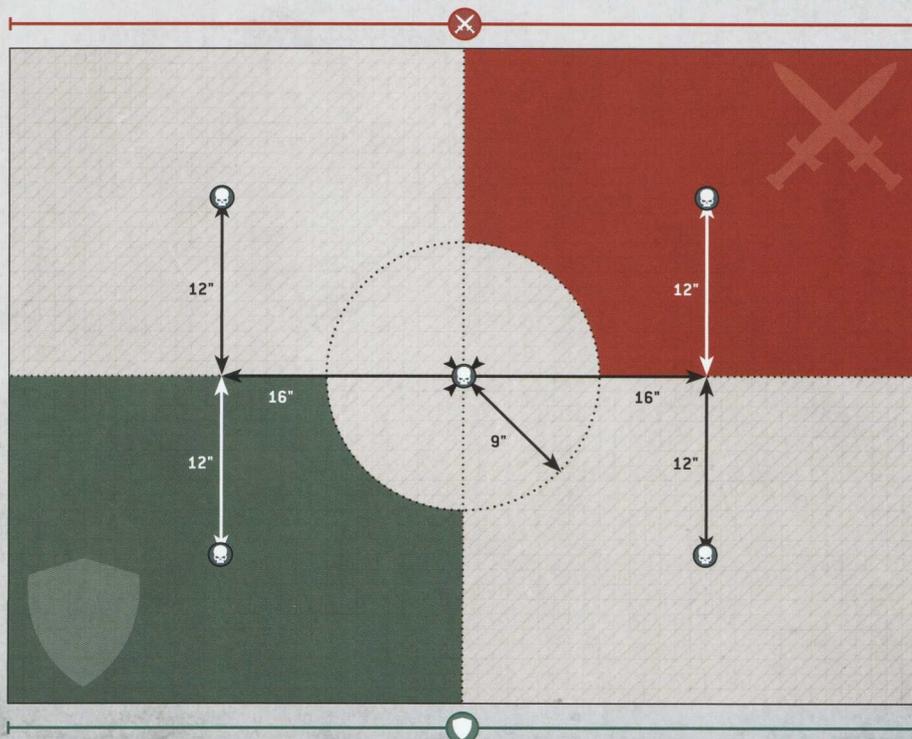
*Progressive Objective*

*Establish swift strategic dominance to deny your foes the chance to consolidate their position.*

From the second battle round onwards, at the end of the Command phase, the player whose turn it is scores VP as follows:

- If they control one or more objective markers, they score 1VP.
- If they control more objective markers than their opponent, they score 2VP.

In the fifth battle round, the player who has the second turn scores VP as described above, but does so at the end of the turn instead of at the end of their Command phase.



## NACHMUND GAUNTLET CRUSADE MISSION

# SUPPLY RAID

A rich stockpile of vital equipment has been left exposed after the collapse of local orbital defences. The stage is set for a punishing bloodbath as rival armies scramble to secure this rich prize.

### MISSION RULES

**Drop Zone Depleted:** At the start of the first battle round, the players randomly select three different objective markers in No Man's Land. The first objective marker selected is the Alpha objective, the second is the Beta objective, and the third is the Gamma objective. Throughout the battle:

- At the start of the third battle round, the Alpha objective is removed from the battlefield.
- At the start of the fourth battle round, the Beta objective is removed from the battlefield.
- At the start of the fifth battle round, the Gamma objective is removed from the battlefield.

### VICTOR BONUS

The victor can increase their Crusade force's supply limit by 250 points.

### MISSION OBJECTIVE

#### SECURE SUPPLIES

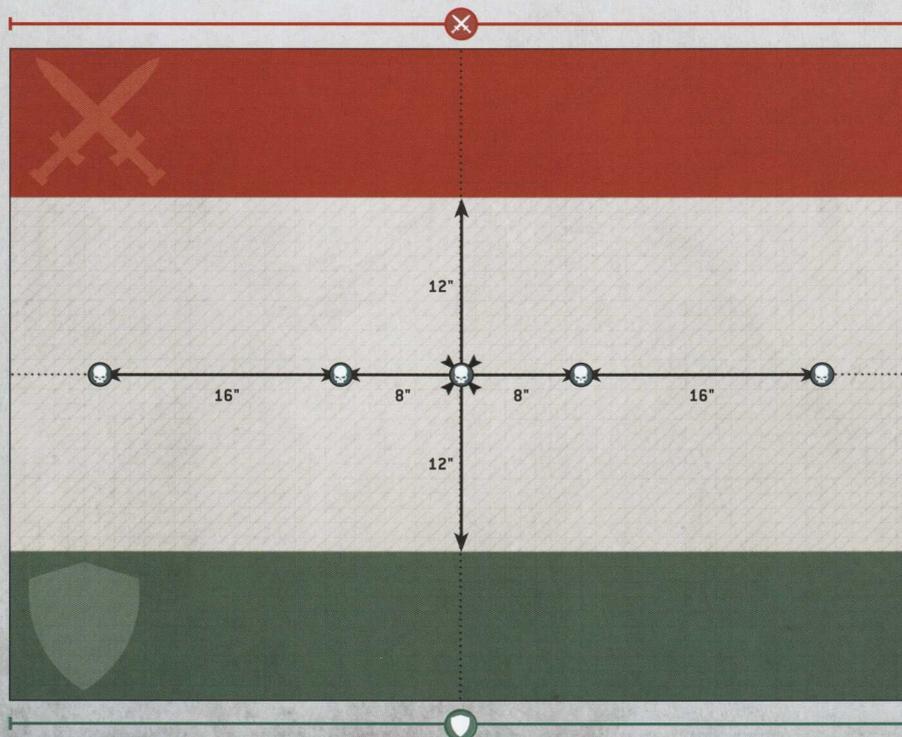
##### *Progressive Objective*

*The more supplies that can be extracted safely from this site, the greater a success you will be credited with.*

From the second battle round onwards, at the end of the Command phase, the player whose turn it is scores VP as follows:

- During the second and third battle rounds, the player whose turn it is scores 1VP for each objective marker they control.
- During the fourth battle round, the player whose turn it is scores 2VP for each objective marker they control.
- During the fifth battle round, the player whose turn it is scores 4VP for each objective marker they control.

In the fifth battle round, the player who has the second turn scores VP as described above, but does so at the end of the turn instead of at the end of their Command phase.



## NACHMUND GAUNTLET CRUSADE MISSION

# PURGE AFTER INLOAD

Cogitator info-shrines at this site contain vital intelligence that must be accessed and eradicated to deny it to the foe. Forces must drop in swiftly, inload all essential intelligence, and then purge the shrines by any means necessary.

## MISSION RULE

### INFOPURGE (ACTION)



**STARTS:** Your Shooting phase, from the second battle round onwards.

**UNITS:** One unit from your Crusade army that is within range of an objective marker that is not within your own Deployment Zone.

