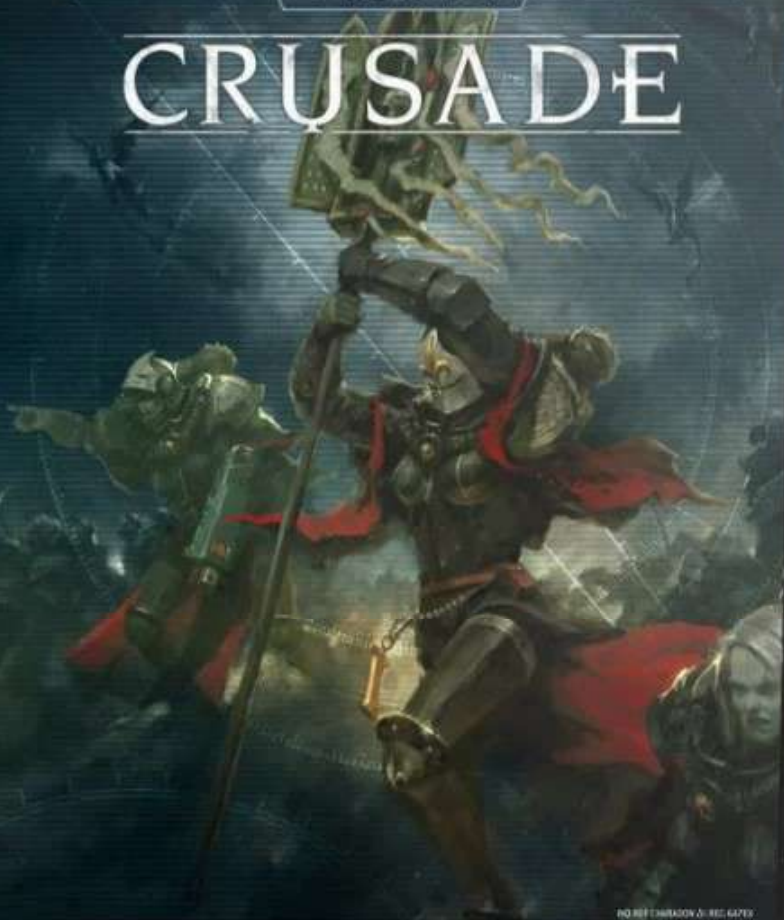


WARHAMMER

40,000

CRUSADE



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MISSION PACK

AMIDST THE ASHES

INTRODUCTION

Welcome to the Amidst the Ashes mission pack! This is a narrative play mission pack for Crusade forces. On the following pages you will find a vast swathe of missions that your Crusade force can take up as they battle to invade or defend the sub-sectors around Metalica, or else try to raid and pillage amongst the ruins.

At the heart of the Charadon Sector lies the forge world of Metalica. It is a beating industrial centre, the unsleeping hub of martial manufacturing and military might around which the systems of the Obolis, Lirac and many others sub-sectors revolve. When the Great Rift tore the galaxy asunder, Metalica and its surrounding worlds stood strong amidst the pandemonium. Then came Typhus, host of the Destroyer Hive; the Death Guard lord led an immense tri-pronged invasion of the sector upon the orders of Warmaster Abaddon himself. Now the entire region is besieged, loyalist and traitor forces tearing at one another across countless contaminated battlefronts while xenos raiders strike like carrion ghouls from the shadows.

As the situation within War Zone Charadon became increasingly dire, those who found themselves trapped within its chaos became increasingly desperate in their search for salvation. Within this mission pack you will find rules that allow you to represent the path down which some of these forces chose to tread, with units gaining new abilities as they progress ever further towards either damnation or enlightenment.

The Corruption of the Weak rules can be used by armies under the sway of the Daemon Prince Be'lakor, and they allow psykers to be upgraded with new abilities that see them bolster the aggression of those they fight beside or sap the will of their enemies. Psykers that reach the highest level can even learn an all new psychic power, chosen from a selection of available Malediction and Witchfire powers.

The Awakening of the Strong rules are for those armies that turn to iron and steel to resist the malign powers of the warp. The machine spirits of vehicles in these armies become increasingly capable and independent as their experience grows. In much the same way as psykers using the Corruption of the Weak rules, these models gain new abilities as they progress along their journey, following a path chosen by you, the player.

There are also a selection of missions presented for all sizes of games, based on key events from the Charadon storyline. Containing unique rules that interact with those described above, these scenarios further your Crusade force's journey as it fights across the sector.



WAR ZONE CHARADON

With the Imperium rent in two by the Great Rift, Abaddon the Despoiler had never been closer to victory in the Long War. Thus he moved to put even more pressure on the Emperor's realm. In just one of many strikes over multiple fronts, Abaddon ordered First Captain Typhus of the Death Guard and Lord Discordant Akhorath Zeid of the Black Legion to strike at the Charadon Sector.

In the early days of the Era Indomitus, traitor forces ran rampant. Thanks to the patronage of the Dark Gods, they plied the raging warp with ease. Through unholy sorcery they communicated effectively over vast distances. The Imperium not only had no such boons, but found travel and communication more dangerous than ever before. As a result the traitors inflicted massive casualties. This was not enough for Abaddon, however. He did not want to just loose his warlords to rampage at will. He wanted to destroy the Imperium Sanctus. To do this he needed to destabilise Imperial strongholds and prevent coordinated Imperial counter-attacks.

The Charadon Sector was one of Abaddon's targets. Deep within the Ultima Segmentum, it was a bastion of military and industrial might, thanks in large part to the presence of the renowned forge world of Metalica and the stalwart Knights of House Raven. Were this not enough, the sector was close enough to Ultramar that the two regions could form an enormously powerful strategic lynchpin. Though constantly threatened by the expansions of the vast Ork Empire of the Arch-Arsonist and the Necron Akannazad Dynasty, and buttressed by the effects of the Noctis Aeterna, the Charadon Sector was still extremely strong. No matter the threat, Metalica's armies of cyborgs and archeotech war engines crushed enemies with ruthless efficiency.

Abaddon determined that Typhus, the First Captain of the Death Guard, would command the campaign.

Abaddon tasked one of his Chosen, Lord Discordant Akhorath Zeid, with finding him – together, they would strike at the Charadon Sector. Though Typhus was at that time conducting campaigns of his own design, he abandoned them at the Warmaster's command – even a warrior as powerful as he could not ignore Abaddon. The Warmaster did not only want to win the campaign, however, he also wanted to crush Imperial morale. In that goal he and Typhus were aligned. The forge world of Metalica had long claimed that their machines were incorruptible. Typhus wished to prove that notion wrong. He wished to subject the forge world to a humiliating, painful and slow demise at the hands of one of the Plague God Nurgle's most terrible poxes.



The Tech-Priests of Metalica themselves were possessed of an uncompromising and bellicose nature, traits that made their world a beacon of defiance against the enemies of Mankind but also earned them few true allies within the Imperium. Open in their preference for infrastructure and technology over Human life, they were oppressive in their methods of dealing with dissidents, even by Imperial standards. Though their reprisals often led to further unrest, they just saw this as clear evidence of the failures of unaugmented organics. Nonetheless, the Metalican magi were determined foes of the Arch-enemy, and had vast armies to match their resolve. These armies did not stand alone. Throughout the Charadon Sector, there were countless regiments of Astra Militarum. Space Marine strike forces of the Excruciators – whose home world was in the Obolis Sub-sector – and other Chapters were ever ready to eliminate any threats that arose. Sisters of Battle from the cardinal world of Alexistor, the shrine world of Humblehope and more all stood eager to hold back invaders, as well as purge heresies and traitors within Imperial territory.

Yet for all the Imperium's military might in the region, it was beleaguered even before Typhus and Zeid's invasion. The Charus and Phlegyr Sub-sectors succumbed to widespread mutations and heretical uprisings. Psychic emanations and bleak omens became commonplace on many worlds. In the face of this the Metalicans became more



inflexible, and Fabricator General Heptus Rho-Decima Khleg decided enough was enough. He deployed eradication arks – voidborne techno-atrocities built for orbital rad-bombardment. Their use caused outrage and terror amongst Imperial authorities. It was amidst this time of tense argument and distrust that Typhus and Zeid launched their invasion.

This assault came from three directions at once. The first strike was launched against the Chromyd System and commanded by Lord Thraxoplasmox of the Death Guard. His forces found a system well-garrisoned but with its troops widely scattered and in poor position to resist a direct invasion. The garrison of the Chromyd System had spent much time in a counter-piracy campaign against the Drukhar of Lelith Hesperax, Wych Queen of the Commorrite arenas and many of her copycats. The Death Guard assault caused complete anarchy. Imperial forces desperately tried to rally even as the Drukhar exploited events for their own depraved and spiteful ends. It was only because of Thraxoplasmox's desire for a long,

drawn-out war – and the suffering and despair that came with it – that the Imperium had the time and space to form new battle lines.

The invasion's second strike took much the opposite form. The plague ships of Plague Captain Oghlosmus Bilge and Titans of Legio Morbidus led a furious assault against the Alumax System. They overran multiple worlds in incredible time thanks to the element of surprise – they burst out of raging warp tides the Imperium had little hope of ever navigating. This was something the Imperium assumed would also be true for their enemies. Very quickly only the system's monitor station remained wholly unconquered, its overtaxed Astropaths desperately calling for aid.

Typhus and Lord Zeid themselves led the invasion's third prong against the Duralim System. There the heaviest fighting in the early stages of the war took place. First Typhus led his troops against the cardinal world of Alexistor, grinding down the Adepta Sororitas and Imperial Guard defenders with ease as witch-madness swept over the planet. One

by one, the world's temples and cathedra fell, those great symbols of faith toppled and defiled. In the meantime Lord Zeid led his Black Legion host and monstrous packs of Daemon Engines against numerous worlds. Utilising the veteran skill of his warriors as well as surprise, he overwhelmed his enemies in savage onslaughts. All the while great tides of mutants and cultists rose up everywhere in the system, revealing themselves after years in hiding or through the corruption spread by the forces of Chaos.

Among Typhus' allies were warriors of other Traitor Legions. One alliance of two warbands, from the Alpha Legion and Word Bearers Heretic Astartes, was collectively known as the Disciples. Typhus ordered these warriors to wage a shadow war in the deepest part of the Lirac Sub-sector. Their task was to carry out a campaign of terror and piracy through the Cyclos and M'bor Systems, to draw the Knights of House Raven to them and thus away from Metalica. Little did Typhus know, however, that the Disciples had their own ideas of what to accomplish there...

WORLDS TORN ASUNDER

KOLOSSI

The world of Kolossi was home to the Knights of House Raven. Their fortress – the Keep Inviolate – was one of the largest in the Imperium, with countless bastions, armoured towers, archeotech shrines and sanctums. It was so tall its uppermost reaches touched the void itself. Only the Fang, on Fenris, and the Emperor's Palace itself were bigger. The fortress's roots stretched deep into Kolossi's crust. In these cathedral-like vaults held House Raven's precious relics. Ancient banners, captured enemy weapons, the bones of long-dead heroes, gifts from grateful allies ranging from Space Marine Chapters to Inquisitors – all were housed in a state of reverence.

Located in the Tethras System, Kolossi was a huge planet. Its atmosphere was wreathed in pollutants due to millennia of ceaseless mining and manufacturing – much of which went into maintaining the Keep Inviolate and satiating House Raven's enormous demand for suits and munitions.

Much of Kolossi's populations dwelled in vast industrial complexes sunk into walls of fissures that ran for hundreds of miles. These habitations were powered by geothermal generators, and their people were put to work in heaving quarries, narrow mining tunnels, immense megafactoriums and nutrigruel farms. Whilst responsibility for running these settlements fell to the barons of House Raven, so frequently were they away at war that the day-to-day administration was often delegated to lesser bureaucrats, many of whom lacked the honour and wisdom of their knightly lords.

Upwards of eight in ten of House Raven's Knight suits and pilots left Kolossi when the Obolis Sub-sector came under attack. Even still, the defences left behind numbered scores more suits and pilots and whole armies of combat servitors, cyborg House Militia and Sacristans. They were enough to hold back a conventional foe for months or even years with little difficulty. Yet the foe that came to Kolossi was no ordinary enemy...

FATHOM

Early in Typhus' campaign, the wave-tossed world of Fathom had been besieged and ravaged by hordes of warps-spawned daemons. As such, its garrison of Imperial troops had taken every measure possible to fortify it. Fathom's aqua-harvesting rigs were all turned to citadels in their own right, replete with defensive turrets and reinforced armour plating. Prefabricated harbours, carapace-like armoured domes and extensive pressurised networks of undersea tunnels and chambers had all been added. Macro-trawlers had been requisitioned and welded together into huge, improvised pontoons between the aqua-harvesting rigs. Many of these tunnels and bridges were rigged for easy destruction should the defenders wish to deny the enemy access to any part of the world's infrastructure, cut off pursuers or even send foes into the roiling depths below. Fathom's defences were floating labyrinths. Direct assaults were guaranteed to be enormously costly to the attackers, and death to any who reached the

BE'LAKOR

Few among even the most learned have any idea that Be'lakor – known to some as the Dark Master – exists. Apocryphal fragments claim he was the first champion of Chaos to ever reach daemonhood. Not elevated by any one of the four Dark Gods, instead he was chosen by all of them. Be'lakor is as formidable opponent in open battle as he is incredibly intelligent and cunning. Even those very few who have claimed to best him cannot be sure he has not allowed them to have such an impression. For all his power though, he is still a slave of Chaos, a vessel for the Dark Gods' wishes. Their fundamental natures decide his choices. Thus he desires worship as they do, and his power grows when mortals bow down before him. Though

Be'lakor lusts for power, fame matters less to him. He recognises the value in secrecy, in being unheard of to others. Wherever he goes, the mortals of the worlds he abandons destroy any trace of his past presence.

During the time of the Era Indomitus, Be'lakor is in Abaddon's inner circle. Neither he nor Abaddon recognise their alliance as being genuine; they are not so foolish as to believe that. Though Be'lakor's motivations are always unclear, Abaddon knows the Daemon Prince will act in self interest. For now the two champions maintain at least the illusion of alliance, while both working subtly towards their own goals.



surface waited around every corner. The Black Legion, who had brutally captured the world and added to its already formidable defences, would ensure every inch of ground was contested.

The earlier fighting on Fathom had resulted in the creation of enormous fat-bergs of bio-matter that had congealed and scabbed over, floating over the world's tumultuous oceans. They were riddled with rotted tunnels, and the Black Legion made the most of them. Abaddon's Legion installed remote communications relays and arms caches, and unleashed Daemon Engines that turned the land into their hunting grounds. The skies were no safer. Boiling macro-storms tore through Fathom's lower atmosphere, flickering lightning piercing the ominous clouds. Through these flocked numerous Heldrakes, ready to tear apart any foe that tried to reach the surface.

METALICA

Metalica was Typhus' target, the focus of all his plans and efforts. For him it was not a matter of just invading the planet. He had to reach the Macrosanctum Primus, the lair of Fabricator General Khleng. From there he had to infect the entirety of Metalica with a virus that would give it a slow, miserable death. Such an outcome was a sweet response to the Tech-Priests' boastful claims, and one deeply pleasing to Nurgle.

To attack Metalica was no straightforward endeavour. It was immensely well protected. In space, the forge world was guarded by the Coronae Militarium. This Typhus tainted with unholy corruption using data-daemons, scrapcode and even diseased flesh. Slowly but surely, he turned the war for controlling Metalica's space against the Metalican defenders, as their own defence stations opened fired upon them.

With the orbital war won, Typhus invaded Metalica itself. The forge world's surface was an endless sprawl of manufactura, industrial mega-shrines, munitions plants and wastelands. Its most important region was the Prime Industrial Cluster, a continent-sized morass of inter-linked forges, Titan hangars, uplink shrines, autosanctums and other esoteric structures. It was within this place that Typhus knew he would find Fabricator General Khleng. The Death Guard Lord made every military effort possible to hide his true target, dispatching forces on diversionary attacks, blocking missions and hit and run strikes elsewhere. He also deployed troops to isolate the Prime Industrial Cluster, to ensure that his main assault did not have to face down endless waves of reinforcements – he knew that Metalica's troops would fight to the death to thwart his plans. Typhus was resolute: he would not fail.



AMIDST THE ASHES

This Crusade mission pack offers a new way for your units to gain experience and acquire fresh abilities, representing the unique journeys taken by the sides in this conflict. Two paths are available to you: that of the Awakening of the Strong, and that of the Corruption of the Weak. Your force can only follow one of these routes, and you must choose which using the relevant Requisitions.

Once you have dedicated your Crusade force to one of these, you will build up either Awakening or Corruption points, depending upon your selection, through completing the relevant Agendas or specific mission victory conditions that can come in to play. These points can be spent to select relevant units from your army, again through the use of Requisitions, and set them down the path that you have chosen.

Once a unit has been set on such a path, they will no longer accrue experience points and Battle Honours in the usual way; instead, they gain access to the relevant upgrade tree. Using the Awakening or Corruption points that you have earned in battle, you can progress each of these units through their upgrade tree; the options available to them are based on previous selections, so choose wisely! A number of Stratagems (pg 12) are also presented in this mission pack, and these can be used on units that have started down one or either of these paths.

If your Crusade force is taking part in *Amidst the Ashes* battles, you can spend Requisition points (RPs) on the Awakening of the Strong Requisitions (see below) or the Corruption of the Weak Requisitions (pg 10) in addition to those found in other sources.

AWAKENING OF THE STRONG

This path allows you to upgrade the **VEHICLE** units in your Crusade force. You can select this option for your Crusade force using the Machinery Arisen Requisition (see below). Once you do, you will begin building up Awakening points that can be used either to start new units down this route, using the Birth of Consciousness Requisition, or to progress units already on the route further along the Awakening of the Strong upgrade tree (pg 9).