**COMPLETES:** End of your opponent's next turn or the end of the battle (whichever comes first), if you control that objective marker.

**IF COMPLETED:** That objective marker is **purged** and removed from the battlefield.

## VICTOR BONUS

The victor can select one unit from their Crusade army that **purged** one or more objective markers during the battle to gain a Battle Trait. This must be a unit that can gain a Battle Trait. In addition, if the victor **purged** the objective marker within their opponent's deployment zone, they gain 1SAP.

## MISSION OBJECTIVES

### INFO-SHRINE INLOAD

*Progressive Objective*

*As long as the info-shrines can be held, more intelligence can be gathered.*

From the second battle round onwards, at the end of each player's Command phase, the player whose turn it is scores 1VP for each objective marker they control (to a maximum of 2VP).

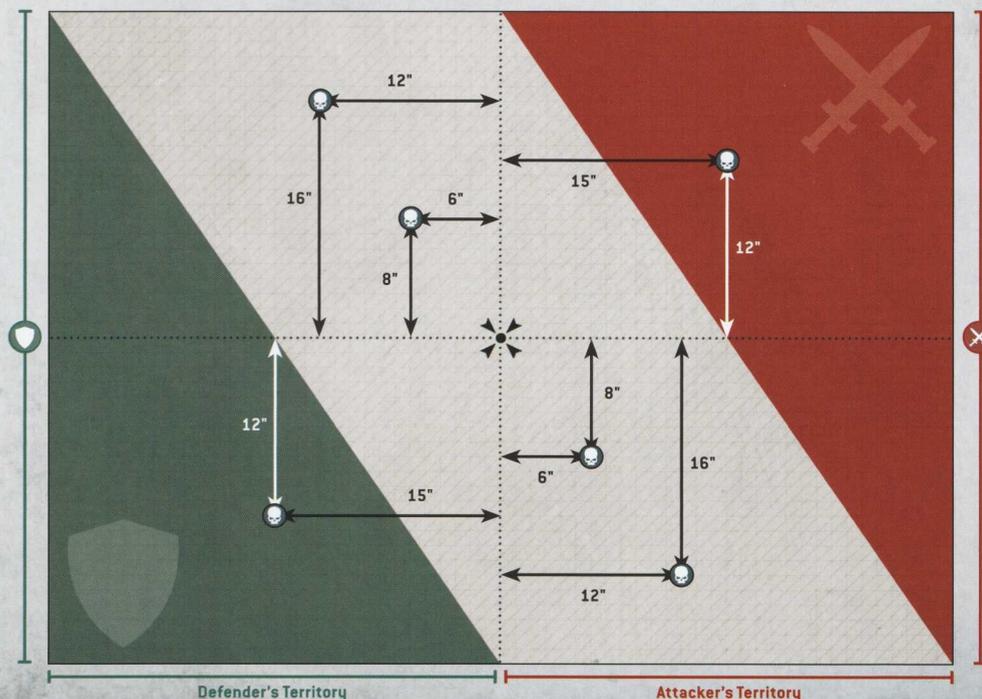
In the fifth battle round, the player who has the second turn scores VP as described above, but does so at the end of the turn instead of at the end of their Command phase.

### INFOPURGE

*Progressive Objective*

*Keep the foe ignorant, even at the expense of your enlightenment.*

Each time a player whose turn it is **purges** an objective marker, that player scores 2VP if that objective marker is within their own territory, or 3VP if that objective marker is within their opponent's territory.



## NACHMUND GAUNTLET CRUSADE MISSION

# FRONT-LINE WARFARE

As hosts of warriors battle to defend or to overthrow the worlds of the Sanctus Wall, sprawling war fronts stretch across continents. Striving to break the deadlock, generals hurl swift strikes into the teeth of these meatgrinders.

### MISSION RULES

**Chosen Battlefield:** Starting with the Defender, players alternate setting up six objective markers on the battlefield. One objective marker must be set up wholly within each deployment zone, and the rest set up wholly within No Man's Land. Objective markers cannot be set up within 6" of one or more other objective markers and/or one or more battlefield edges. If it is not possible to set up an objective marker as described above, it is not set up.

### VICTOR BONUS

Each unit from the victor's Crusade army that ended the battle within range of an objective marker the victor controls gains 1XP.

### MISSION OBJECTIVES

#### LINE OF ADVANCE

*End Game Objective*

*Opening and holding a path into the enemy's back lines allows the push to gather pace.*

At the end of the battle, if a player controls the objective marker in their deployment zone and the objective marker in their opponent's deployment zone, that player scores 3VP.

#### COMMANDING POSITION

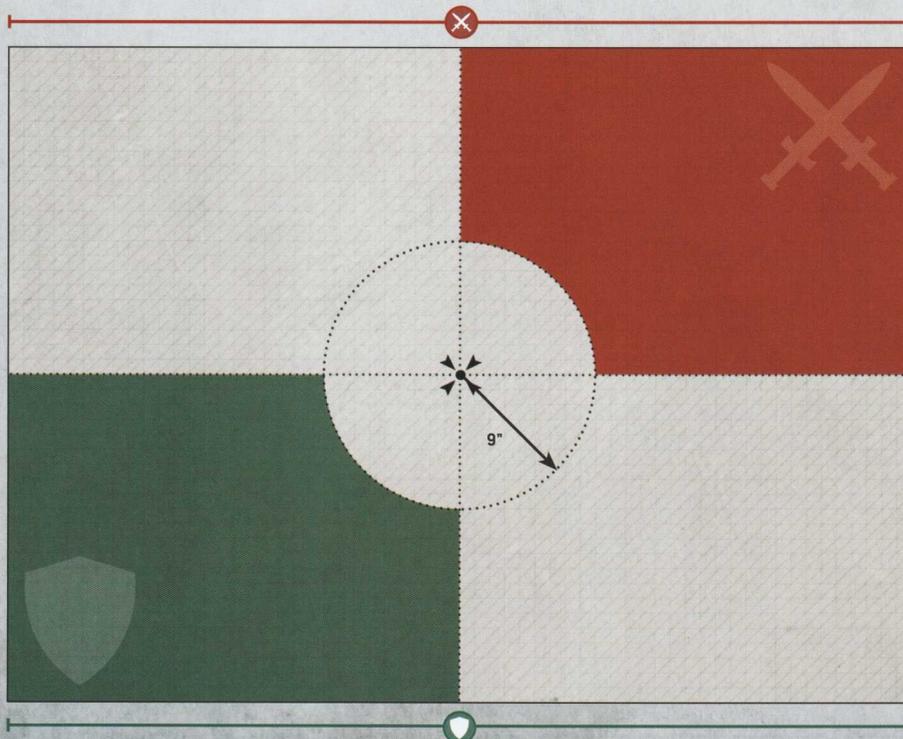
*Progressive Objective*

*To maximise hopes of breaking the enemy line, you must ensure your own holds firm.*

From the second battle round onwards, at the end of the Command phase, the player whose turn it is scores VP as follows:

- For each objective marker they control in No Man's Land, they score 1VP.
- If they control the objective marker in their opponent's deployment zone, they score 2VP.

In the fifth battle round, the player who has the second turn scores VP as described above, but does so at the end of the turn instead of at the end of their Command phase.



## NACHMUND GAUNTLET CRUSADE MISSION

# HERALDS OF VENGEANCE

Ominous threats stand ready to be unleashed, be they mass teleport strikes, fleet bombardment or malevolent ritual super weapons. These war-changing assets must be guided by hand, requiring bold warriors to serve as their heralds.

## MISSION RULES

### GUIDE STRIKE BEACON (ACTION)



**STARTS:** Your Shooting phase.

**UNITS:** One or more units from your Crusade army, each within range of a different objective marker that you control.

**COMPLETES:** End of your turn.

**IF COMPLETED:** For each unit that completes this Action, you can move the objective marker that unit is within range of up to 6". When doing so, that objective marker cannot end that move on top of any other objective marker or model.

## VICTOR BONUS

The victor's Crusade force gains 1RP and 1SAP.

## MISSION OBJECTIVE

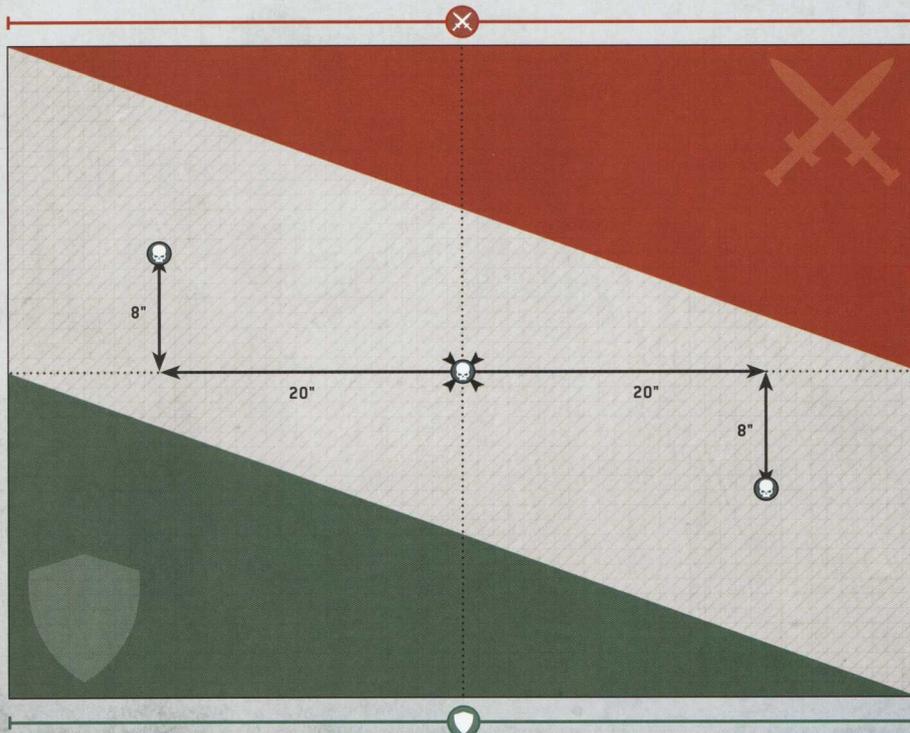
### STRIKE TRIANGULATION ACHIEVED

*Progressive Objective*

*The more strike beacons guided firmly upon enemy-held territory, the more decisively the vengeful blow will land upon your foes.*

From the second battle round onwards, at the end of the turn, the player whose turn it is scores VP as follows (these are not cumulative):

- 3VP for each objective marker that is wholly within their opponent's deployment zone.
- 2VP for each objective marker that is wholly within 6" of their opponent's deployment zone.
- 1VP for each objective marker that is wholly within 12" of their opponent's deployment zone.



## NACHMUND GAUNTLET CRUSADE MISSION

# FINAL STAND

Driven back by repeated strikes, one army must now dig in and try to endure as the last of their scattered reserves race to their aid. Their foes have a chance to crush them for good if they can only break this determined final stand.

### MISSION RULES

**Strategic Offensive:** The Attacker decides which player has the first turn.

**Delayed Reserves:** The Defender's Reinforcement waves will arrive in the Reinforcement step of their Movement phase in the third and fourth battle round, instead of in the Reinforcement step of their Movement phase in the second and third battle round.

### VICTOR BONUS

Each unit from the victor's Crusade army that ended the battle wholly within the Defender's deployment zone gains 1XP. In addition, if the victor controls the objective marker in the Defender's deployment zone at the end of the battle, they gain 1SAP.

### MISSION OBJECTIVES

#### STAND FIRM

*Progressive Objective*

*The longer the defenders can hold their ground, the more hope they have of enduring this onslaught.*

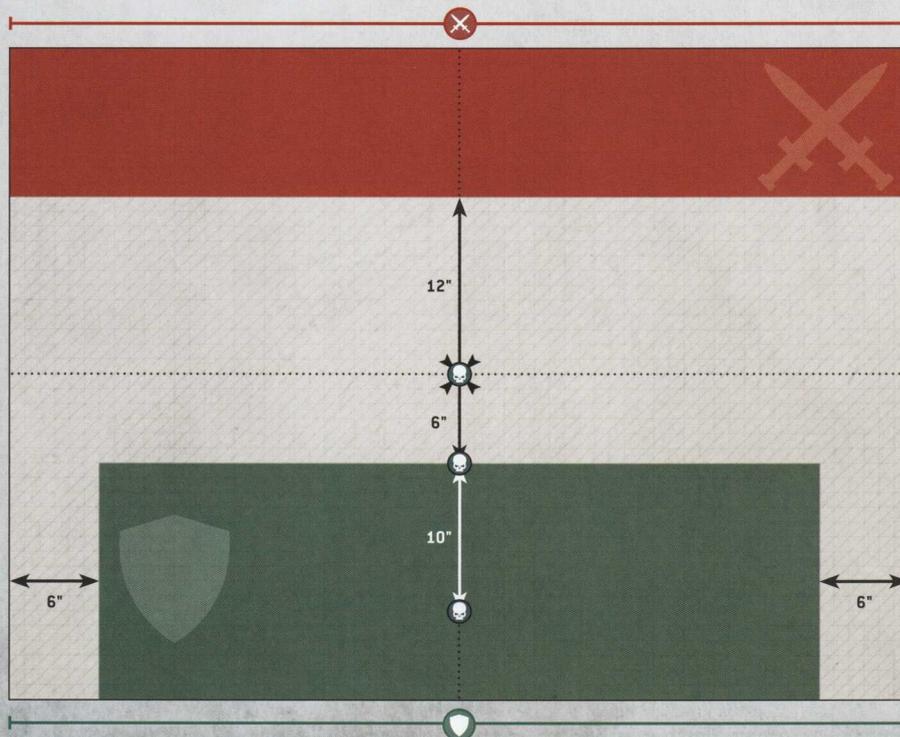
- At the end of each player's turn, the player who controls the objective marker in the Defender's deployment zone scores 1VP.
- At the end of the Attacker's turn, if the Attacker controls the objective in No Man's Land, the Attacker scores 1VP.