Agendas that are well suited to a force of this type include Machine Vendetta (pg 13), Bastion of Iron (pg 14) and Destroy Critical Targets (pg 14).

REQUISITIONS

MACHINERY ARISEN

1RP

Purchase this Requisition when mustering your army for an *Amidst the Ashes* battle, if your Crusade force does not have the Warp Corruption or Machinery Arisen notes on its Order of Battle. Add the Machinery Arisen note to your Order of Battle and start a counter for Awakening points, beginning with 1 Awakening point.

BURGEONING CONSCIOUSNESS

1RP

Purchase this Requisition at any time, if your Crusade force has the Machinery Arisen note. Select one **AWAKENED SPIRIT VEHICLE** unit from your army. That unit gains one additional ability, if able, selected from the Awakening of the Strong tree (see opposite). Increase the Crusade points of that unit by 1. If the selected ability

is a Level 2 ability, subtract 2 from your Crusade force's Awakening points; otherwise, subtract 3 from your Crusade force's Awakening points.

BIRTH OF CONSCIOUSNESS

1RP

Purchase this Requisition at any time, if your Crusade force has the Machinery Arisen note and at least one Awakening point. Select one **VEHICLE** unit from your army (excluding named characters and **AIRCRAFT** units) that has the Battle-ready or Blooded rank and does not have the **AWAKENED SPIRIT** keyword. That unit gains the **AWAKENED SPIRIT** keyword and one Level 1 ability selected from the Awakening of the Strong tree (see opposite). **AWAKENED SPIRIT** units cannot gain further experience points or ranks. Increase that unit's Crusade points by 1 and subtract 1 from your Crusade force's Awakening points.

UPGRADE TREE

Each time you select a new ability from the tree below for an **AWAKENED SPIRIT VEHICLE** unit from your army:

- If that model does not have a Level 2 ability, you must select a Level 2 ability that is connected by an arrow to the Level 1 ability that it already has.
- If that model does already have a Level 2 ability, you must select a Level 3 ability that is connected by an arrow to that Level 2 ability.

A model cannot have more than one Level 3 ability.

LEVEL

1

ABILITIES

Concealment Algorithms

Each time a ranged attack is made against this unit, this unit receives the benefits of Light Cover against that attack. If this unit makes a Normal Move, Advances or Falls Back during its Movement phase, it loses this ability until the start of its next Movement phase.

Enhanced Optics

Each time a ranged attack is made by a model in this unit, if that model moved less than half its Move characteristic in its previous Movement phase, the target does not receive the benefits of Light Cover against that attack.

LEVEL

2

ABILITIES

Inspiring (Aura)

While a friendly unit with the Troops Battlefield Role is within 6" of this unit, add 2 to the Leadership characteristic of models in that unit.

Furious Assault

Each time this unit finishes a charge move, select one enemy unit within Engagement Range and roll one D6 for each model in this unit that is within Engagement Range of that enemy unit. For each 3+, that enemy unit suffers one mortal wound.

Hunter's Instincts

Each time a model in this unit makes a ranged attack that targets a unit within half range, re-roll a hit roll of 1. Each time a model in this unit makes a melee attack, re-roll a hit roll of 1.

LEVEL

3

ABILITIES

Indomitable Defence

This unit gains the Objective Secured ability.

Situational Awareness

If this unit is within Engagement Range of any enemy units, models in this unit can still make ranged attacks against enemy units that are not within Engagement Range of their own unit. Each time they do so, subtract 1 from that attack's hit roll.

Stand Firm

Each time an enemy unit declares a charge against this unit, if this unit is not within Engagement Range of any enemy units, it can either Hold Steady or Set to Defend. Each time this unit fires Overwatch due to the Fire Overwatch Stratagem, that Stratagem costs 0CP.

Close-range Precision

Models in this unit do not suffer the penalty incurred to hit rolls for firing Heavy weapons while their unit is within Engagement Range of any enemy units.

CORRUPTION OF THE WEAK

This path allows you to upgrade the **PSYKER** models in your Crusade force. You can select this option for your Crusade force using the Warp Corruption Requisition (see below). Once you do, you will begin building up Corruption points that can be used either to start new units down this route, using the A Mind Twisted Requisition, or to progress units already on the route further along the Corruption of the Weak upgrade tree (see opposite).

Agendas that are well suited to a force of this type include Break Their Spirit (pg 13), Subterfuge (pg 14) and Poison Their Minds (pg 15).

REQUISITIONS

WARP CORRUPTION

1RP

Purchase this Requisition when mustering your army for an Amidst the Ashes battle, if your Crusade force does not have the Warp Corruption or Machine Mastery notes on its Order of Battle. Add the Warp Corruption note to your Order of Battle and start a counter for Corruption points, beginning with 1 Corruption point.

JOURNEY OF DARKNESS

1RP

Purchase this Requisition at any time, if your Crusade force has the Warp Corruption note. Select one **CORRUPTED MIND PSYKER** model from your army. That model gains one additional ability, if able, selected from the Corruption of the Weak tree (pg 13). Increase the Crusade points of that model's unit by 1. If the selected ability is a Level 2 ability, subtract 2 from your Crusade force's Corruption points; otherwise, subtract 3 from your Crusade force's Corruption points.

A MIND TWISTED

1RP

Purchase this Requisition at any time, if your Crusade force has the Warp Corruption note and at least one Corruption point. Select one **PSYKER** model from your army (excluding named characters) whose unit has the Battle-ready or Blooded rank and does not have the **CORRUPTED MIND** keyword. That model's unit gains the **CORRUPTED MIND** keyword and that model gains one Level 1 ability selected from the Corruption of the Weak tree (pg 13). **CORRUPTED MIND** units cannot gain further experience points or ranks. Increase that unit's Crusade points by 1 and subtract 1 from your Crusade force's Corruption points.

UPGRADE TREE

Each time you select a new ability from the tree opposite for a **CORRUPTED MIND PSYKER** model from your army:

- If that model does not have a Level 2 ability, you must select a Level 2 ability that is connected by an arrow to the Level 1 ability that it already has.
- If that model does already have a Level 2 ability, you must select a Level 3 ability that is connected by an arrow to that Level 2 ability.

A model cannot have more than one Level 3 ability.

LEVEL
1
ABILITIES

Whispers of Despair

At the start of the Morale phase, select one enemy unit within 12" of this model. Until the end of the phase, subtract 1 from the Leadership characteristic of models in that unit.

Murmurs of Disorder

At the start of the Fight phase, select one enemy unit within 6" of this model. Until the end of the phase, that unit and the models in it do not count as having made a charge move this turn.

LEVEL
2
ABILITIES

Aspect of Hopelessness (Aura)

While an enemy unit is within 6" of this model, each time a Morale test is failed for that unit, D3 models flee that unit instead of 1.

Warp Emanations (Aura)

While an enemy unit is within 6" of this model, the Command Re-roll Stratagem costs 2CP, instead of 1CP, when used to re-roll a roll, test or saving throw made for that unit or a model in it.

Aura of Restlessness (Aura)

While a friendly unit is within 6" of this model, each time that unit is select to Advance, add 1 to the Advance roll.

LEVEL
3
ABILITIES

Wane Resolve

This model knows the 'Wane Resolve' psychic power (see below).

Psychic Barrage

This model knows the 'Psychic Barrage' psychic power (see below).

Devourer of Weakness

This model knows the 'Devourer of Weakness' psychic power (see below).

Terrifying Inferno

This model knows the 'Terrifying Inferno' psychic power (see below).

WANE RESOLVE

The psyker plants unnerving thoughts in the heads of enemy troops, eating away at their discipline.

Malediction: *Wane Resolve* has a warp charge value of 6. If manifested, select one enemy unit within 18" of this **PSYKER**. Then, roll one D6 and add this **PSYKER**'s Leadership characteristic to the result. Your opponent then rolls one D6 and adds that unit's Leadership characteristic to the result. If your total is higher than your opponent's, until the start of your next Psychic phase, that unit loses the Objective Secured ability.

DEVOURER OF WEAKNESS

The psyker gluts himself on the weakness of his enemies.

Witchfire: *Devourer of Weakness* has a warp charge value of 6. If manifested, select one enemy unit within 12" of this **PSYKER**. Then, roll one D6 and add this **PSYKER**'s Leadership characteristic to the result. Your opponent then rolls one D6 and adds that unit's Leadership characteristic to the result. If your total is higher than your opponent's, that enemy unit suffers a number of mortal wounds equal to the difference between the two totals (to a maximum of 5 mortal wounds) and this model regains one lost wound.

PSYCHIC BARRAGE

The psyker unleashes a psychic barrage of harassing sounds and distracting visions, making it impossible for foes to act.

Malediction: *Psychic Barrage* has a warp charge value of 7. If manifested, select one enemy unit within 12" of this **PSYKER**. Then, roll one D6 and add this **PSYKER**'s Leadership characteristic to the result. Your opponent then rolls one D6 and adds that unit's Leadership characteristic to the result. If your total is higher than your opponent's, that unit fails any actions it is performing and, until the start of your next Psychic phase, cannot start to perform any actions.

TERRIFYING INFERNO

The psyker unleashes witchfire that takes the form of hideous monsters, terrifying those not burnt to a crisp by the scorching flames.

Witchfire: *Terrifying Inferno* has a warp charge value of 8. If manifested, select one enemy unit within 18" of this **PSYKER**. Then, roll one D6 and add this **PSYKER**'s Leadership characteristic to the result. Your opponent then rolls one D6 and adds that unit's Leadership characteristic to the result. If your total is higher than your opponent's, that enemy unit suffers D3 mortal wounds and, until the end of the turn, subtract 1 from Combat Attrition tests taken for that unit.

AMIDST THE ASHES STRATAGEMS

Below you will find Stratagems to use in your Amidst the Ashes battles; these Stratagems cannot be used in any other battles.

ADVANCED SCOUTING

3CP

Amidst the Ashes – Epic Deed Stratagem

After banishing the sorceries of the foe, the psyker casts their mind along the warp spoor trail left behind and strips the caster of their psychic defences.

Use this Stratagem in your opponent's Psychic phase, when a **CORRUPTED MIND PSYKER** model from your army passes a Deny the Witch test with a result of 8 or more. The enemy **PSYKER** unit that was attempting to manifest the denied psychic power suffers Perils of the Warp. This cannot cause a model to suffer Perils of the Warp twice from attempting to manifest one psychic power.

DECEITFUL WHISPERS

2CP

Amidst the Ashes – Strategic Play Stratagem

Reaching into the minds of the foe, the psyker supplants their resolve with fear and causes them to flee.

Use this Stratagem at the start of the Morale phase. Select one enemy unit within 9" of a **CORRUPTED MIND PSYKER** model from your army. Until the end of the phase, each time a Morale test is taken for that unit, roll one additional D6.

DANGEROUS COMPACT

1CP/2CP

Amidst the Ashes – Epic Deed Stratagem

The psyker has made a bargain with malevolent warp entities to gain power and strength, but these denizens of the empyrean have their own agenda.

Use this Stratagem at the start of your Psychic phase. Select one **CORRUPTED MIND PSYKER** model from your army. Until the end of the phase, each time a Psychic test is taken for that model:

- Roll one additional D6 and discard the lowest result.
- That model suffers Perils of the Warp on any dice roll of a double, instead of only a double 1 or double 6.

If that model can manifest two or more psychic powers per turn, this Stratagem costs 2CP; otherwise it costs 1CP.

UNCONTROLLABLE MACHINE SPIRIT

2CP

Amidst the Ashes – Strategic Play Stratagem

Some machine spirits run rampant, their desire to crush the enemy outweighing any and all forms of control.

Use this Stratagem in your Charge phase. Select one **AWAKENED SPIRIT VEHICLE** unit from your army. Until the end of the phase, that unit is eligible to declare a charge with in a turn in which it Advanced or Fell Back.

CALCULATING SPIRIT

1CP/2CP

Amidst the Ashes – Battle Tactic Stratagem

Whenever not thundering over the battlefield, the machine spirit observes it carefully. Should a foe enter its sights, it is ready to annihilate them.

Use this Stratagem in your Shooting phase, when an **AWAKENED SPIRIT VEHICLE** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack that targets a unit within half range, if that **AWAKENED SPIRIT** unit Remained Stationary during its previous Movement phase, add 1 to that attack's hit roll. If that unit has a Power Rating of 15 or more, this Stratagem costs 2CP; otherwise it costs 1CP.

ENRAGED SPIRITS

1CP/2CP

Amidst the Ashes – Epic Deed Stratagem

Death. Destruction. The machine spirit wishes that, and only that, on its enemies. Seemingly possessed of an unquenchable rage, it is relentless in its attacks against the foe.

Use this Stratagem in the Fight phase, when an **AWAKENED SPIRIT VEHICLE** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 scores 2 additional hits. If that unit has the **TITANIC** keyword, this Stratagem costs 2CP; otherwise it costs 1CP.

AGENDAS

Each Agenda listed below has a category (e.g. Purge the Enemy, Shadow Operations etc). When you select Agendas, you cannot choose more than one from each category.

Some Agendas will instruct you to keep a certain tally for your units during the battle. These tallies will then be used after the battle to determine if you achieved certain Agendas, and how many experience points the units in question earned from them. You can use the 'Agenda Tallies' section of each unit's Crusade card to keep track of these tallies – we recommend you make these tallies in pencil so they can be deleted after the game ready for your next battle.

PURGE THE ENEMY

MACHINE VENDETTA

Keep a Machine Vendetta tally for each **VEHICLE** unit from your army.

- Add 1 to a unit's Machine Vendetta tally each time it destroys an enemy **VEHICLE** model with a Wounds characteristic less than 12.
- Add 2 to a unit's Machine Vendetta tally each time it destroys an enemy **VEHICLE** model with a Wounds characteristic of 12 or more.

Each unit gains 2 experience points for every mark on its Machine Vendetta tally.

If your Crusade force has the Machinery Arisen note (pg 8) and the combined total of all of your units' Machine Vendetta tallies is:

- 4-5, your Crusade force gains 1 Awakening point.
- 6 or more, your Crusade force gains 2 Awakening points.

ASSASSINS

Keep an Assassins tally for each unit from your army. Add 1 to a unit's Assassins tally each time it destroys an enemy **CHARACTER** unit. Each unit gains 2 experience points for every mark on its Assassins tally.

TITAN HUNTER

Keep a Titan Hunter tally for each unit from your army. Add 1 to a unit's Titan Hunter tally each time it destroys an enemy **TITANIC** unit. Each unit gains 4 experience points for every mark on its Titan Hunter tally.

KING SLAYER

If a unit from your army destroyed the enemy **WARLORD** during the battle, that unit gains 3 experience points. A unit does not achieve this Agenda if the enemy **WARLORD** is subsequently resurrected by any means. If the enemy **WARLORD** is resurrected but is subsequently destroyed again by another unit from your army, then it is the last unit to have destroyed it that achieves this Agenda.

NO MERCY, NO RESPITE

BREAK THEIR SPIRIT

Keep a Break Their Spirit tally for each unit from your army. Each time an enemy unit fails a Morale test, select one unit from your army that made attacks or manifested psychic powers that caused one or more models in that unit to be destroyed this turn. Add 1 to the selected unit's Break Their Spirit tally. Each unit gains a number of experience points equal to their Break Their Spirit tally (to a maximum of 2 experience points).

If your Crusade force has the Warp Corruption note (pg 10) and the combined total of all of your units' Break Their Spirit tallies is:

- 6-8, your Crusade force gains 1 Corruption point.
- 9 or more, your Crusade force gains 2 Corruption points.

FIRST STRIKE

Keep a First Strike tally for each unit from your army. Add 1 to a unit's First Strike tally each time it destroys an enemy unit in the first battle round. Each unit from your army gains a number of experience points equal to their First Strike tally.

CULL THE HORDES

Keep a Cull the Hordes tally for each unit from your army. Add 1 to a unit's Cull the Hordes tally each time it destroys six or more models in the same phase. Each unit gains a number of experience points equal to their Cull the Hordes tally.

REAPER

The unit in your army that has the highest combat tally of enemy units destroyed during the battle earns 2 experience points. If two or more units are tied, you choose which unit achieves this Agenda.

BASTION OF IRON

At the end of the battle, each **VEHICLE** unit from your army that is within 6" of the centre of the battlefield gains 2 experience points.

At the end of the battle, if your Crusade force has the Machinery Arisen note (pg 8) and there are:

- 1-2 **VEHICLE** units from your army that are within 6" of the centre of the battlefield, your Crusade force gains 1 Awakening point.
- 3 or more **VEHICLE** units from your army that are within 6" of the centre of the battlefield, your Crusade force gains 2 Awakening points.

SUBTERFUGE

At the end of the battle, each **PSYKER** unit from your army that is within 3" of your opponent's battlefield edge gains 2 experience points.

At the end of the battle, if your Crusade force has the Warp Corruption note (pg 10) and there is:

- 1 **PSYKER** unit from your army that is within 3" of your opponent's battlefield edge, your Crusade force gains 1 Corruption point.
- 2 or more **PSYKER** units from your army that are within 3" of your opponent's battlefield edge, your Crusade force gains 2 Corruption points.

SENTINEL

At the start of your first Command phase, select one objective marker that is on the battlefield and one unit from your army. That unit gains 4 experience points after the battle if, at the end of the battle, it is in range of that objective marker and you control that objective marker.

DESTROY CRITICAL TARGETS

Keep a Destroyed Targets tally for each **VEHICLE** unit from your army. Each time a **VEHICLE** unit successfully completes the Destroy Target action successfully, add 1 to that unit's Destroyed Targets tally.