#### NO QUARTER

*Progressive Objective*

*Both commanders are determined to see the other's forces annihilated in this merciless clash.*

- At the end of the battle round, the Defender scores 1VP if one or more of the Attacker's units were destroyed during this battle round.
- At the end of the battle round, the Attacker scores 1VP if more of the Defender's units than the Attacker's units were destroyed during this battle round.



## NACHMUND GAUNTLET CRUSADE MISSION

# SABOTEURS

Strategic augury has revealed the location of a hidden base being used by one faction to launch strikes against enemy territory. Their foes now send raiders to sabotage this stronghold and leave it unable to support any more offensives.

## MISSION RULES

**Strategic Offensive:** The Attacker decides which player has the first turn.

**Supply Sabotage:** The Attacker can perform the following Action:

### SUPPLY SABOTAGE (ACTION)



**STARTS:** Your Shooting phase.

**UNITS:** One or more units from your Crusade army, each of which is within range of a different objective marker.

**COMPLETES:** End of your opponent's next turn or the end of the battle (whichever comes first), if you control that objective marker

**IF COMPLETED:** That objective marker is **sabotaged** and removed from the battlefield.

## VICTOR BONUS

The victor's Crusade force gains 1RP and 1SAP.

## MISSION OBJECTIVES

### SAFEGUARD SUPPLIES

#### Progressive Objective

*The vital equipment stored in this base must be protected if its usefulness is to be maintained.*

From the second battle round onwards, at the end of the Defender's turn, they score VP as follows:

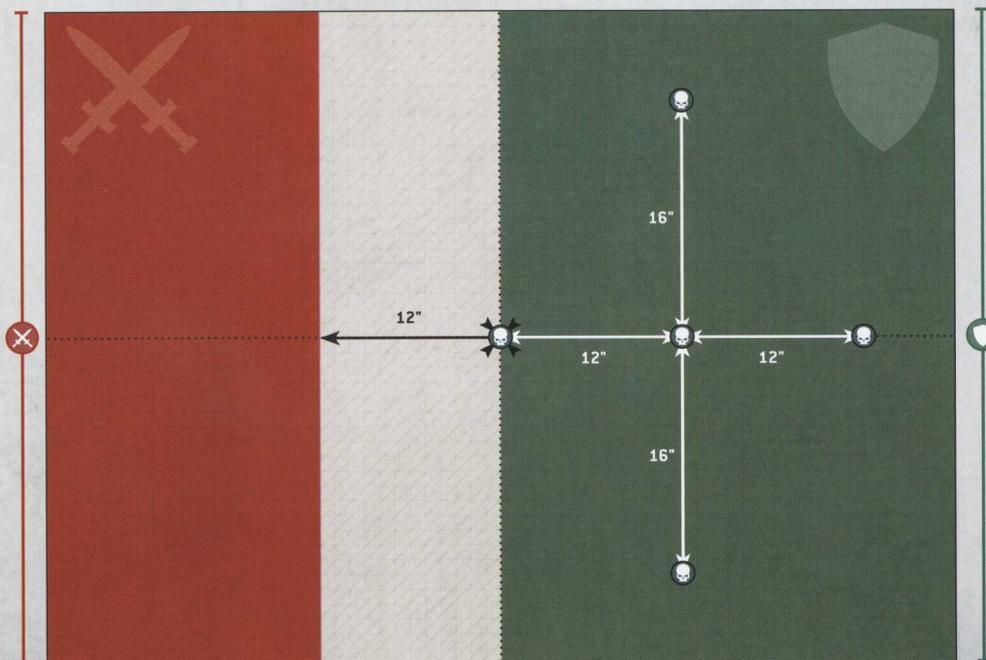
- If they control one objective marker, they score 1VP.
- If they control two or three objective markers, they score 2VP.
- If they control four or five objective markers, they score 3VP.

### SUPPLIES DESTROYED

#### Progressive Objective

*With each strategic cache and asset destroyed, the attackers' mission comes closer to fruition.*

Each time the Attacker **sabotages** an objective marker, they score 3VP. If the Attacker **sabotages** 2 or more objective markers in the same turn, they score an additional 1VP.



## NACHMUND GAUNTLET CRUSADE MISSION

# RETRIEVAL

With betrayal rife through the Sanctus Wall, vital intelligence must often be entrusted to direct couriers to prevent its corruption or interception. Such a messenger has gone to ground in this region and must be recovered or abducted.

### MISSION RULES

#### SEARCH SITE (ACTION)



**STARTS:** Your Shooting phase.

**UNITS:** One unit from your Crusade army that is within range of an objective marker.

**COMPLETES:** End of your turn, if you control that objective marker.

**IF COMPLETED:** Roll one D6, adding 1 to the result if you are the Defender, and adding an additional 1 to the result for every other Search Site action that has been completed during this battle (by either player). On a 6+, you have discovered the location of the courier; remove all other objective markers from the battlefield. Otherwise, remove that objective marker from the battlefield.

### VICTOR BONUS

The victor can select one unit from their Crusade army that completed the Search Site action in the battle; that unit gains 3XP (if that unit discovered the location of the courier, it instead gains 5XP). In addition, the victor gains 1 Strategic Asset Point.

### MISSION OBJECTIVES

#### AREA SEARCHED

*Progressive Objective*

*With each set of coordinates searched, the remaining grid shrinks and success comes closer.*

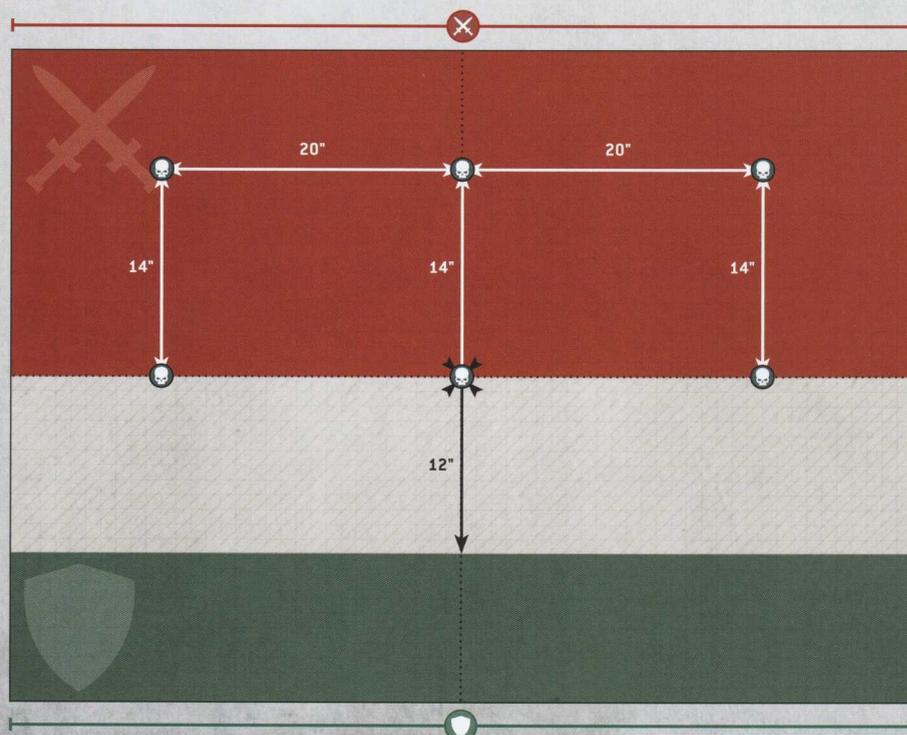
- Each time a player completes the Search Site action, that player scores 1VP.
- If a player discovers the location of the courier, that player scores 1VP.

#### COURIER SECURED

*Progressive Objective*

*Once the hidden messenger has been located they must be defended until extraction can be arranged.*

- If the location of the courier has been discovered, at the end of the Command phase, the player who controls the objective marker scores 3VP.
- In the fifth battle round, if the location of the courier has been discovered, the player who has the second turn scores 3VP as described above, but does so at the end of the turn instead of at the end of their Command phase.



## NACHMUND GAUNTLET CRUSADE MISSION

# BEACHHEAD OFFENSIVE

Charged with securing the toe-hold from which a more comprehensive invasion can be launched, one commander masses all their warriors and unleashes a desperate assault. Their opponent seeks to hurl them back, defending their territory in the process.

### MISSION RULES

**Beachhead:** In the Deploy Crusade Armies step, instead of the players alternating setting up their units, first the Attacker deploys all the units in their Primary Wave wholly within their deployment zone, and then the Defender sets up all of the units in their Primary Wave wholly within their deployment zone.

**Strategic Offensive:** The Attacker decides which player has the first turn.

### VICTOR BONUS

The victor can select one additional unit from their Crusade army to be Marked for Greatness.

### MISSION OBJECTIVE

#### SECURE BEACHHEAD

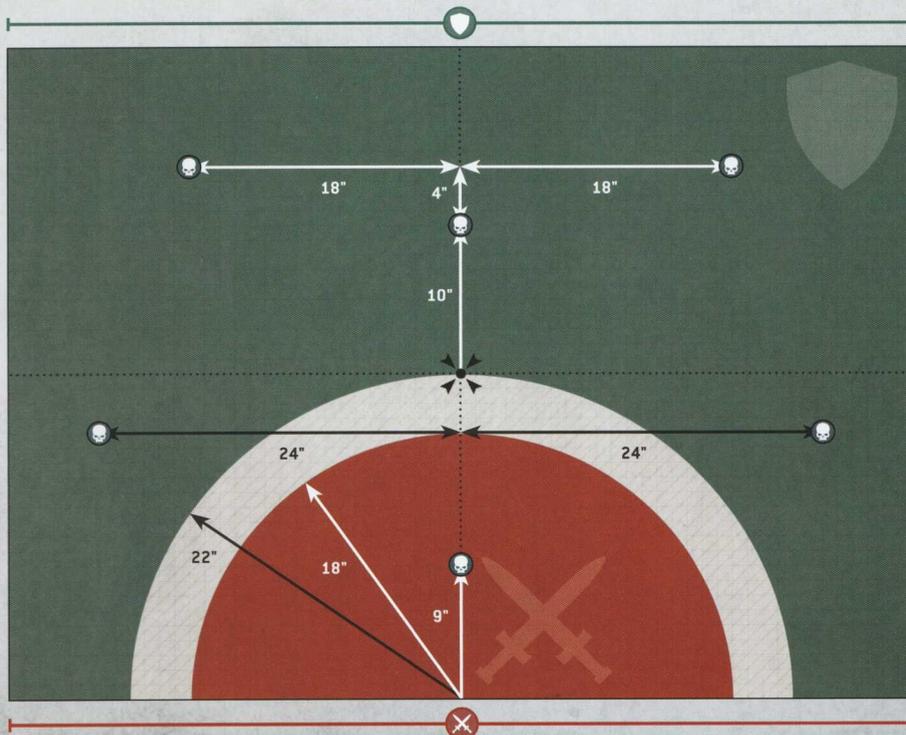
##### *Progressive Objective*

*With every yard advanced into enemy territory, the invaders come closer to securing their beachhead.*

From the second battle round onwards, at the end of the Command phase, the player whose turn it is scores VP as follows:

- For each objective marker that the player controls, they score 1VP.
- If it is the Attacker's turn, and the Attacker controls the objective marker in their own deployment zone, then for each other objective marker they control, the Attacker scores an additional 1VP.

In the fifth battle round, the player who has the second turn scores VP as described above, but does so at the end of the turn instead of at the end of their Command phase.



## NACHMUND GAUNTLET CRUSADE MISSION

# THE GAUNTLET

Whether driving home an attack against a loyalist strongpoint or seeking to eliminate an exposed heretic base, many offensives see attackers run a gauntlet of potent enemy defences.

### MISSION RULES

**Strategic Offensive:** The Attacker decides which player has the first turn.

**Punch Through Their Defences:** At the end of the Attacker's turn, after scoring VP, any objective markers controlled by the Attacker are removed from the battlefield.

**Up the Middle:** Units from the Attacker's army arriving from Tactical Reserves can not be set up within the Defender's deployment zone.

### VICTOR BONUS

The victor's Crusade force gains 1RP and 1SAP.

### MISSION OBJECTIVES

#### LAYERED DEFENCE

*Progressive Objective*

*Defence in depth sees the attacking forces strung out.*

At the end of the Defender's turn:

- If they control 3 or more objective markers, they score 1VP.
- If there are no enemy units within the Gamma Zone, the Defender scores 1VP.
- If one or more enemy units were destroyed that turn, the Defender scores 1VP.