If you selected this Agenda, then **VEHICLE** units in your army can attempt the following action:

Destroy Target (Action): One **VEHICLE** unit from your army can start to perform this action at the end of your Movement phase, if it is not within Engagement Range of any enemy units (excluding **AIRCRAFT** units and those with the Fortifications Battlefield Role) and is within 1" of an objective marker that is outside of your deployment zone that has not been destroyed. At the end of your turn, roll one D6, adding 1 if the unit performing the action has a Wounds characteristic of 10 or more: on a 1-2, the action is failed; on a 3+, the action is completed successfully and that objective marker is considered destroyed.

Each unit gains 2 experience points for every mark on their Destroyed Targets tally (to a maximum of 4 experience points).

If your Crusade force has the Machinery Arisen note and the combined total of all of your units' Destroy Target tallies is:

- 1-2, your Crusade force gains 1 Awakening point.
- 3 or more, your Crusade force gains 2 Awakening points.

SEARCH FOR ARCHEOTECH

Keep a Search for Archeotech tally for each unit from your army. Add 1 to a unit's Search for Archeotech tally each time it successfully completes the following action:

Search for Archeotech (Action): One or more **INFANTRY** units from your army that are wholly within your opponent's deployment zone can start to perform this action at the end of your Movement phase. The action is completed at the end of your turn.

Each unit gains 3 experience points if their Search for Archeotech tally is at least 2.

DEPLOY VOX-RELAYS

At the start of the first battle round, but before the first turn begins, select one **INFANTRY** unit from your army. That unit can perform the following action:

Deploy Vox-relays (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that has not already got a Vox-relay deployed on it (see below). The action is completed at the end of your turn. If this action is successfully completed, that objective marker is said to have a Vox-relay deployed on it (the Vox-relay is 'lost' if your opponent controls the objective marker at the start of any phase).

The unit gains 2 experience points for each objective marker on the battlefield that has one of your Vox-relays deployed on it at the end of the battle.

RECOVER MISSION ARCHIVES

Keep a Recover Mission Archives tally for each unit from your army. Add 1 to a unit's Recover Mission Archives tally each time it successfully completes the following action:

Recover Mission Archives (Action): One **INFANTRY**, **CAVALRY** or **BIKER** unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that has not already been successfully searched by a unit from your army this battle. The action is completed at the end of your next Command phase provided the unit performing it is still within range of the same objective marker.

Roll one D6 at the Agenda Achieved step of the game (pg 19). If the score is equal to or less than the combined total of your units' Recover Mission Archives tallies, or if the combined tally equals the number of objective markers that were set up at the start of the battle, then one unit of your choosing that successfully performed this action gains 6 experience points.

WARPCRAFT

POISON THEIR MINDS

Keep a Poison Their Minds tally for each **PSYKER** unit from your army. Add 1 to a unit's Poison Their Minds tally each time it successfully completes the following psychic action:

Poison Their Minds (Psychic Action - Warp Charge 5): One **PSYKER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within your opponent's deployment zone and within 12" of an objective marker.

Each unit gains 2 experience points for every mark on their Poison Their Minds tally (to a maximum of 4 experience points).

If your Crusade force has the Warp Corruption note and the combined total of all of your units' Poison Their Minds tallies is:

- 1-2, your Crusade Force gains 1 Corruption point.
- 3 or more, your Crusade Force gains 2 Corruption points.

WITCH HUNTER

Keep a Witch Hunter tally for each unit from your army. Add 1 to a unit's Witch Hunter tally each time it destroys an enemy **PSYKER** unit (add 3 instead if the destroyed unit was a **PSYKER CHARACTER**).

Each unit gains a number of experience points equal to their Witch Hunter tally.

LORD OF THE WARP

Keep a Lord of the Warp tally for each unit from your army. Add 1 to a unit's Lord of the Warp tally each time it successfully manifests a psychic power, denies an enemy psychic power or completes a psychic action. Reset a unit's Lord of the Warp tally to 0 if and when they suffer Perils of the Warp. The unit from your army that has the highest Lord of the Warp tally gains 2 experience points (unless that unit's tally is 0, in which case it gains no experience points from this Agenda). If two or more units are tied, you select one of them to gain these experience points.

SCRY BATTLE PLANS

Keep a Scry Battle Plans tally for each **PSYKER** unit from your army. Add 1 to a unit's Scry Battle Plans tally each time it successfully completes the following psychic action:

Scry Battle Plans (Psychic Action - Warp Charge 4): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 18" of an enemy **CHARACTER** unit.

Each unit gains 5 experience points if their Scry Battle Plans tally is at least 2.

AMIDST THE ASHES GAMES

An Amidst the Ashes game is waged by following the sequence below:

1. SELECT BATTLE SIZE

The players must first select the battle size they wish to play: Combat Patrol, Incursion, Strike Force or Onslaught. The table below gives a rough guide of how long each battle should take.

BATTLES	
BATTLE SIZE	BATTLE DURATION
Combat Patrol	Up to 1 hour
Incursion	Up to 2 hours
Strike Force	Up to 3 hours
Onslaught	Up to 4 hours

2. DETERMINE MISSION

The players determine which mission will be used for the battle; they can choose from the missions for their chosen battle size. This will determine the deployment map that the players use, as well as the specific mission briefing. You can either simply agree with your opponent which you will use, or you can roll off and the winner selects which one to use. Alternatively, you can roll to randomly select a mission using the appropriate table:

COMBAT PATROL MISSIONS	
D6	MISSION
1	Fat-berg Clearance [pg 22-23]
2	Meat for the Grinder [pg 24-25]
3	Hard Landing [pg 26-27]
4	Boarding Action [pg 28-29]
5	Cut Supply Lines [pg 30-31]
6	Treacherous Ground [pg 32-33]

INCURSION MISSIONS	
D6	MISSION
1	Turn Out the Lights [pg 34-35]
2	Critical Targets [pg 36-37]
3	Power of Words [pg 38-39]
4	Forces in Disarray [pg 40-41]
5	Guard the Retreat [pg 42-43]
6	Bring Down the Batteries [pg 44-45]

STRIKE FORCE MISSIONS	
D6	MISSION
1	Capture the Infiltrator [pg 46-47]
2	Forward Recon [pg 48-49]
3	Orbital Evacuation [pg 50-51]
4	Preserve the Archeotech [pg 52-53]
5	Weaken the Defences [pg 54-55]
6	Call for Aid [pg 56-57]

ONSLAUGHT MISSIONS	
D6	MISSION
1	Defend the Column [pg 58-59]
2	Arcane Machinery [pg 60-61]
3	Siege [pg 62-63]
4	Secure Vital Personnel [pg 64-65]
5	Desecration [pg 66-67]
6	Push Them Back [pg 68-69]

3. READ MISSION BRIEFING

Each mission has a mission briefing that will detail the mission objectives that award victory points to the players. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding. Some mission rules include actions that units can perform during the battle. Actions are described in the Warhammer 40,000 Core Book.

4. MUSTER ARMIES

Each player must then select a Battle-forged army. The Power Level of each player's army, and the number of Command points each player starts with when they begin mustering their army, are shown in the table below:

ARMY		
BATTLE SIZE	MAXIMUM POWER VALUE OF EACH ARMY	COMMAND POINTS
Combat Patrol	25	3
Incursion	50	6
Strike Force	100	12
Onslaught	150	18

Details of how to Battle-forge an army, how to use Power Ratings and what information your army roster must contain can be found in the Warhammer 40,000 Core Book. If you are playing a Combat Patrol battle, the only Detachment your army can include is one Patrol Detachment, unless your Army Faction is **IMPERIAL KNIGHTS** or **CHAOS KNIGHTS**, in which case the only Detachment your army can include is one Super-heavy Detachment. Select one of your models to be your **WARLORD** (this cannot be a model with the Fortifications Battlefield Role) and note this on your army roster. This must be the **CHARACTER** model in your army with the highest Leadership characteristic, if your army includes one (in a tie, you can choose amongst them which model will be the **WARLORD**). This model gains the **WARLORD** keyword. Each player must then provide a copy of the army roster for their opponent to read through.

5. SELECT AGENDAS

Each player then secretly selects Agendas for the battle and writes them down. Each can award experience points to certain units in their army, as described on the Agenda itself. The Agendas that players can choose from can be found on pages 17-19. The number of Agendas each player chooses depends on the battle size you have selected, as shown in the table below.

AGENDAS	
BATTLE SIZE	AGENDAS
Combat Patrol	1
Incursion	2
Strike Force	3
Onslaught	4

Once both players have selected their Agendas, they reveal their selections to their opponent.

6. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The minimum size of your battlefield depends on the battle size you have selected, as shown in the table below:

BATTLEFIELDS	
BATTLE SIZE	BATTLEFIELD SIZE (Minimum)
Combat Patrol	44" x 30"
Incursion	44" x 30"
Strike Force	44" x 60"
Onslaught	44" x 90"

Unless noted otherwise, when setting up terrain features, use the guidelines noted in the basic rules section (pg 100-101). In these missions, players must use the battlefield terrain rules for terrain features, as described on pages 96-99.

7. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender. You may decide in some battles that it is better for a specific player to be the Attacker or Defender. In such instances, simply agree with your opponent who will be the Attacker and who will be the Defender.

8. PLACE OBJECTIVE MARKERS

The players now set objective markers up on the battlefield. Each mission will instruct the players as to how many objective markers should be set up on the battlefield (if any) and how these should be placed. Unless otherwise stated, objective markers can be set up on terrain features so long as the objective marker lies flat on that terrain feature and does not overhang any part of it.

9. CHOOSE DEPLOYMENT ZONE

The deployment maps for some missions will tell you which deployment zone is the Attacker's and which is the Defender's. If the deployment map does not show this, but instead labels deployment zones as Player A's or Player B's, then the Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

10. DECLARE RESERVES AND TRANSPORTS

Unless the mission briefing states otherwise, these missions use the Strategic Reserves rules (pg 94-95). Both players now secretly note down on their army roster which of the units in their army will start the battle in Strategic Reserves, which of their units will start the battle in a location other than the battlefield (if a player has access to any Stratagems that enable them to set up units from their army in a location other than the battlefield, they must use such Stratagems now), and which of their units will start the battle embarked within **TRANSPORT** models (they must declare what units are embarked within what models). When both players have done so, they declare their selections to their opponent.

Unless stated otherwise, no more than half the total number of units in your army can be Strategic Reserve and/or Reinforcement units, and the combined Power Ratings of all your Strategic Reserve and Reinforcement units (including those that are embarked within **TRANSPORT** models that are Strategic Reserve and/or Reinforcement units) must be less than half of your army's Power Level, even if every unit in your army has an ability that would allow them to be set up elsewhere.

In these missions, Reinforcement units can never arrive on the battlefield in the first battle round. Any Strategic Reserve or Reinforcement 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).

11. DEPLOY ARMIES

The players alternate setting up their remaining units, one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player has finished deploying all their units, their opponent then deploys the remainder of their units. If a model from your army is so large that it cannot physically be set up wholly within your deployment zone (i.e. the smallest dimension of that model is greater than the depth of your deployment zone), it must be set up so that it is touching your battlefield edge. In

the first battle round, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, attempt to manifest or deny psychic powers, make any attacks with ranged weapons, declare a charge, perform a Heroic Intervention or perform any actions or psychic actions. Models in such units count as having moved a distance in inches equal to their Move (M) characteristic in their first Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic. If both players have units with abilities that allow them to be set up 'after both armies have deployed', the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

12. DETERMINE FIRST TURN

Unless the mission briefing says otherwise, the players roll off and the winner declares whether they will take the first or second turn. If the roll off is a tie, the Attacker is the winner.

13. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have, and resolving any Stratagems that are used before the battle, starting with the player who will take the first turn. Remember that Crusade forces can only make use of Stratagems that upgrade units by using Requisition points, as described in the Warhammer 40,000 Core Book.

14. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

MISSION OBJECTIVES

During the battle, players can earn victory points by achieving mission objectives, which are described in the mission's mission briefing. Mission objectives can either be 'End Game' or 'Progressive'. End Game mission objectives are scored at the end of the battle. Progressive mission objectives are scored during the battle (exactly when is detailed in the mission objective itself), and can be achieved and hence award victory points several times.

15. ENDING THE BATTLE

Unless the mission instructs otherwise, the battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player can continue to play out their turns until the battle ends.

16. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw.

Each player can score a maximum of 90 victory points from mission objectives (any excess victory points awarded are discounted). In addition, if every model in a player's army was painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. This gives the player a maximum total score out of 100 victory points.

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.

17. UPDATE CRUSADE CARDS

The players must now update their Crusade cards for all the units they used in the battle as follows:

1. Take Out of Action tests

Take Out of Action tests for each unit from your army that was destroyed during the battle, by rolling one D6 for that unit. 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:

a) **Devastating Blow:** That unit loses D6 experience points (to a minimum of 0) and cannot gain any experience points for this battle from Agendas Achieved, Battle Experience or from being Marked for Greatness (see the Warhammer 40,000 Core Book). Update the unit's Crusade card accordingly.

b) **Battle Scar:** That unit gains one Battle Scar (see the Warhammer 40,000 Core Book). This must be determined before the player's next battle and the unit's Crusade card must be updated to reflect any and all changes.

2. Update Experience Points

Each unit that had a Crusade card that took part in the battle gains experience points as follows (mark on each unit's Crusade card accordingly):

- **Battle Experience:** Each unit that was part of your army list for this battle gains 1 experience point.
- **Marked for Greatness:** Select one unit that was part of your army list for this battle; that unit gains 3 experience points.
- **Dealers of Death:** A unit gains 1 experience point for every third enemy unit it has destroyed in total. If a unit's 'enemy units destroyed in total' combat tally has increased enough during the battle, increase its experience points accordingly.
- **Agenda Achieved:** Any units that achieved Agendas (pg 13-15) during the battle gain experience points as described by those Agendas.

3. Determine Battle Honours

If any units gain a rank, or otherwise gain any Battle Honours, these must be determined before the player's next battle. In any case, all the Crusade cards for these units that took part in the battle and the unit's Crusade card must be updated to reflect any and all changes.

4. Update Combat Tallies

Add 1 to the 'Battles Played' tally of each unit that had a Crusade card that took part in the battle. If a unit was not destroyed at the end of the battle, then add 1 to its 'Battles Survived' tally. Add all the 'during battle' combat tallies you have accrued during the battle to the appropriate 'in total' combat tallies on the unit's Crusade card.

18. 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 Order of Battle, or spend any Requisition points, do so and update your Order of Battle accordingly before your next battle.

FAT-BERG CLEARANCE

MISSION BRIEFING

Fighting against an enemy's guerrilla tactics is an enormously difficult task. They hide in tunnels and burrows and strike from all locations. It takes enormous resources to crush them, and their infrastructure has to be purged with extreme prejudice before being destroyed completely.

MISSION RULES

Porous Grottos: Units in the Attacker's army can attempt the following action.

Destroy Grotto (Action): One or more units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different undestroyed objective marker. The action is completed at the start of your next Command phase or at the end of the battle, whichever occurs first. If this action is successfully completed, that objective marker is destroyed; remove it from the battlefield.

Foul Channels: Once per turn, in the Reinforcements step of the Defender's Movement phase, when the Defender sets up a Strategic Reserves unit on the battlefield (excluding units containing any models with a Wounds characteristic of 12 or more), that unit can be set up anywhere wholly within 6" of an undestroyed objective marker and not within Engagement Range of any enemy units.

Undulating Surface: Subtract 1 from Advance rolls and charge rolls.

Driving Attack: The Attacker has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

SHUT IT DOWN

End Game Objective

Your forces destroy every grotto and tunnel entrance, permanently crippling enemy guerrilla operations.

At the end of the battle:

- The Attacker scores 20 victory points for each destroyed objective marker.
- The Attacker scores an additional 10 victory points if every objective marker is destroyed.

THE FIGHT GOES ON

End Game Objective

Your forces destroy much of the defenders' military infrastructure, delivering a heavy blow to their forces.

At the end of the battle:

- The Defender scores 10 victory points for each undestroyed objective marker.
- For each destroyed unit in the Attacker's army, the Defender scores a number of victory points equal to twice that unit's Power Rating.

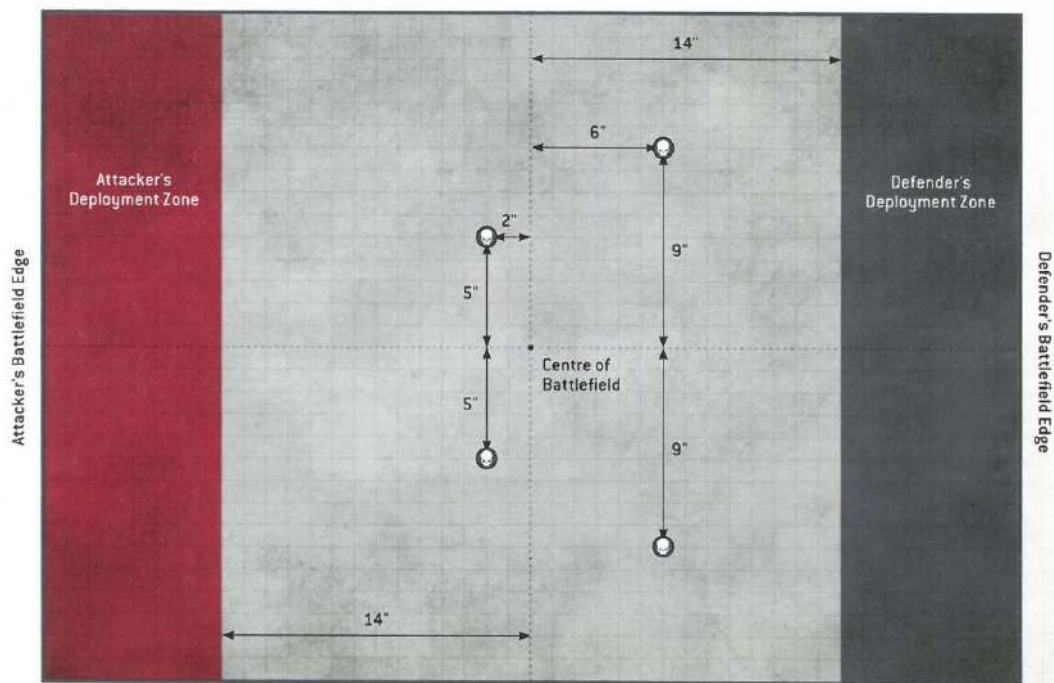
If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **T'AU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor of this mission gains 2 Requisition points after this battle, instead of just 1.
- If the victor has the Machinery Arisen note on their Order of Battle, their Crusade force gains 1 Awakening point.

FAT-BERG CLEARANCE



MEAT FOR THE GRINDER

MISSION BRIEFING

The battles on Ferryk were brutal, even by the standards of Typhus' war in the Charadon Sector. Casualties rose to enormous levels, but neither side were willing to cede an inch of ground to the enemy.

MISSION RULES

Return to the Fray: Each time a unit is destroyed, a unit that is identical to the destroyed unit is added to that player's army and set up as if it had just arrived from Strategic Reserves. This replacement unit has no Battle Honours, Battle Scars, Requisition upgrades, Relics or Warlord Traits – even if the original did. Also note that you must still take an Out of Action test for the original unit at the end of the battle, even if its replacement unit is still on the battlefield.

Better Part of Valour: Once per turn, during a player's Command phase, that player can choose to remove a unit from their army from the battlefield. That unit is considered destroyed.

MISSION OBJECTIVES

Victory points are awarded as follows:

ENDLESS CONFLICT

Progressive Objective

Victory must be achieved through nothing less than the destruction of the enemy.

Each time a player's unit is destroyed, that player's opponent scores a number of victory points equal to twice that unit's Power Rating.

If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **TAU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

CONTROL AND DOMINATE

Progressive Objective

Seizing territory from the foe is an excellent mark of success.

At the end of each battle round, each player scores 5 victory points for each of the following conditions they satisfy:

- They control one or more objective markers.
- They control both objective markers.

VICTOR BONUS

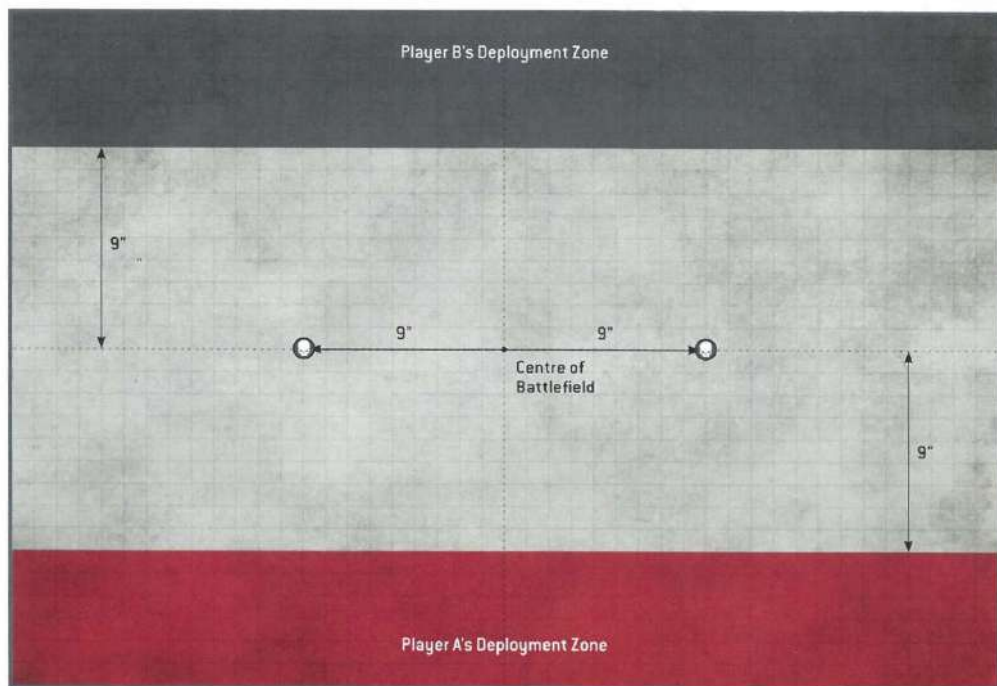
The victor can select one of the following victor bonuses:

- The victor can select two units from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle, instead of just 1.
- If the victor has the Machinery Arisen note on their Order of Battle, their Crusade force gains 1 Awakening point.
- If the victor has the Warp Corruption note on their Order of Battle, their Crusade force gains 1 Corruption point.

MEAT FOR THE GRINDER

Player B's Battlefield Edge

Player B's Deployment Zone



Player A's Deployment Zone

Player A's Battlefield Edge

HARD LANDING

MISSION BRIEFING

An invasion lander full of warriors dedicated to the defeat of Chaos has crash-landed. The survivors must battle to reach friendly forces as their foes seek to wipe them out.

MISSION RULES

Transport Holds: The Defender does not have a battlefield edge in this mission. Any units that cannot be set up within the Defender's deployment zone before the battle starts are placed in Strategic Reserves without costing any Command points. During the battle, in the Reinforcements step of the Defender's Movement phase, these units can be placed anywhere on the battlefield wholly within the Defender's deployment zone.

Sweep and Clear: In this mission, if you control an objective marker at the end of your Command phase, it remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent phase.

Disordered Exfil: During the Deploy Armies step, the Defender's entire army must be set up before the Attacker deploys any units from their army.

Forced Engagement: The Defender has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

ESCAPE ROUTES

Progressive Objective

It is essential that the defenders find and secure escape routes.

At the end of each battle round:

- The Defender scores 5 victory points if they control one or more objective markers.
- The Defender scores 5 victory points if they control two or more objective markers.
- The Attacker scores 5 victory points if they control two or more objective markers.
- The Attacker scores 5 victory points if they control three or more objective markers.

This mission objective cannot be scored in the first battle round.

LIVE TO FIGHT ANOTHER DAY

End Game Objective

The survivors of the crashed lander have escaped the clutches of the foe.

At the end of the battle, for each unit from the Defender's army within range of an objective marker that the Defender controls, the Defender scores a number of victory points equal to twice that unit's Power Rating.

DEAD OR WORSE

End Game Objective

Most of the crash survivors are dead, their corpses strewn over the battlefield. The handful of survivors have been seized by their enemies for interrogation.

At the end of the battle, for each unit from the Defender's army that was either destroyed or is on the battlefield but is not controlling an objective marker, the Attacker scores a number of victory points equal to twice that unit's Power Rating.

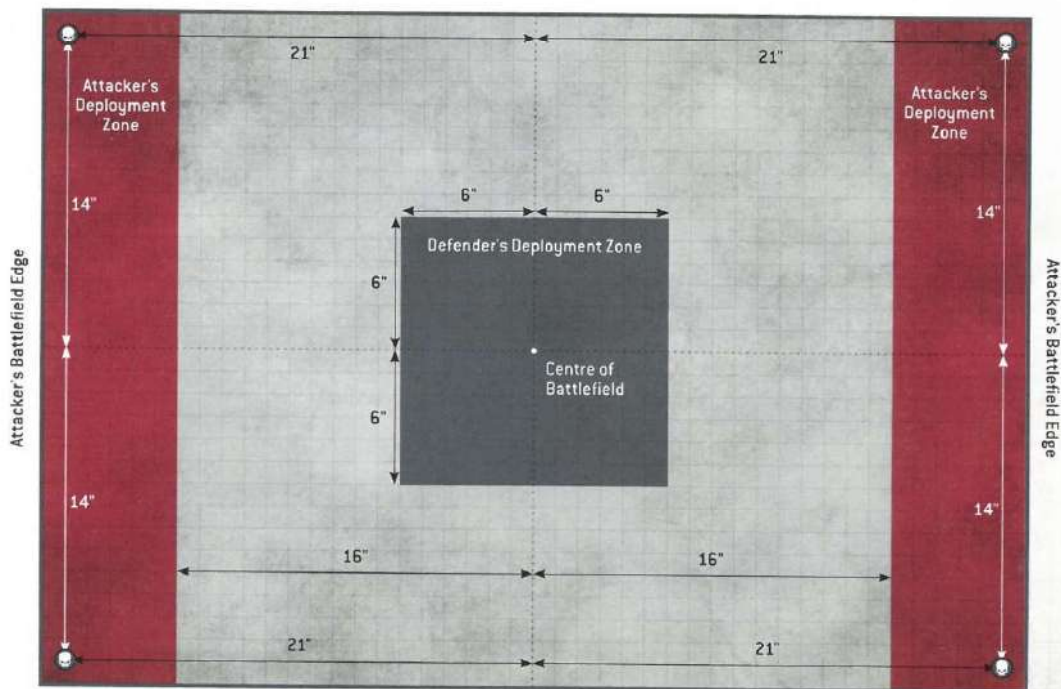
If a unit splits during the battle, then for the purposes of these mission objectives, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this is units of T'AU EMPIRE DRONES that split from a larger unit during the battle – these DRONE units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor can select two units from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle, instead of just 1.
- If the Defender is the victor and they have the Warp Corruption note on their Order of Battle, for each CORRUPTED MIND model from their army that ended the battle within range of an objective marker the Defender controls, their Crusade force gains 1 Corruption point.
- If the Attacker is the victor and they have the Warp Corruption note on their Order of Battle, if the Defender's Warlord was destroyed, the Attacker's Crusade force gains D3 Corruption points.

HARD LANDING



BOARDING ACTION

MISSION BRIEFING

Wave upon wave of boarding torpedoes have been launched at the enemy ship, each packed full of troops determined to bring down the target vessel. Their enemy will be ferocious in turn, ruthless in their action to slaughter the attackers.

MISSION RULES

Sweep and Clear: In this mission, if you control an objective marker at the end of your Command phase, it remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent phase.

Converging Boards: Up to half of the units in the Attacker's army can be placed into Strategic Reserves without paying any Command points to do so.

Driving Attack: The Attacker has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

SABOTEURS

End Game Objective

By assaulting and destroying critical locations, your forces can cripple the enemy vessel.

At the end of the battle:

- The Attacker scores 40 victory points if they have any units (excluding **CHARACTER** units) wholly within the target zone. If any of those units are not within Engagement Range of any enemy units, the Attacker scores an additional 10 victory points.
- The Defender scores 30 victory points if there are no enemy units wholly within the target zone. The Defender scores an additional 20 victory points if there are no enemy units within the target zone at all

FIRE CONTROL

Progressive Objective

It is paramount for the attackers that they disable enemy defensive fire, and paramount for the defenders that they stop them.

At the end of each battle round, each player scores 5 victory points for each objective marker they control.

This mission objective cannot be scored in the first battle round.

VICTOR BONUS

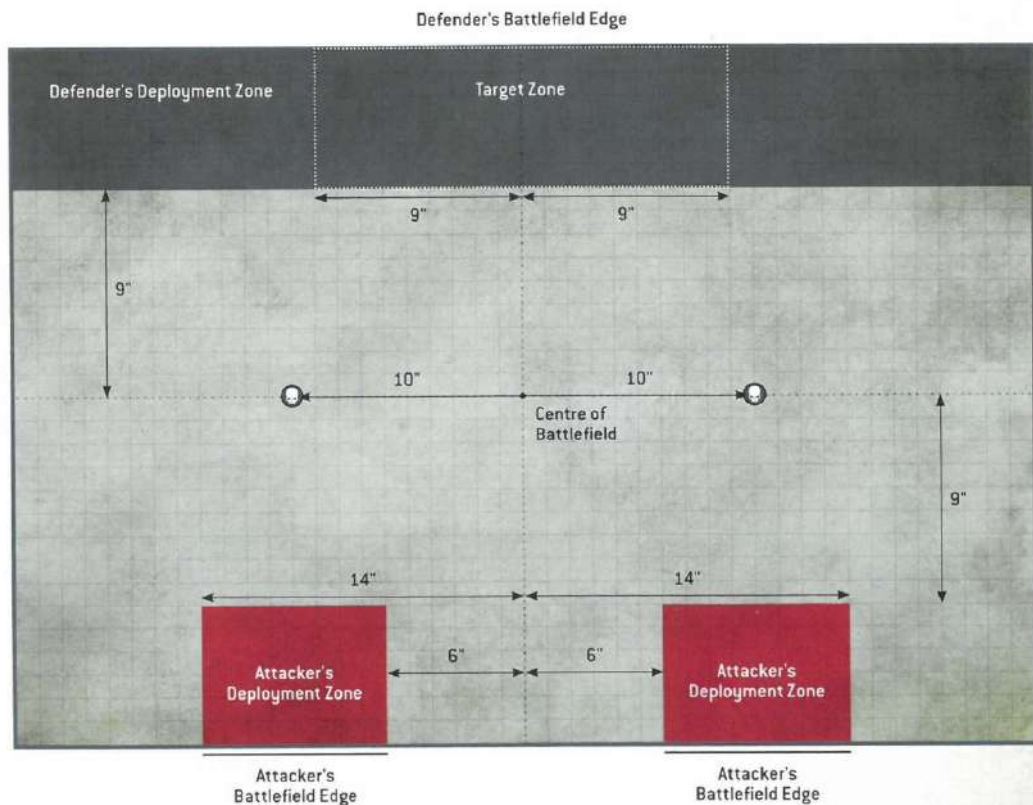
The victor can select one of the following victor bonuses:

- The unit from the victor's army that destroyed the most enemy units during the battle gains 3 additional experience points.
- If the victor has the Machinery Arisen note on their Order of Battle, they can select one **AWAKENED SPIRIT** unit from their army that ended the battle within the Target Zone. That unit gains the Level 1 ability from the Awakening of the Strong tree (pg 9) that they do not already have.
- If the victor has the Warp Corruption note on their Order of Battle, they can select one **CORRUPTED MIND** model from their army that ended the battle within the Target Zone. That model gains the Level 1 ability from the Corruption of the Weak tree (pg 11) that they do not already have.

'The deck was slippery. It was sticky. It throbbed underfoot. I couldn't see it for the fog that went up to my knees. I can't describe the stench. Half the squad doubled over retching after a minute, the rest of us after two. Barbed tentacles sprouted out of the walls and reached for us, too... How could that possibly have been a ship?'

- Armsman Rendo Holg,
of the Imperial cruiser Voidlancer

BOARDING ACTION



COMBAT PATROL MISSION

CUT SUPPLY LINES

MISSION BRIEFING

Wars are won often by logistics. Deny a foe food, ammunition, fuel and medical supplies, and they may be broken. Taking these from them for yourself only strengthens your position.

MISSION RULES

Dispersed Personnel: At the start of the Declare Reserves and Transports step, the Defender separates their army into two halves, separated as equally as possible by Power Rating. Units from the Defender's army can only start the battle embarked on a **TRANSPORT** from the same half as they are.

The Defender then selects one of their army halves to be deployed in their deployment zone A, and the other half is deployed in their deployment zone B. Units from either half can still be set up in Strategic Reserves as normal.

Destroy Connection: Units in the Attacker's army can attempt the following action:

Destroy Connection (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an undestroyed objective marker and not within Engagement Range of any enemy units (excluding **AIRCRAFT** units and those with the Fortifications Battlefield Role). The action is completed at the start of your next Command phase or at the end of the battle, whichever occurs first. If this action is successfully completed, that objective marker is destroyed, remove it from the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows:

SEIZE SUPPLIES

Progressive Objective

If you take control of your foe's supplies, you can provide aid to your allies and sustain your own forces for longer.

At the end of each battle round:

- The Attacker scores 10 victory points if they control one or more objective markers.

- The Attacker scores 5 victory points if they control both objective markers.
- The Defender scores 5 victory points if they control one or more objective markers.
- The Defender scores 10 victory points if they control both objective markers.

This mission objective cannot be scored in the first battle round.

DESTROY SUPPLIES

Progressive Objective

If you cannot seize your enemy's supplies for yourself, destroying them ensures they are denied to the enemy.

At the end of each battle round, the Attacker scores 10 victory points if they destroyed an objective marker that battle round.

LASTING POWER

End Game Objective

Victory will fall to whoever has control of the supply lines.

At the end of the battle:

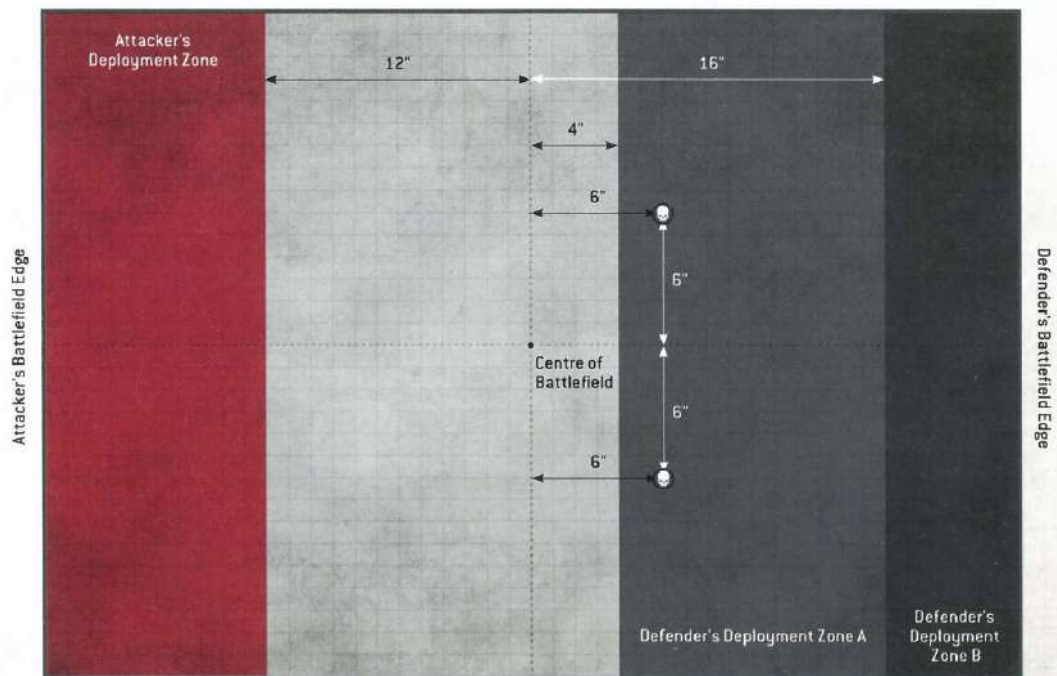
- The Attacker scores 30 victory points if both objective markers have been destroyed.
- The Defender scores 40 victory points if neither objective marker has been destroyed.
- The Defender scores 15 victory points if only one objective marker has been destroyed.

VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor can select one unit from their Order of Battle. If that unit can gain a Battle Honour, it gains a Battle Trait of the victor's choice (see the Warhammer 40,000 Core Book). Make a note of it on that unit's Crusade card and increase its Crusade points accordingly.
- If the victor has the Warp Corruption note on their Order of Battle, their Crusade force gains 1 Corruption point and the first time they use the A Mind Twisted Requisition (pg xx) after this battle, that Requisition costs ORP.

CUT SUPPLY LINES



TREACHEROUS GROUND

MISSION BRIEFING

Some battlefields are made dangerous by the terrain as much by the enemy. Firing in enclosed spaces can cause heavy walls to come crashing down or holes to be made in floors. Troops can be crushed, fall to their deaths or be exposed to extremely hazardous environments.

MISSION RULES

Damaged Supports: Each time the last model in a unit is destroyed, that unit's player rolls one D6: on a 3+, place a Damaged Support marker within 1" of where the destroyed model had been. At the end of every turn, for each unit within 6" of any damaged support markers, roll one D6 for each model in that unit, subtracting 2 from the result if the unit being rolled for has the **VEHICLE** keyword: on a 1, that unit suffers 1 mortal wound.

Sweep and Clear: In this mission, if you control an objective marker at the end of your Command phase, it remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent phase.

MISSION OBJECTIVES

Victory points are awarded as follows:

CONTROL HARVESTING RIGS

Progressive Objective

Every secured aqua-harvesting rig is one denied the enemy. Without these under control, Fathom belongs to the enemy.

At the end of each battle round, each player scores 5 victory points for each of the following conditions they satisfy (for a maximum of 25 victory points):

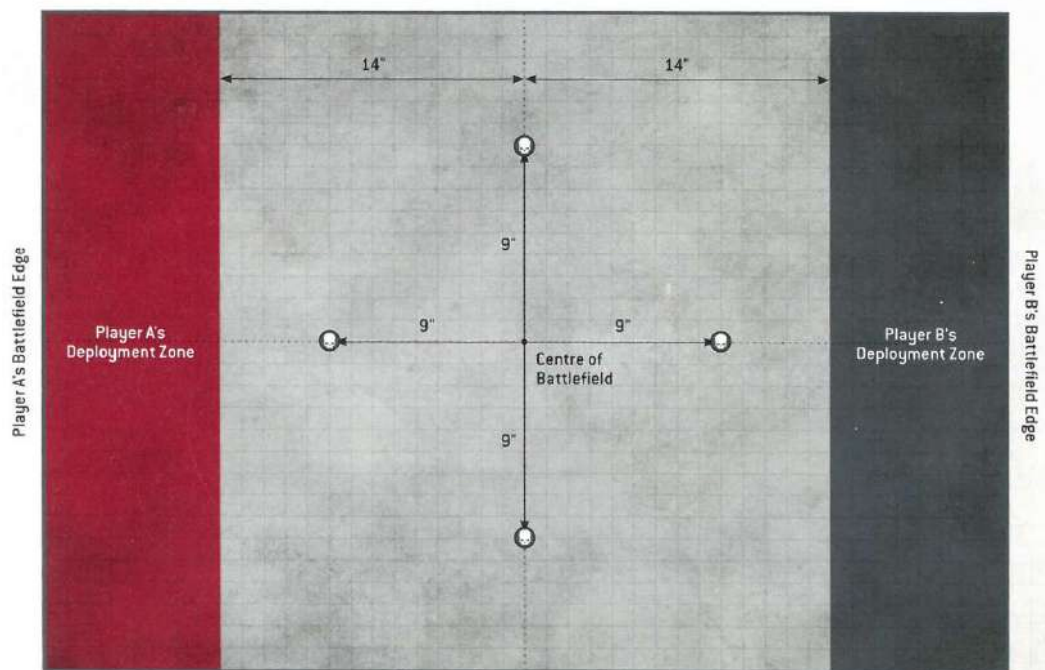
- They control one or more objective markers.
- They control two or more objective markers.
- They control all of the objective markers.
- They control the objective marker closest to their opponent's deployment zone.
- They control more objective markers than their opponent controls.

This mission objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor of this mission gains 2 Requisition points after this battle, instead of just 1.
- If the victor has the Machinery Arisen note on their Order of Battle, they can select one **AWAKENED SPIRIT** unit from their army that ended the battle within range of an objective marker. The first time that unit is selected for the Burgeoning Consciousness Requisition (pg 8) after this battle, that Requisition costs 0RP.
- If the victor has the Warp Corruption note on their Order of Battle, they can select one **CORRUPTED MIND** model from their army that ended the battle within range of an objective marker. The first time that model is selected for the Journey of Darkness Requisition (pg 10) after this battle, that Requisition costs 0RP.

TREACHEROUS GROUND

TURN OUT THE LIGHTS

MISSION BRIEFING

As an evil darkness encroaches on an isolated outpost, the terrified defenders try their hardest to keep their compound illuminated. Their foes are determined to extinguish the light, destroy the defences and kill all inside.

MISSION RULES

Turn Out the Lights: Units in the Attacker's army can attempt the following action:

Turn Out the Lights (Action): One or more units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different undestroyed objective marker. This action cannot be started on a Generator objective marker (see map opposite) until after the corresponding Power Coupling objective marker has been destroyed (e.g. the action cannot be started on Generator A until after Power Coupling A has been destroyed). The action is completed at the start of your next Command phase or at the end of the battle, whichever occurs first. If this action is successfully completed, that objective marker is destroyed; remove it from the battlefield.

Ready and Waiting: The Defender has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

HOPE AMIDST THE DARK

End Game Objective

To protect themselves the defenders must prevent the attackers from putting out the lights.

At the end of the battle:

- The Defender scores 40 victory points for each undestroyed Generator objective marker.
- The Attacker scores 45 victory points for each destroyed Generator objective marker.

STILL STANDING

End Game Objective

If the defenders can kill enough of the enemy, they might prevent later attacks.

At the end of the battle, the Defender scores 10 victory points if the combined Power Rating of units that were destroyed from the Attacker's army was more than 10 higher than the combined Power Rating of units that were destroyed from the Defender's army.

If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **T'AU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

VICTOR BONUS

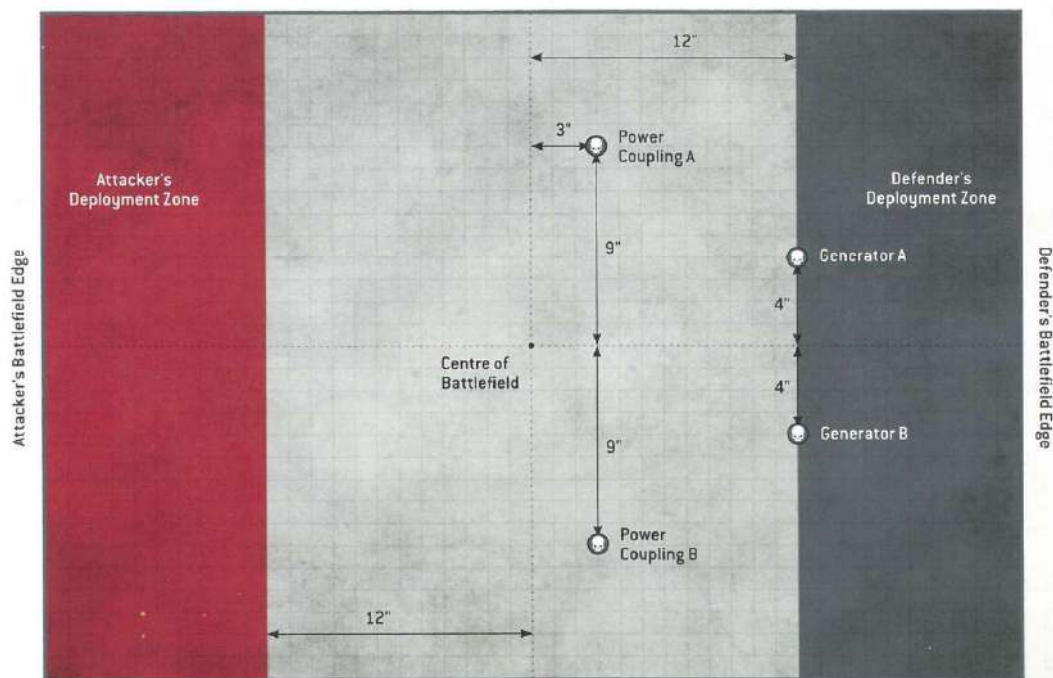
The victor can select one of the following victor bonuses:

- The victor can select two units from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle, instead of just 1.
- If the Attacker is the victor, and they have the Warp Corruption note on their Order of Battle, their Crusade force gains 1 Corruption point for each destroyed Generator objective marker.
- If the Defender is the victor, and they have the Machinery Arisen note on their Order of Battle, their Crusade force gains 1 Awakening point for each undestroyed Power Coupling objective marker.

'They are everywhere! I swear! I see them in the shadows! They circle the light, waiting for a chance to... to... get in... to get at us... Don't lock me in the dark! Please! Emperor's mercy, don't do this! They'll kill me they'll kill me they'll kill me...'

- Henelus, workman of Kolossi, imprisoned for insanity.

TURN OUT THE LIGHTS



CRITICAL TARGETS

MISSION BRIEFING

Attacking a strong defensive position is a difficult task for any military force. By striking down enemy leaders they have a great chance of sowing confusion and disorder in the ranks of the foe, and thus a much greater chance at securing victory.

MISSION RULES

Key Targets: At the start of the Deploy Armies step, the Defender must nominate 5 models from their army (if the Defender's army has fewer than 5 models, they must nominate all of them instead). Where possible, each model they nominate must have the **CHARACTER** keyword. The Defender then secretly selects one of those models to be the Attacker's primary target and another of those models to be the Attacker's secondary target and notes this down. At the start of the battle, nominated models must either be set up on the battlefield or be embarked within a **TRANSPORT** that has been set up on the battlefield. During the battle, each time one of the nominated models is destroyed, the Defender reveals to their opponent whether that model was the primary or secondary target.

Ready and Waiting: The Defender has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

TARGETS ELIMINATED

End Game Objective

By killing the defenders' commander, the attackers pave the way to victory.

At the end of the battle:

- If the Attacker's primary target has been destroyed, the Attacker scores 60 points; otherwise, the Defender scores 60 points.
- If the Attacker's secondary target has been destroyed, the Attacker scores 30 points; otherwise, the Defender scores 30 points.

VICTOR BONUS

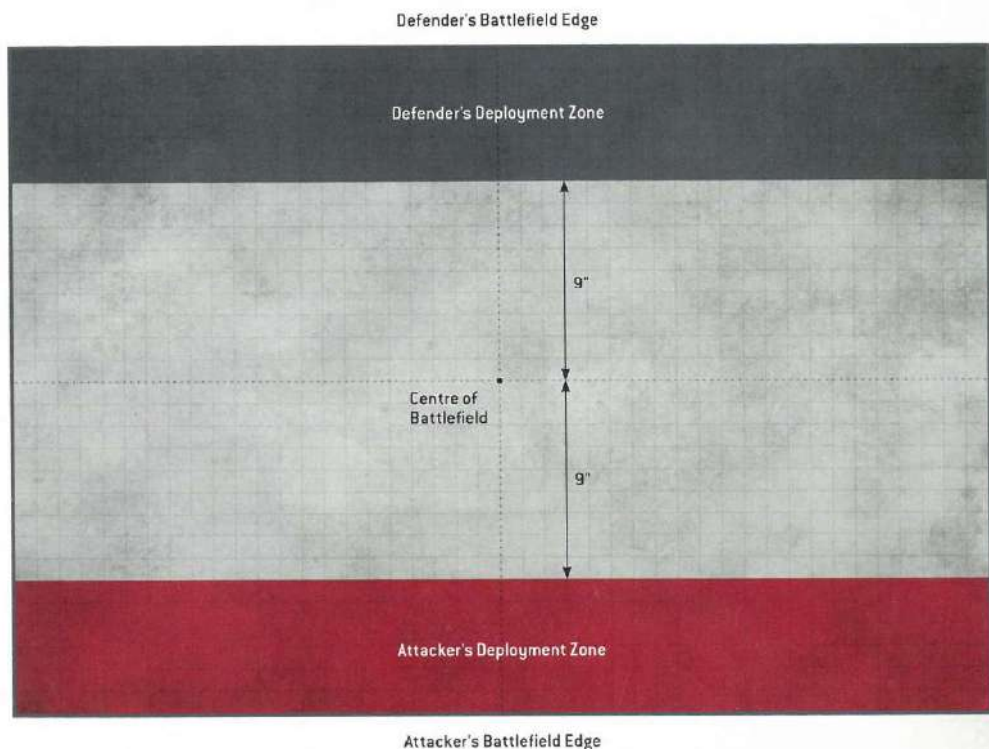
The victor can select one of the following victor bonuses:

- If the Attacker is the victor, they can select one unit from their army to gain an additional 4 experience points. This should be the unit that contributed the most to the destruction of the primary target.
- If the Defender is the victor, the primary target's unit gains an additional 4 experience points.

"These 'Knights' put much trust in their leaders. They bow to them, follow them, sing their praises. They would even stop breathing if their lords ordered them to. Kill their kings – win this battle. We worship the true gods. We follow the four. And none will ever strike them down."

- Kaless Gulch, Cult Champion of the Fourgod Worshipers

CRITICAL TARGETS



POWER OF WORDS

MISSION BRIEFING

Morale is vital for any army, and commanders go to great lengths to enhance that of their own forces or weaken that of their enemy. By taking over the propaganda infrastructure of the foe, an army can do both at the same time.

MISSION RULES

Destroy Communication Node: Units in the Attacker's army can attempt the following action:

Destroy Communication Node (Action): One or more units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different undestroyed objective marker. The action is completed at the end of the turn. If this action is successfully completed, that objective marker is destroyed, remove it from the battlefield.

Driving Attack: The Attacker has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

SPREADING THE MESSAGE

Progressive Objective

Capturing communication nodes lends great strengths to an army's propaganda campaigns.

At the end of the battle round, each player scores 5 victory points for each objective marker they control.

This mission objective cannot be scored in the first battle round.

DESTROYED INFRASTRUCTURE

End Game Objective

If an army cannot secure the means to boost the morale of its force, it will at least deny those assets to the enemy.

At the end of the battle:

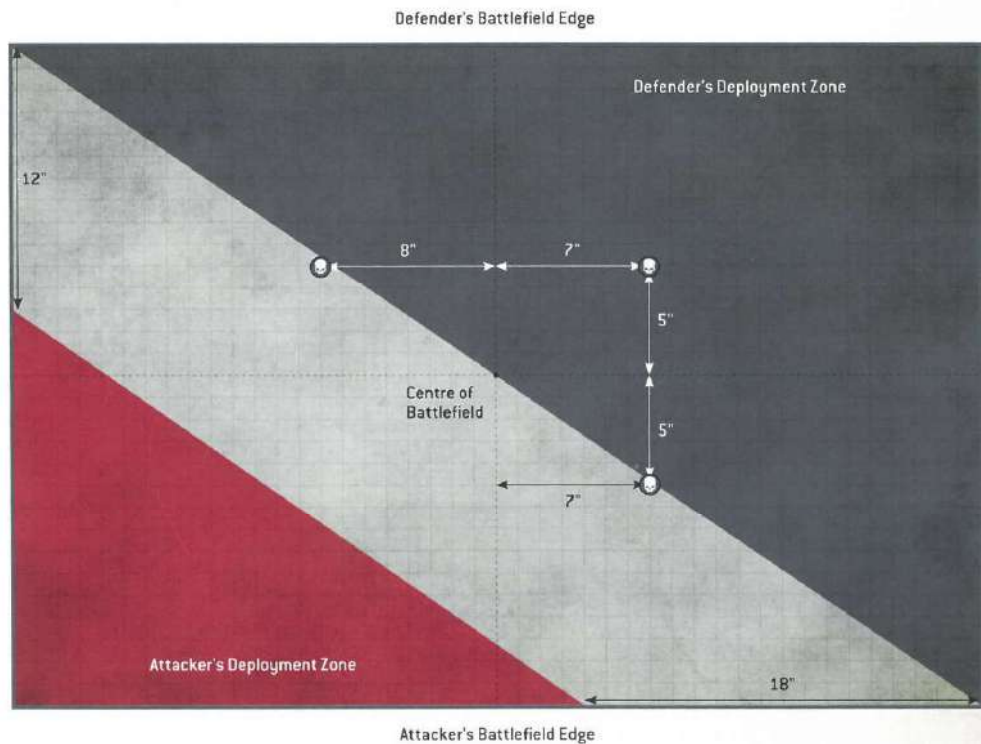
- The Attacker scores 15 victory points for each destroyed objective marker.
- The Defender scores 30 victory points if there are no destroyed objective markers.

VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor can select one unit from their Order of Battle. If that unit can gain a Battle Honour, it gains a Battle Trait of the victor's choice (see the Warhammer 40,000 Core Book). Make a note of it on that unit's Crusade card and increase its Crusade points accordingly.
- If the victor has the Warp Corruption note on their Order of Battle, they can use the A Mind Twisted Requisition (pg 10) after the battle up to two times with a cost of ORP each time.

POWER OF WORDS



FORCES IN DISARRAY

MISSION BRIEFING

Warring forces are beset with conflicting orders from their commanders. With the enemy close at hand and the wrath of their superiors guaranteed if they fail, they make for battle regardless. No matter the obstacle, they will fight to achieve victory.

MISSION RULES

Disarrayed Forces: At the Declare Reserves and Transports step, each player separates their army into two parts. Each part of a player's army must contain at least one quarter of that player's units and the combined Power Ratings of those units, including those embarked within **TRANSPORTS**, must be at least one quarter of their army's Power Level.

Then each player selects one of their army's parts and rolls one D6:

- On a 1-3, units in that part can only control objective markers labelled A and the units in their other part can only control objective markers labelled B.
- On a 4-6, units in that part can only control objective markers labelled B and the units in their other part can only control objective markers labelled A.

Each player makes a note on their army roster of which objectives each unit can control.

MISSION OBJECTIVES

Victory points are awarded as follows:

ORDER IN THE CHAOS

Progressive Objective

Despite much confusion, your troops have been able to gain vital ground.

At the end of each battle round, each player scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

FINAL DOMINANCE

End Game Objective

Against all the odds, your forces have been able to seize vital objectives.

At the end of the battle, each player scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

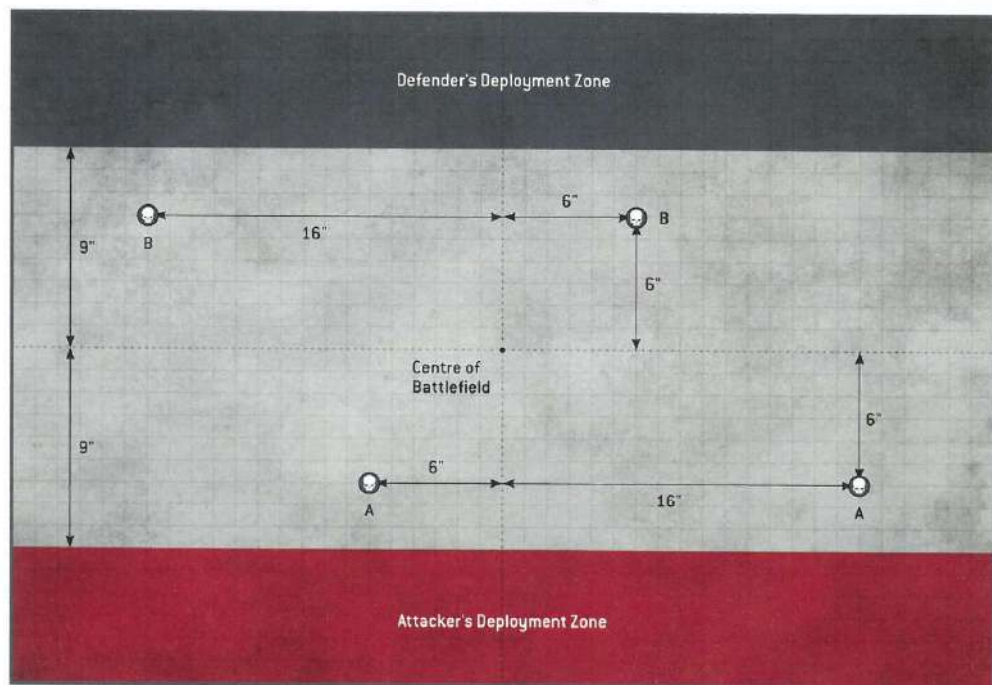
VICTOR BONUS

The victor can select one of the following victor bonuses:

- After the battle, the victor can use the Increase Supply Limit Requisition once for free.
- If the victor has the Machinery Arisen note on their Order of Battle, they can select one **AWAKENED SPIRIT** unit from their army. That unit gains the Level 1 ability from the Awakening of the Strong tree (pg 9) that they do not already have.

FORCES IN DISARRAY

Defender's Battlefield Edge



Attacker's Battlefield Edge

GUARD THE RETREAT

MISSION BRIEFING

Often it falls to armies to ensure the safe evacuation of civilians to safer ground, or cover the retreat of their allies in the face of an oncoming foe. These brave troops must hold their ground, buying as much time as possible for their wards to escape.

MISSION RULES

Rapid Reaction Force: At the Declare Reserves and Transports step, at least half the Defender's units must start the battle in Strategic Reserves (and the combined Power Ratings of all those units must be at least half the Power Level of the army). No more than three quarters of the total number of the Defender's units can be Reserve and/or Reinforcement units (and the combined Power Ratings of all such units, including those embarked within **TRANSPORTS** that are Strategic Reserve and/or Reinforcement units, must be less than three quarters of the Defender's army's Power Level), even if every unit has an ability that would allow them to be set up elsewhere. The Defender does not have to pay Command points to set units up in Strategic Reserves. Make a note on the Defender's roster of each unit that started the battle on the battlefield.

Ready and Waiting: The Defender has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

CRUSH THEM

End Game Objective

The attacker must crush the enemy screening force so as to strike down the retreating forces before they can regroup.

At the end of the battle, for each destroyed unit in the Defender's army that did not start the battle in Strategic Reserves, the Attacker scores a number of victory points equal to twice that unit's Power Rating.

HAMMER THROUGH

End Game Objective

The attacker has smashed through the defenders.

At the end of the battle, for each unit in the Attacker's army that is wholly within the Target Zone, the Attacker scores a number of victory points equal to that unit's Power Rating.

STOOD THEIR GROUND

End Game Objective

The defenders held firm, beating back their foes and guarding their allies.

At the end of the battle, for each destroyed unit in the Attacker's army, the Defender scores a number of victory points equal to twice that unit's Power Rating.

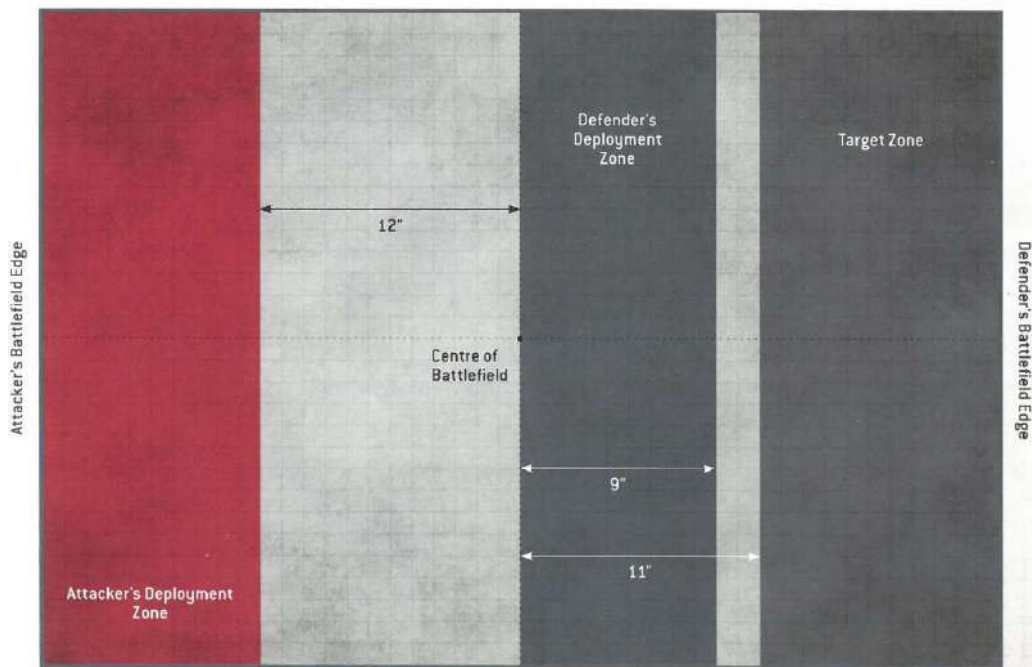
If a unit splits during the battle, then for the purposes of these mission objectives, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **TAU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor of this mission gains 2 Requisition points after this battle, instead of just 1.
- If the victor has the Warp Corruption note on their Order of Battle, their Crusade force gains 2 Corruption points.
- If the victor has the Machinery Arisen note on their Order of Battle, their Crusade force gains 2 Awakening points.

GUARD THE RETREAT



BRING DOWN THE BATTERIES

MISSION BRIEFING

Powerful orbital batteries that shield the planet from spaceborne assault are powered by beamed uplinks from nodes on the surface. It is essential that the defenders keep the orbital batteries functioning – without them, they will lose control of the world's space and be overwhelmed.

MISSION RULES

Remote Battlefield: Strategic Reserve units cannot be set up in the first two battle rounds.

Gharax the Shatterer of the Iron Warriors smiled with grim satisfaction as a new star burst into existence in the night sky.

'Which one was that?' he asked.

'Lance of Terra. Tyrant-class cruiser,' reported Ordinator Jaryk from the observation post.

'Good. Bring down more.'

'Yes, lord.'

Seizing the orbital batteries over the world of Kapston had been a masterstroke. Already they had accounted for many Imperial ships. Should the false emperor's lackeys make landfall, however, he would make life even more difficult for them.

The power nodes on the surface were vital to the continued operation of the batteries. The Imperial forces would undoubtedly make them a priority target.

Thus the uplinks will be the anvil I break them upon, Gharax thought.

Standing on a cliff overlooking the nodes' position, he inspected the defence works.

Around the nodes was a lattice of impenetrable trenchworks and nests of razorwire entanglements. Bunkers were placed on higher ground so that Gharax's warriors could cover the entire area with enfilades of overlapping heavy bolter and autocannon fire. Multiple layers of defence ensured that even if attackers could gain any ground at all, they would soon be pinned down and subject to counter-attack.

Beyond the trenchworks were dense minefields, packed with anti-personnel and anti-tank mines. Any routes through he had ensured were covered by pre-aimed artillery and heavy weapons.

Anti-aircraft positions were situated behind the lines in camouflaged and armoured turrets, their barrels pointing skyward. Any dropships to approach would be met by a storm of flak that left no part of the air clear of fire.

Behind him his menials had dug in a number of Basilisk artillery tanks. They, too, were heavily camouflaged, and guarded by sophisticated trenchworks and gun pits. Their earthshaker cannons were each zeroed in to a designated target area, including potential routes of enemy retreat.

Not good enough, Gharax thought. I will have more.

MISSION OBJECTIVES

Victory points are awarded as follows:

CONTROL THE UPLINK

Progressive Objective

It is vital for the attackers and the defenders that they control as many uplinks as possible, especially the primary node.

At the end of each battle round, each player scores:

- 5 victory points if they control one or more Secondary objective markers.
- 5 victory points if they control both Secondary objective markers.
- 10 victory points if they control the Primary objective marker.

MASTER PRIMARY UPLINK

End Game Objective

Such is the design of the uplink system, the primary node alone can control the entire battery.

At the end of the battle, if a player controls the Primary objective marker, they score 10 victory points.

VICTOR BONUS

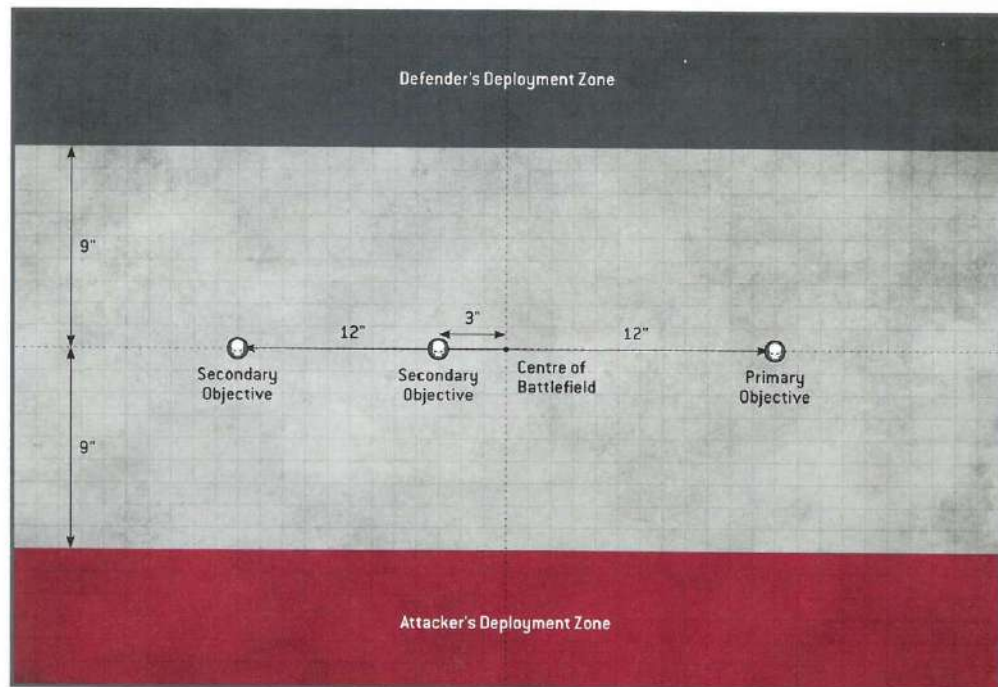
The victor can select one of the following victor bonuses:

- The victor can select one unit from their Order of Battle. If that unit can gain a Battle Honour, it gains a Battle Trait of the victor's choice (see the Warhammer 40,000 Core Book). Make a note of it on that unit's Crusade card and increase its Crusade points accordingly.
- If the victor has the Machinery Arisen note on their Order of Battle, their Crusade force gains 1 Awakening point and the first time they use the Birth of Consciousness Requisition (pg 8) after this battle, that Requisition costs ORP.
- If the victor has the Warp Corruption note on their Order of Battle, their Crusade force gains 1 Corruption point and the first time they use the A Mind Twisted Requisition (pg 10) after this battle, that Requisition costs ORP.

BRING DOWN THE BATTERIES

Defender's Battlefield Edge

Defender's Deployment Zone



Attacker's Deployment Zone

Attacker's Battlefield Edge

CAPTURE THE INFILTRATOR

MISSION BRIEFING

The enemy within is often more dangerous than the enemy without. Spies, agents provocateurs and traitors are all grave threats that can undermine defences or share secrets with their true masters. They must be hunted and rooted out.

MISSION RULES

Hidden Agents: At the start of the Deploy Armies step, the Defender places six objective markers, numbered 1-6, on the battlefield. Objective markers must be placed:

- More than 6" from any battlefield edge.
- More than 12" from any other objective marker.
- Not in either player's deployment zone.

Then the Defender secretly rolls two D6s: the two corresponding objective markers are the Hiding Places of the agents. If a double is rolled, the Defender secretly picks one of the other objective markers for the second Hiding Place. The Defender then makes a note of which objective markers are Hiding Places.

Door To Door: In the Attacker's Command phase and at the end of the battle, for each objective marker that the Attacker controls, the Defender must reveal if that objective marker is a Hiding Place. If the objective marker is not a Hiding Place, remove it from the battlefield.

Driving Attack: The Attacker has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

SEIZED FOR INTERROGATION

End Game Objective

Every captured agent represents a vital source of information and an important asset denied to the enemy.

At the end of the battle:

- The Attacker scores 50 victory points for each objective marker they control that is a Hiding Place.
- The Defender scores 45 victory points for each objective marker that is a Hiding Place that is not controlled by the Attacker.

VICTOR BONUS

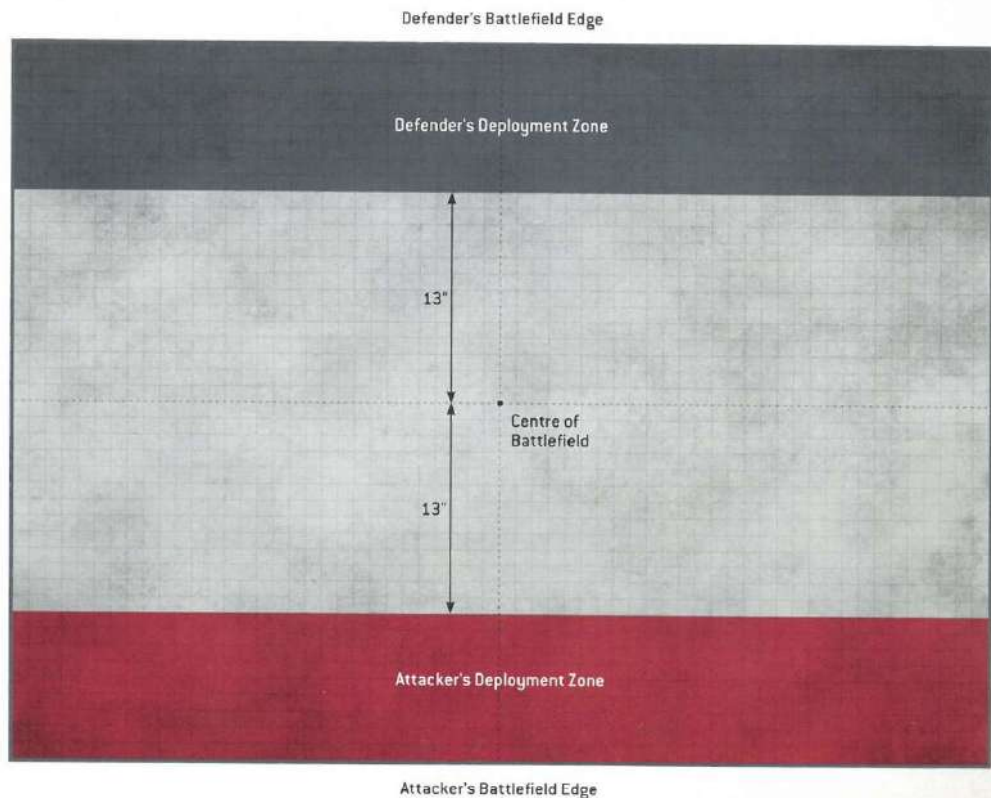
The victor can select one of the following victor bonuses:

- The victor of this mission gains 2 Requisition points after this battle, instead of just 1.
- If the victor has the Machinery Arisen note on their Order of Battle, the first two times they use the Machinery Arisen Requisition (pg 8) after this battle, that Requisition costs 0RP.