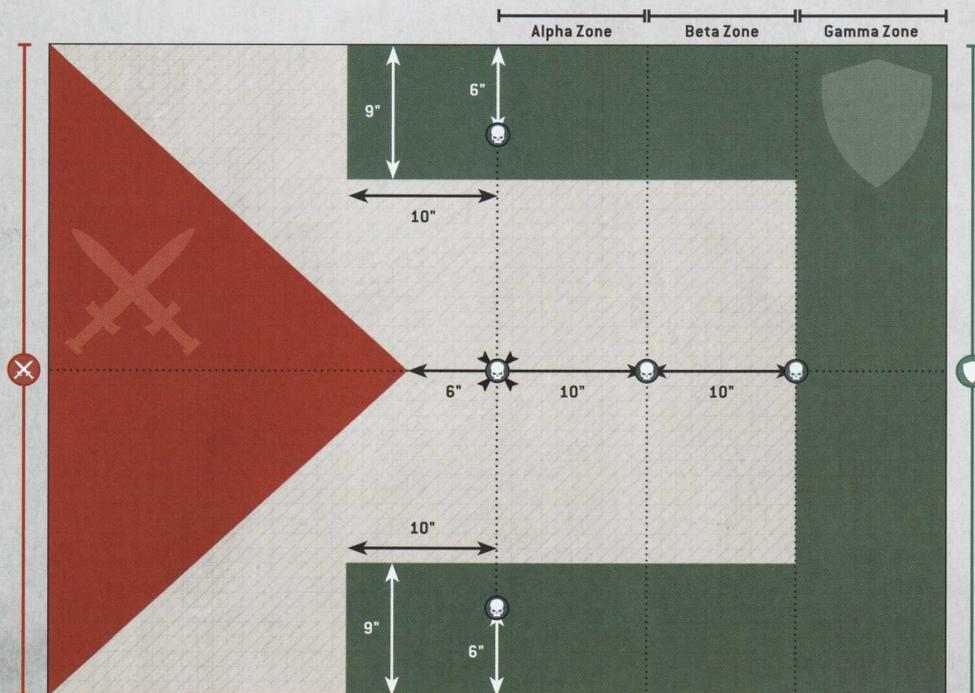
#### RUN THE GAUNTLET

*Progressive Objective*

*The attackers drive their spear into the heart of the foe.*

At the end of the Attacker's turn:

- For each objective marker they control, they score 1VP.
- They score VP as indicated in one of the following ways, if one or more units from their Primary Wave are wholly within: the Alpha Zone (1VP); the Beta Zone (2VP); the Gamma Zone (3VP).



## NACHMUND GAUNTLET CRUSADE MISSION

# VITAL STRONGHOLD

As the planetary onslaught continues, an isolated force has been driven back to a pivotal defensive enclave. Will they hold out here long enough to be reinforced, or will converging enemy assault groups crush them and claim their bolthole?

### MISSION RULES

**Pincer Attack:** At the start of the Reinforcements step of the Defender's Movement phase in the second battle round, the Defender must select two of their Reinforcement Waves to arrive from Tactical Reserves, but will not be able to select any other Reinforcement Waves to arrive that battle. Each unit from one of those Reinforcement Waves must be set up wholly within Attack Zone 1, and each unit from the other Reinforcement Wave must be set up wholly within Attack Zone 2. One unit from one of the selected Reinforcement Waves may perform a Surgical Deep Strike, however that unit must be set up wholly within Attack Zone 1 or Attack Zone 2.

**Stronghold:** The Defender must set up five additional objective markers on the battlefield. Two or more objective markers must be set up in No Man's Land and each objective marker cannot be set up within 6" of one or more other objective markers and/or one or more battlefield edges. If it is not possible to set up an objective marker, it is not set up on the battlefield.

### VICTOR BONUS

The victor can select one unit from their Crusade army that is wholly within 6" of the centre of the battlefield; that unit gains 5XP.

### MISSION OBJECTIVES

#### THE FORTRESS CLAIMED

*Progressive Objective*

*Victory in this battle will almost certainly go to whichever commander holds onto the stronghold.*

From the second battle round onwards, at the end of the Command phase, the player whose turn it is scores 1VP for each objective marker they control (to a maximum of 4VP).

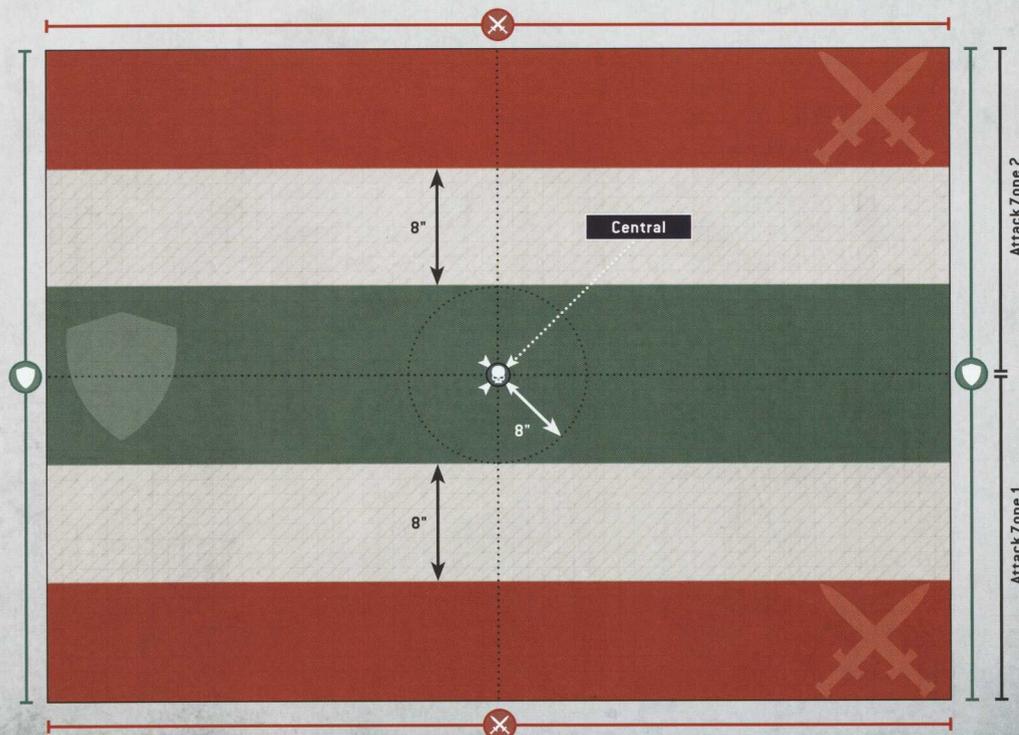
In the fifth battle round, the player who has the second turn scores VP as described above, but does so at the end of the turn instead of at the end of their Command phase.

#### CENTRAL STRONGPOINT

*End Game Objective*

*Seize this point to raise your flag of victory over the very heart of the fortress.*

At the end of the battle, if the Defender controls the Central objective marker, they score 2VP. If the Attacker controls the Central objective marker, they score 3VP.



## NACHMUND GAUNTLET CRUSADE MISSION

# OPPORTUNE MOMENT

With raiding parties and orbital drop forces duelling over multiple war-torn worlds, attacks must sometimes be launched during brief windows of opportunity in response to sudden, short-lived opportunities.

### MISSION RULE

**Narrow Window:** During the second and fourth battle rounds, objective markers labelled A can be controlled normally (objective markers labelled B cannot be controlled). During the third and fifth battle rounds, objective markers labelled B can be controlled normally (objective markers labelled A cannot be controlled).

### VICTOR BONUS

The victor's Crusade force gains 1RP and, the victor gains 1SAP.

### MISSION OBJECTIVE

#### SEIZE YOUR CHANCE

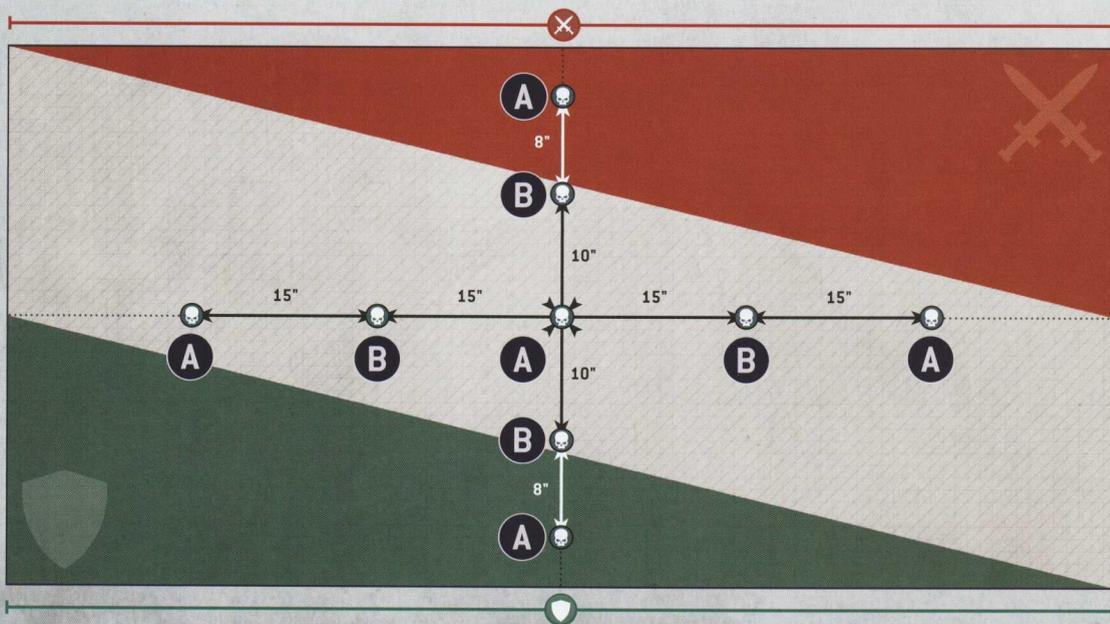
##### *Progressive Objective*

*To secure this fluctuating battlefield, vital sites must be seized in rapid sequence to maximise strategic control.*

From the second battle round onwards, at the end of the Command phase, the player whose turn it is scores VP as follows:

- For each objective marker they control, they score 1VP.
- If they control more objective markers than their opponent, they score 1VP.

In the fifth battle round, the player who has the second turn scores VP as described above, but does so at the end of the turn instead of at the end of their Command phase.



## NACHMUND GAUNTLET CRUSADE MISSION

# ALL-OUT WAR

As massive forces roll into combat with one another and duelling warships darken the heavens, one of the truly cataclysmic battles rages into being on this tortured battlefield.

### MISSION RULE

**Orbital Barrage:** At the start of each player's Shooting phase, that player can select one objective marker on the battlefield. That player then rolls one D6 for each enemy unit within 6" of that objective marker: on a 4+ that enemy unit suffers D3 mortal wounds and it must take a Battle-shock test.

### VICTOR BONUS

Each unit from the victor's Crusade army that ended the battle in range of an objective marker that the victor controls gains 1XP.

### MISSION OBJECTIVE

#### SURROUND AND SECURE

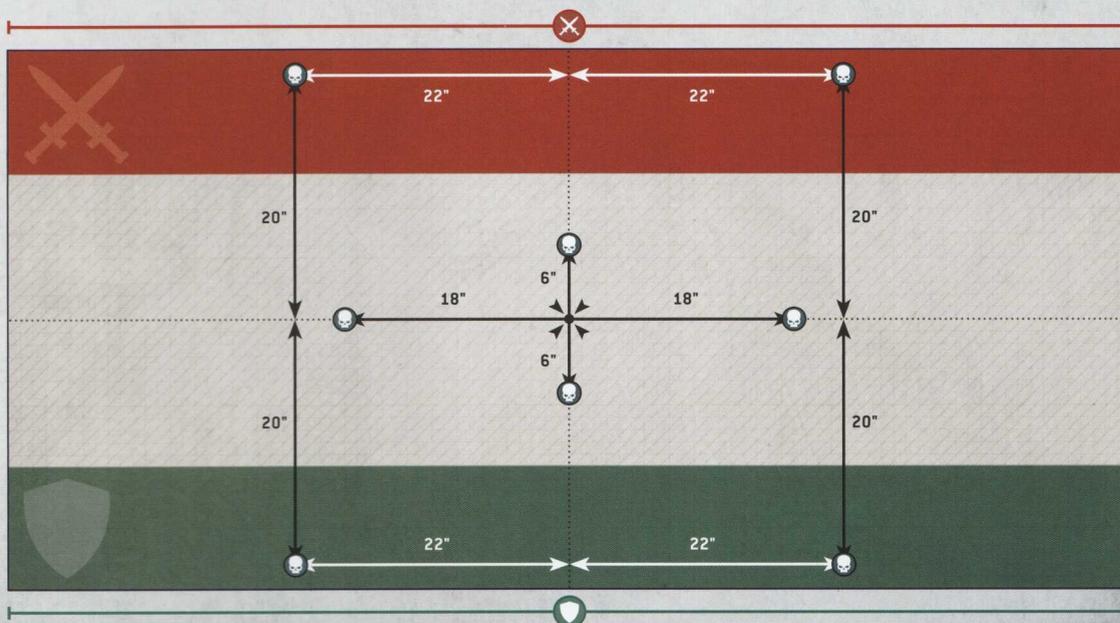
##### *Progressive Objective*

*Nothing short of seizing the battlefield with an iron gauntlet will ensure victory in a battle of this intensity.*

From the second battle round onwards, at the end of the Command phase, the player whose turn it is scores VP as follows (these are cumulative):

- If they control two or more objective markers, they score 1VP.
- If they control three or more objective markers, they score 1VP.
- If they control more objective markers than their opponent, they score 1VP.
- If they control both objective markers in their own deployment zone, they score 1VP for each objective marker in their opponent's deployment zone that they also control.