'I will find them. If it means razing the highest eyrie and trawling the deepest fissure, I will dig them out of the holes they hide in and bring them to light. They seek to undermine us, to frighten us, to weaken us. We are House Raven. We laugh heartily at such follies. Then we kill those who would threaten us.'

- Baron Tayvonh Egastar, House Raven

CAPTURE THE INFILTRATOR



FORWARD RECON

MISSION BRIEFING

Without knowledge of the enemy's location, the state of their positions or the local terrain, it is all but impossible to achieve victory. By the deployment of reconnaissance elements, commanders can gain this information. For a defender, destroying the enemy's patrols and scouts ensures their movements remain unknown.

MISSION RULES

Scattered Deployment: In the Deploy Armies step, the Defender can only deploy up to six units on the battlefield (if any of those units are **TRANSPORTS**, any units embarked within them do not count against this limit); the rest of their army is placed in Strategic Reserves (this does not cost any Command points). Each time the Defender sets up a unit on the battlefield, they must select one Defender deployment marker that has not yet been selected. That unit must be set up wholly within 6" of that Defender deployment marker.

Forward Recon: At the start of the first battle round, the Attacker can nominate up to four units from their army (excluding **AIRCRAFT** units) within their deployment zone to be Forward Recon units (see Mission Objectives, opposite). The Attacker must make a note on their army roster of which units are Forward Recon units.

Driving Attack: The Attacker has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

DARING MANOEUVRES

Progressive Objective

The closer to the enemy's position your forces can go, the more useful information they can gather.

At the end of each battle round:

- For each Forward Recon unit wholly within Zone A, the Attacker scores 5 victory points.
- For each Forward Recon unit wholly within Zone B, the Attacker scores 10 victory points.
- For each Forward Recon unit wholly within Zone C, the Attacker scores 20 victory points.

AREA DENIAL

End Game Objective

Preventing the enemy from scouting your positions ensures you retain the strategic advantage.

At the end of the battle:

- If there are no Forward Recon units wholly within Zone A, the Defender scores 10 victory points.
- If there are no Forward Recon units wholly within Zone B, the Defender scores 30 victory points.
- If there are no Forward Recon units wholly within Zone C, the Defender scores 50 victory points.

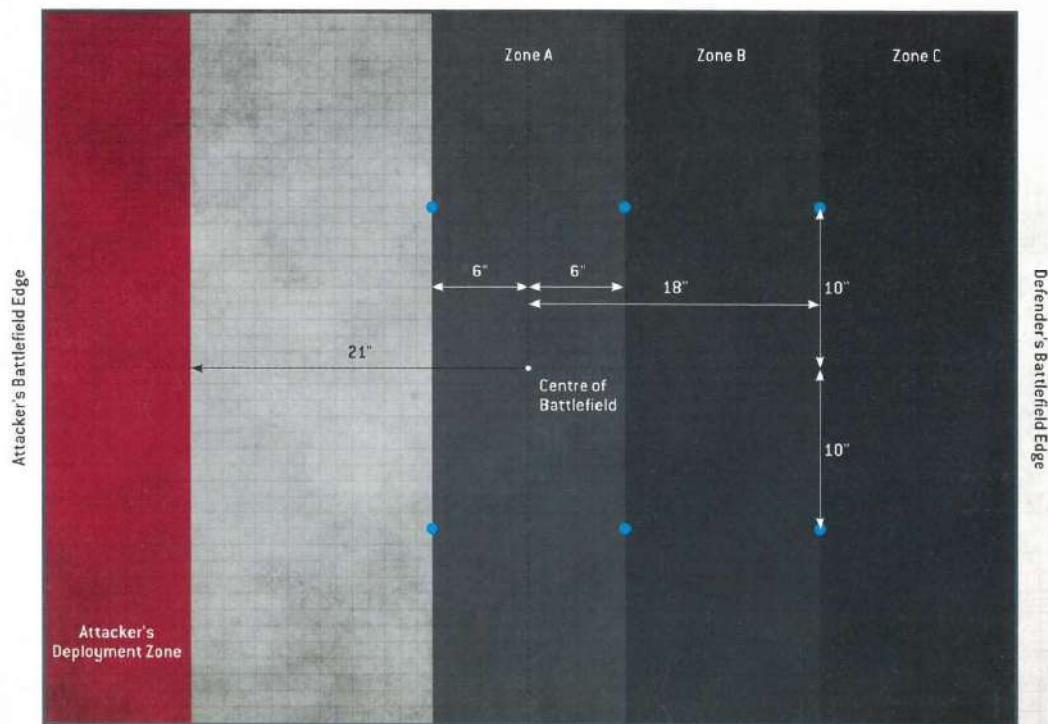
VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor can select two units from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle, instead of just 1.
- If the Attacker is the victor and has the Machinery Arisen note on their Order of Battle, if they have a unit wholly within Zone C, their Crusade force gains D3 Awakening points; otherwise it gains 1 Awakening point.
- If the Defender is the victor and has the Warp Corruption note on their Order of Battle, for each enemy unit destroyed by a **CORRUPTED MIND** model from their army, their Crusade force gains 1 Corruption point.

FORWARD RECON

● Defender Deployment Markers



ORBITAL EVACUATION

MISSION BRIEFING

The planet is on the brink of death. The only hope of survival for your forces is the world's orbital elevators, which connect it to the shipyards in orbit. These are desperate times, and in order to survive you must be willing to fight any who get in your way.

MISSION RULES

Orbital Elevators: At the start of each battle round, for each of the objective markers on the battlefield, if one player controls that objective marker, they can select one of the units from their army (excluding **AIRCRAFT** units) within 3" of that objective marker and remove that unit from the battlefield. That unit is said to have Escaped and can play no further part in the battle. Escaped units do not count as destroyed.

The flames reached hundreds of metres into the sky. Even kilometres away, Major Frensk sweated in his tattered fatigues in the heat. With each passing second, the flames drew closer.

But that was not Frensk's primary concern.

Before the flames came hundreds of the heretics. Stumbling, running, limping, all attempting to escape the wall of fire. Even from this distance he could make out their hideous deformities and pallid green skin. Many wore uniforms like his, the autumn brown of the Sussatean Reapers.

Emperor's wrath take you, scum, he thought.

The heretics were coming towards the rear of Frensk's column, a ragtag group of civilians and Reapers who had survived the plagues that had devastated the world. His survivors were making for the nearest spaceport.

And the traitors are doing the same.

His people were exhausted. To ask them to fight again, now, so close to a raging firestorm and so close to their only way off the planet was almost too painful a task to contemplate.

Emperor help me, there is no choice.

"Halt!" he ordered, the shout more like a rasp through his parched throat.

Around him, soldiers and civilians alike stopped their trudging. Most had heavy bags under their eyes and bandage-wrapped wounds. Clothes and uniforms that once fitted well hung off them.

"Heretics follow us. They seek to escape the flames. They seek the spaceport. We cannot let them have it. They will kill us and anyone else there trying to escape. We have to hold them here."

Some of the people cried. Some shouted in frustration. Others prayed.

MISSION OBJECTIVES

Victory points are awarded as follows:

BITTER CONFLICT

Progressive Objective

Each enemy slain brings you one step closer to salvation.

At the end of each battle round, each player scores a number of victory points equal to the combined Power Rating of all of their opponent's units that were destroyed that battle round.

ESCAPE

Progressive Objective

Filled with relief, your troops have reached the orbital elevators and escaped the dying world.

At the end of each battle round, each player scores a number of victory points equal to twice the combined Power Rating of all of their units that Escaped that battle round.

If a unit splits during the battle, then for the purposes of these mission objectives, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **TAU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

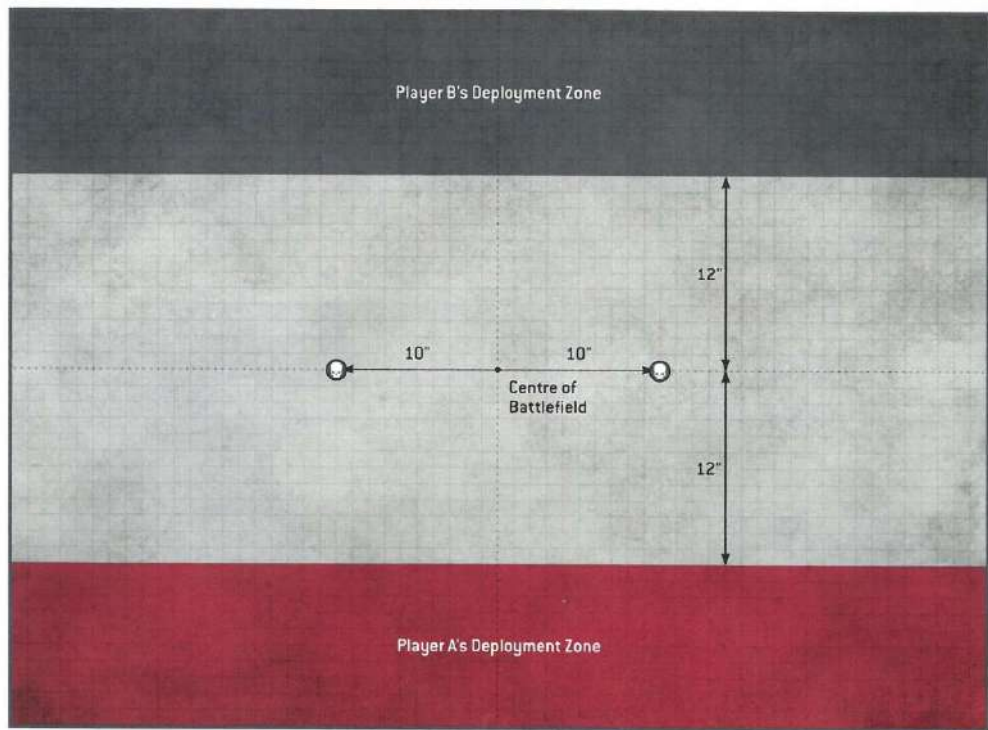
VICTOR BONUS

The victor can select one of the following victor bonuses:

- The first unit, if any, that escaped from the victor's army gains 4 additional experience points.
- If the victor has the Machinery Arisen note on their Order of Battle, for each **AWAKENED SPIRIT** unit from their army that escaped, their Crusade force gains 1 Awakening point.
- If the victor has the Warp Corruption note on their Order of Battle, for each **CORRUPTED MIND** model from their army that escaped, their Crusade force gains 1 Corruption point.

ORBITAL EVACUATION

Player B's Battlefield Edge



Player A's Battlefield Edge

PRESERVE THE ARCHEOTECH

MISSION BRIEFING

In the face of an oncoming enemy, many try to preserve artefacts and relics. By doing so they keep such objects and knowledge from the foe, and ensure any advantage they bring continues to be to their own forces.

MISSION RULES

Archeotech Stash: Each objective marker starts the battle with 4 Structure points. Units in the Attacker's army can attempt the following action.

Destroy Archeotech Stash (Action): One or more units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of an objective marker. The action is completed at the end of the turn. If this action is successfully completed:

- Roll five D6s for each **TITANIC** model in that unit.
- Roll three D6s for each **VEHICLE** or **MONSTER** model in that unit (excluding **TITANIC** models).
- Roll one D6 for each other model in that unit.

For each dice result of 4+, that objective marker loses 1 Structure point. When an objective marker loses all of its Structure points, it is destroyed; remove it from the battlefield.

Driving Attack: The Attacker has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

HOLD THE ARCHEOTECH

End Game Objective

Whoever holds the most archeotech will be better placed in later battles.

At the end of the battle:

- The Attacker scores 30 victory points for each destroyed objective marker.
- The Defender scores 30 victory points for each undestroyed objective marker.

VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor can select one unit from their Order of Battle. If that unit can gain a Battle Honour, it gains a Weapon Enhancement of the victor's choice (see the Warhammer 40,000 Core Book). Make a note of it on that unit's Crusade card and increase its Crusade points accordingly.
- If the victor has the Machinery Arisen note on their Order of Battle, they can select one **AWAKENED SPIRIT** unit from their army that already has a Level 3 ability from the Awakening of the Strong tree (pg xx). The victor selects one other ability from that tree. That unit gains that ability. This can allow a unit to have more than one Level 3 ability. A unit can only ever be selected for this victory bonus once.
- If the victor has the Warp Corruption note on their Order of Battle, their Crusade force gains 1 Corruption point.

The ship wreckage had been strewn over the surface for thousands of years. In that time, much of the torn metal had been eroded away, or buried by geological forces. But much still reached out to the stars it crashed from, and the technology within lived still. Sergeant Galakagos of the Sons of Medusa looked over it all. It spread for miles and miles; each weathered chunk had long since been made shrines by multitudes of pilgrims.

'The heretics will not lay a single finger on any of them,' said Galakagos. As he admired the archeotech he assessed the terrain. There were high points well suited to deploying heavy weapons, choke points to pin the enemy in place and ideal flanking routes.

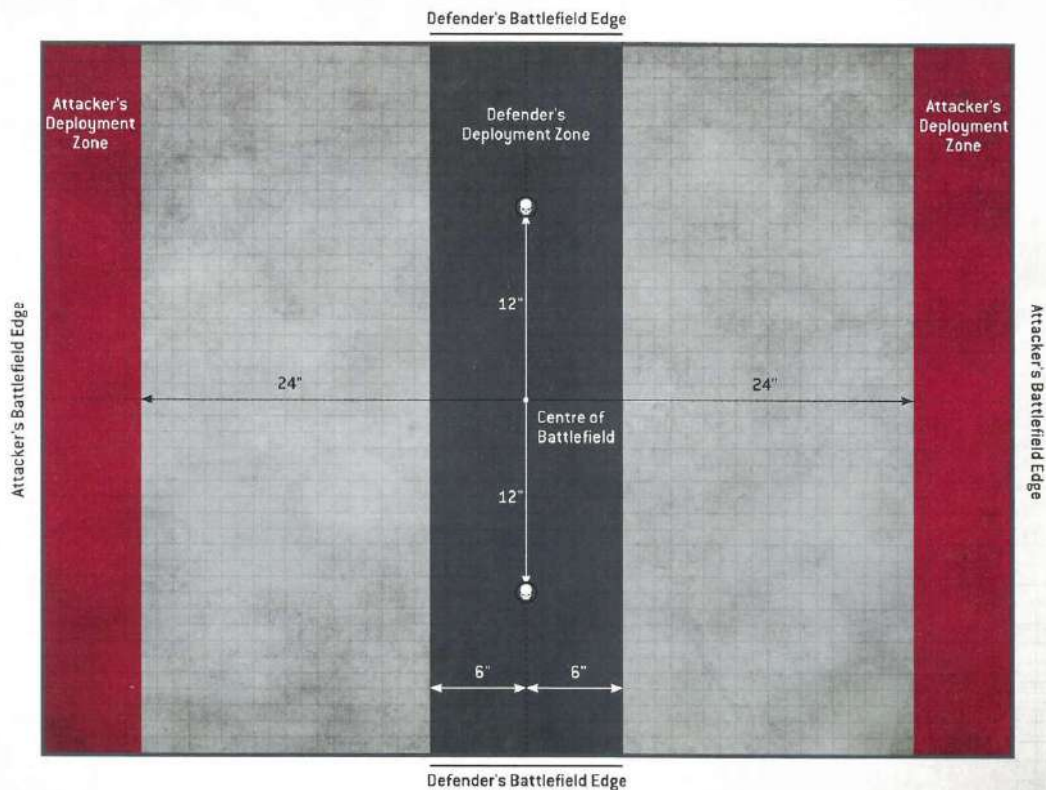
'No, they shall not,' said Magos Dominus Arketheyn Ielektus. Though he was perfectly still, the Tech-Priest's body ticked with the sound of whirring cogs and hummed with throbbing energy. His body resembled some kind of giant skorpiad, with dozens of claw-like mechanical arms reaching out of his back. His tail-like appendage curved at the top to a vicious point ending in an esoteric energy weapon Galakagos did not recognise.

'The Omnissiah's macroclades will march forth and lay down their lives against the heretics,' Ielektus continued. 'The enemy threaten not only to corrupt the sacred relic site, but they will seek to turn it against us in their heretical ways.'

'We are agreed, Magos,' said Galakagos. 'We too shall lay down our lives if necessary. The enemy's presence alone fills me with rage. In the Emperor's name we shall lay them low and purge them from this place.'

'You must and you shall,' said Ielektus.

PRESERVE THE ARCHEOTECH



WEAKEN THE DEFENCES

MISSION BRIEFING

Obfuscation generators prevent the attacker from learning of the nature of the defences they have to capture. By probing at these defences and shutting down the generators, they can learn vital information about the defenders' disposition, and thus better prepare an assault.

MISSION RULES

Defender Deployment Zones: In the Deploy Armies step, Defender deployment zones A, B and C all count as the Defender's deployment zone for the purpose of setting models up on the battlefield.

Obfuscation Generators: All the Obfuscation Generator objective markers start the battle turned on. At the end of each player's Movement phase if that player has a unit within range of an objective marker and not within Engagement Range of any enemy units, they can choose to turn that objective marker on or off. While an Obfuscation Generator objective marker is turned on, each time a ranged attack is allocated to a model that is within the corresponding deployment zone of the Defender (e.g. Obfuscation Generator A corresponds to Defender deployment zone A), that model receives the benefits of Light Cover against that attack.