In the fifth battle round, the player who has the second turn scores VP as described above, but does so at the end of the turn instead of at the end of their Command phase.



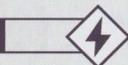
## NACHMUND GAUNTLET CRUSADE MISSION

# AT ANY PRICE

An alpha-class strategic asset has been detected in this area, be it a stable Webway gate, warded portal or some other ancient technology that will allow remote strikes with complete surprise. No cost is too high to secure this prize.

### MISSION RULES

#### SEARCH THE AREA (ACTION)



**STARTS:** Your Shooting phase.

**UNITS:** One unit from your Primary Wave.

**COMPLETES:** End of your turn, if that unit is wholly within the Search Area.

**IF COMPLETED:** The Search Area has been **investigated**.

### VICTOR BONUS

The victor can select one unit from their Crusade army that completed the Search the Area Action during the battle; that unit gains 5XP. In addition, the victor gains 1SAP.

### MISSION OBJECTIVES

#### MASTER THE ASSET

*Progressive Objective*

*This vital asset must be bent to your will.*

Each time a player **investigates** the Search Area, they score 1VP for each objective marker within the Search Area that they currently control.

#### CONDUITS OF POWER

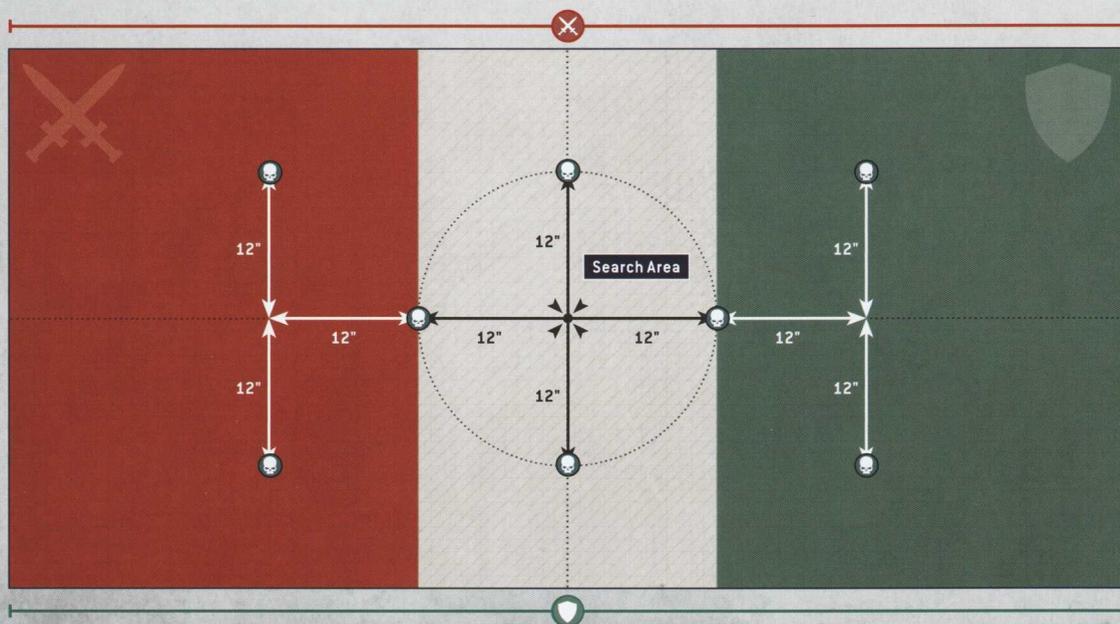
*Progressive Objective*

*Control of these secondary sites will be vital.*

From the second battle round onwards, at the end of the Command phase, the player whose turn it is scores VP as follows:

- If they control one or more objective markers, they score 1VP.
- If they control more objective markers than their opponent, they score 2VP.

In the fifth battle round, the player who has the second turn scores VP as described above, but does so at the end of the turn instead of at the end of their Command phase.





UNIT NAME

UNIT TYPE

NO. OF MODELS

POINTS COST

CRUSADE POINTS



WARGEAR

Wargear entry box with icons

Wargear entry box with icons

ENHANCEMENTS

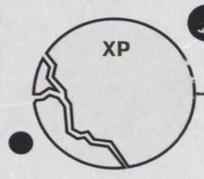
Enhancements entry box with icons

Enhancements entry box with icons

BATTLES PLAYED

BATTLES SURVIVED

ENEMY UNITS DESTROYED



6-15

16-30

31-50

51+

BATTLE HONOUR

BATTLE SCAR



# CRUSADE

SUBJECT: CRUSADE CARD | TRANSMISSION: 34AR875XB | CLEARANCE: ALPHA-04532301



UNIT NAME

UNIT TYPE

NO. OF MODELS

POINTS COST

CRUSADE POINTS



WARGEAR

Wargear entry box with icons

Wargear entry box with icons

ENHANCEMENTS

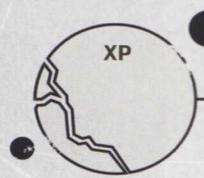
Enhancements entry box with icons

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BATTLES PLAYED

BATTLES SURVIVED

ENEMY UNITS DESTROYED



6-15

16-30

31-50

51+

BATTLE HONOUR

BATTLE SCAR



# CRUSADE

SUBJECT: CRUSADE CARD | TRANSMISSION: 34AR875XB | CLEARANCE: ALPHA-04532301











The Nachmund Gauntlet is the largest and most stable of the known routes across the Great Rift. Once a lifeline to deliver reinforcements to those cut off from Holy Terra, it is now a channel through which the destructive treachery of the Traitor Legions can flow from the Imperium Nihilus. The forces of Abaddon the Despoiler have bludgeoned their way through the Nachmund Gauntlet, with his herald – Haarken Worldclaimer – at their spearthip. Only the hastily defended Sanctus Wall of loyal systems stand poised to resist, already weakened by heretical agents. On the fortified world of Sangua Terra, scarred by the insanity of the Warp, Junith Eruita lays her plans and braces for the heretics' impact. War on a colossal scale unfolds, one in which grand strategies of conquest and defiance are entwined with bold heroism and darkest betrayal.

## INSIDE YOU WILL FIND:

- The epic opening moves of a grand plan of conquest by Haarken Worldclaimer's armada at the southern edge of the Nachmund Gauntlet and the ferocious Imperial resistance on Sangua Terra.
- New rules for the narrative-rich Crusade variant of Warhammer 40,000, capturing the Warp-tainted madness of the Gauntlet.
- Exciting new strategic rules that evoke the tactical reserves and surgical strikes of the Sangua Terran War, a swathe of immersive missions and a campaign system thrusting alliances into a global conflict of urban conquest.



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## GAMES WORKSHOP

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Games Workshop Limited, Willow Road,  
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European address:  
Games Workshop Limited - Irish Branch  
Unit 3, Lower Liffey Street,  
Dublin 1, D01 K199, Ireland