Ready and Waiting: The Defender has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

TRADING BLOWS

Progressive Objective

Each side slugs it out, wearing each other down.

At the end of each battle round, each player scores a number of victory points equal to the combined Power Rating of all of their opponent's units that were destroyed in that battle round.

If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **T'AU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

DEFENCES COMPROMISED

Progressive Objective

By deactivating the obfuscation generators, the attackers can learn much of the enemy defences.

At the end of each battle round, the Attacker scores 5 victory points for each of the following conditions they satisfy:

- One or more objective markers are turned off.
- Two or more objective markers are turned off.

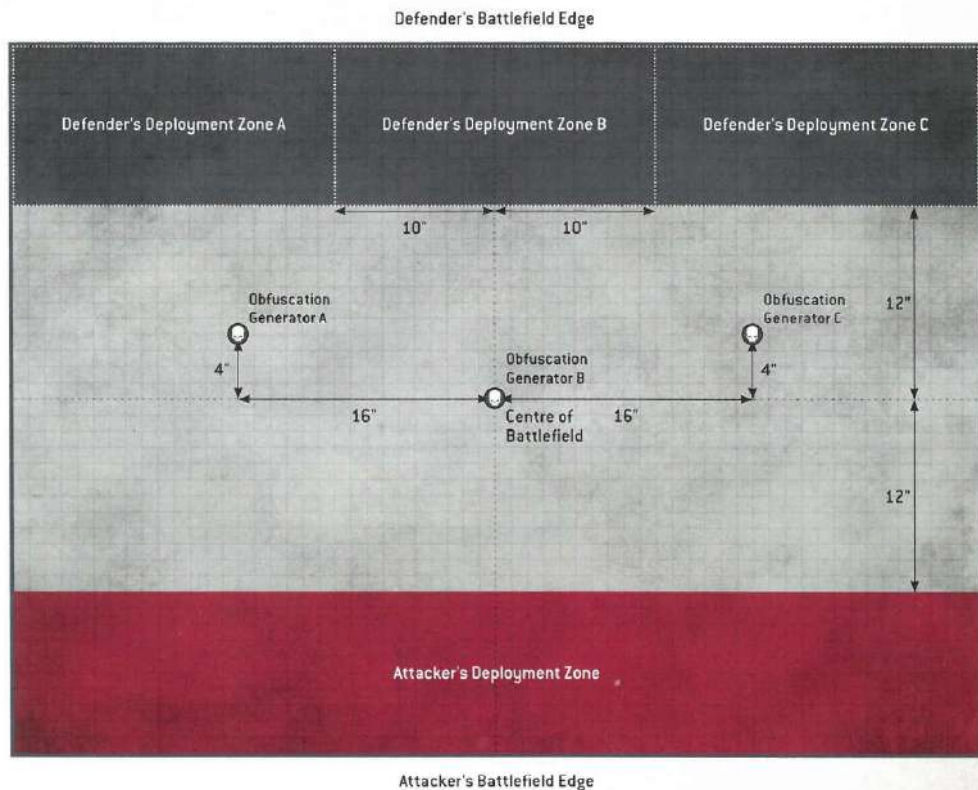
This mission objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor of this mission gains 2 Requisition points after this battle, instead of just 1.
- If the victor has the Machinery Arisen note on their Order of Battle, their Crusade force gains 1 Awakening point and the first time they use the Birth of Consciousness Requisition (pg 8) after this battle, that Requisition costs 0RP.
- If the victor has the Warp Corruption note on their Order of Battle, their Crusade force gains 1 Corruption point and the first time they use the A Mind Twisted Requisition (pg 10) after this battle, that Requisition costs 0RP.

WEAKEN THE DEFENCES



STRIKE FORCE MISSION

CALL FOR AID

MISSION BRIEFING

Faced with a desperate situation, an army calls for aid from its allies. Without reinforcements it will surely be overwhelmed. Their enemies are eager to stop them, for it will not only allow them to crush this force, but strike against others with the advantage of surprise.

MISSION RULES

Call For Aid: The Defender starts the battle with 0 Uplink points. Units in the Defender's army can attempt the following action:

Call For Aid (Action): One or more units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different Comms Station objective marker and you must control the Uplink objective marker. The action is completed at the start of your next Command phase or at the end of the battle, whichever occurs first. If this action is successfully completed, add 1 to your Uplink points.

Ready and Waiting: The Defender has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

CALL FOR AID

End Game Objective

If the defenders are to have any hope at all, as much of their message as possible must reach their allies.

At the end of the battle, the Defender scores a number of victory points equal to 15 times their Uplink points.

CULL THE FOE

End Game Objective

Both sides must wear down their foes, whether that be to buy time for reinforcements, or prevent a call for aid being made.

At the end of each battle round, the Attacker scores a number of victory points equal to the combined Power Rating of all of the Defender's units that were destroyed that battle round.

If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **TAU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

VICTOR BONUS

The victor can select one of the following victor bonuses:

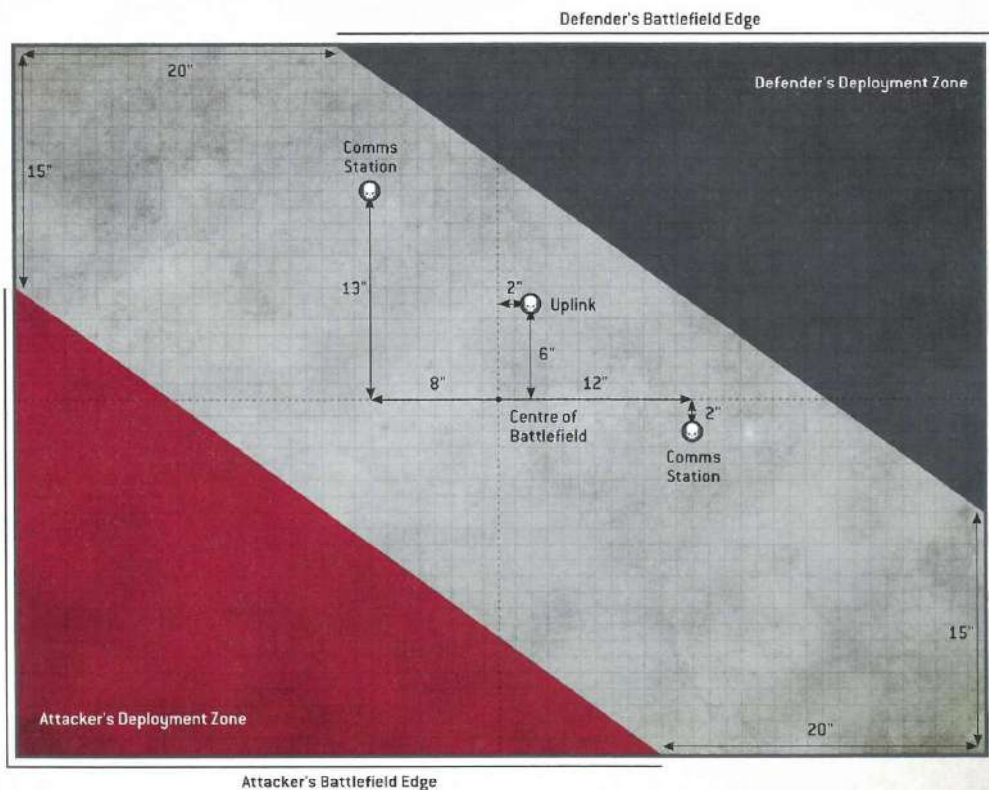
- After the battle, the victor can use the Increase Supply Limit Requisition once for free.
- If the victor has the Machinery Arisen note on their Order of Battle, they can select one **AWAKENED SPIRIT** unit from their army that ended the battle within range of an objective marker. The first time that unit is selected for the Burgeoning Consciousness Requisition (pg 8) after this battle, that Requisition costs 0RP.
- If the victor has the Warp Corruption note on their Order of Battle, they can select one **CORRUPTED MIND** model from their army that ended the battle within range of an objective marker. The first time that unit is selected for the Journey of Darkness Requisition (pg 10) after this battle, that Requisition costs 0RP.

The darkness is endless. I cannot describe it. A great evil is at work. Kolossi is under grave threat. We have consulted the chronicles. Nothing like this has ever happened before. Murders happen daily. The serfs panic. They are losing faith.'

- Excerpt from Sir Havlorn of House Raven's report to Princes Grevan

STRIKE FORCE MISSION

CALL FOR AID



DEFEND THE COLUMN

MISSION BRIEFING

A column of refugees rushing to the safety of a mighty bastion, escorted by troops, is suddenly ambushed. The attackers must quickly capitalise on the element of surprise before the defenders organise defensive positions.

MISSION RULES

Caught Off Guard: In the Deploy Armies step, the Defender must set up their entire army before the Attacker sets theirs up. The Defender must set up all of their units either wholly within their deployment zone or in Strategic Reserves.

Driving Attack: The Attacker has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

PROTECT THE COLUMN

Progressive Objective

Attack is the best form of defence, and so the defenders seek to push the attackers back from the column of refugees.

At the end of the Defender's Command phase:

- They score 5 victory points for each objective marker they control.
- If they control both objective markers labelled A, they score 5 victory points.
- If they control both objective markers labelled B, they score 5 victory points.

DESTROY THE COLUMN

Progressive Objective

The attackers look to isolate the column from any allied forces following behind and destroy them.

At the end of the Attacker's Command phase:

- They score 5 victory points for each objective marker they control.
- If they have any units (excluding **AIRCRAFT** units) wholly within the Defender's deployment zone and within 3" of the Defender's battlefield edge A, they score 5 victory points.
- If they have any units (excluding **AIRCRAFT** units) wholly within the Defender's deployment zone and within 3" of the Defender's battlefield edge B, they score 5 victory points.

This mission objective cannot be scored in the first battle round.

VICTOR BONUS

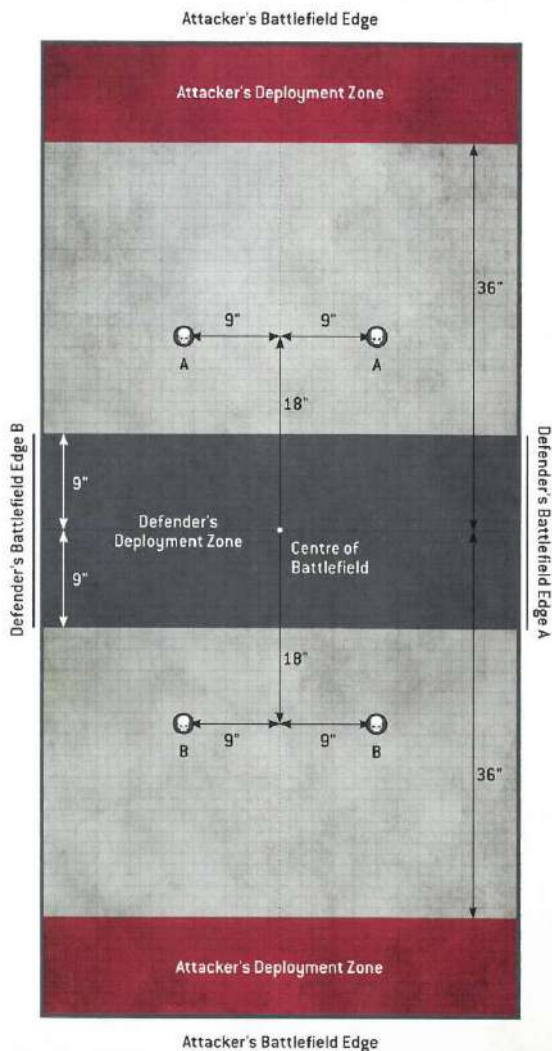
If the Attacker is the victor, they can select one of the following victor bonuses:

- The Attacker can select one unit from their army that ended the battle in the Defender's deployment zone. That unit gains 4 additional experience points.
- If the Attacker has the Warp Corruption note on their Order of Battle, their Crusade force gains 1 Corruption point.

If the Defender is the victor, they can select one of the following victor bonuses:

- The Defender can select one unit from their army that ended the battle in range of an objective marker. That unit gains 4 additional experience points.
- If the Defender has the Machinery Arisen note on their Order of Battle, their Crusade force gains 1 Awakening point.

DEFEND THE COLUMN



ARCANE MACHINERY

MISSION BRIEFING

Two armies have discovered an ancient, terrible device below the surface of the planet. Both seek to activate it and use its power against their enemies.

MISSION RULES

Synergistic Spirits: Objective markers gain the following ability:

Synergistic Spirits (Aura): While a **VEHICLE** unit is within range of this objective marker, each time a model in that unit makes a ranged attack, re-roll a hit roll of 1.

MISSION OBJECTIVES

Victory points are awarded as follows:

ACTIVATION SEQUENCE

Progressive Objective

To power on the arcane device, the armies must activate its terminals in the correct sequence.

At the start of each battle round, each player rolls one D6 to randomly determine one objective marker on the battlefield. Until the end of the battle round, that objective marker is the target for that player.

At the end of the battle round, each player scores 10 victory points if they control their target objective marker.

CONTROL THE MACHINE

Progressive Objective

Whoever takes control of the ancient device will gain incredible power.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 10 victory points):

- They control two or more objective markers.
- They control more objective markers than their opponent.

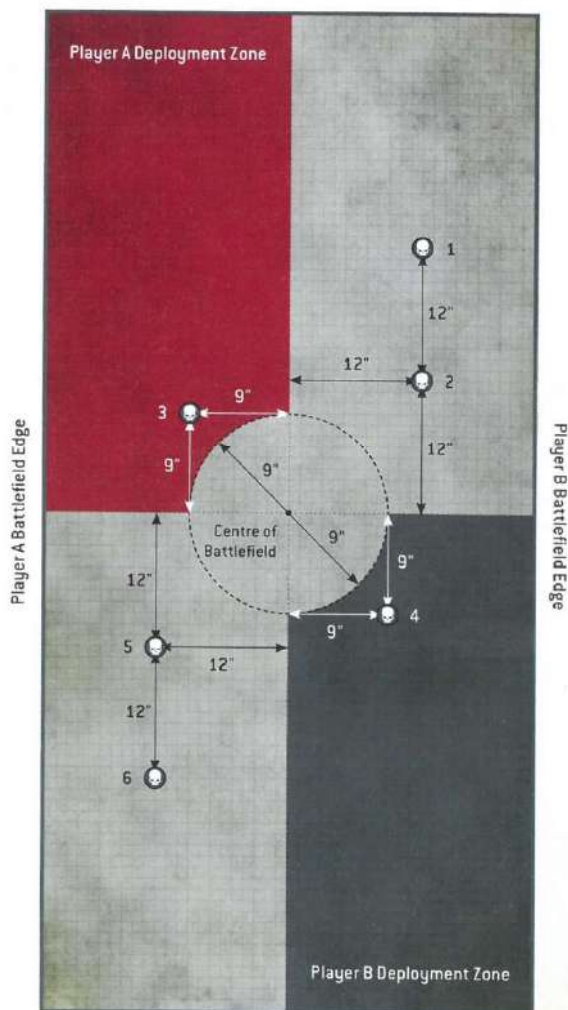
This mission objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor can select two units from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle, instead of just 1.
- If the victor has the Machinery Arisen note on their Order of Battle, they can select one **AWAKENED SPIRIT** unit from their army that already has a Level 3 ability from the Awakening of the Strong tree (pg xx). The victor selects one other ability from that tree. That unit gains that ability. This can allow a unit to have more than one Level 3 ability. A unit can only ever be selected for this victor bonus once.

ARCANE MACHINERY



SIEGE

MISSION BRIEFING

An army launches an all-out assault against the defenders of a mighty fortress. They seek nothing less than total victory, and aim to overrun each layer of defences in succession.

MISSION RULES

Breach the Defences: Units in the Attacker's army can attempt the following action:

Breach The Defences (Action): One or more units from your army can start to perform this action at the start of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different undestroyed objective marker that you control. This action cannot be started on an objective marker labelled B while there are still undestroyed objective markers labelled A on the battlefield, and it cannot be started on an objective marker labelled C while there are still undestroyed objective markers labelled B on the battlefield. The action is completed at the end of the turn.

If this action is successfully completed:

- If that objective marker was labelled A, all objective markers labelled A are destroyed and removed from the battlefield.
- If that objective marker was labelled B, all objective markers labelled B are destroyed and removed from the battlefield.
- If that objective marker was labelled C, all objective markers labelled C are destroyed and removed from the battlefield.

Ready and Waiting: The Defender has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

HOLD THE LINE

Progressive Objective

The defenders can exhaust the enemy and break their momentum, so long as they hold firm.

At the end of each battle round, if the objective markers labelled C were not destroyed that battle round, the Defender scores a number of victory points based on the battle round number:

BATTLE ROUND NUMBER	VICTORY POINTS SCORED
3	15
4	20
5	80

STRIKE THEM DOWN

Progressive Objective

The quicker the attackers can smash the defenders' positions, the harder it will be for the enemy to rally.

At the end of each battle round, if the objective markers labelled

B were destroyed that battle round, the Attacker scores a number of victory points based on the battle round number:

BATTLE ROUND NUMBER	VICTORY POINTS SCORED
2	40
3	30
4	20
5	10

VICTORY OR DEATH

End Game Objective

Both sides fight tooth and nail, one determined to hold, the other determined to destroy.

At the end of the battle, if the objective markers C are destroyed, the Attacker scores 50 victory points.

ASSASSINATION

End Game Objective

Cutting down the enemy's general will break their army's morale.

At the end of the battle, each player scores 10 victory points if the enemy **WARLORD** was destroyed.

VICTOR BONUS

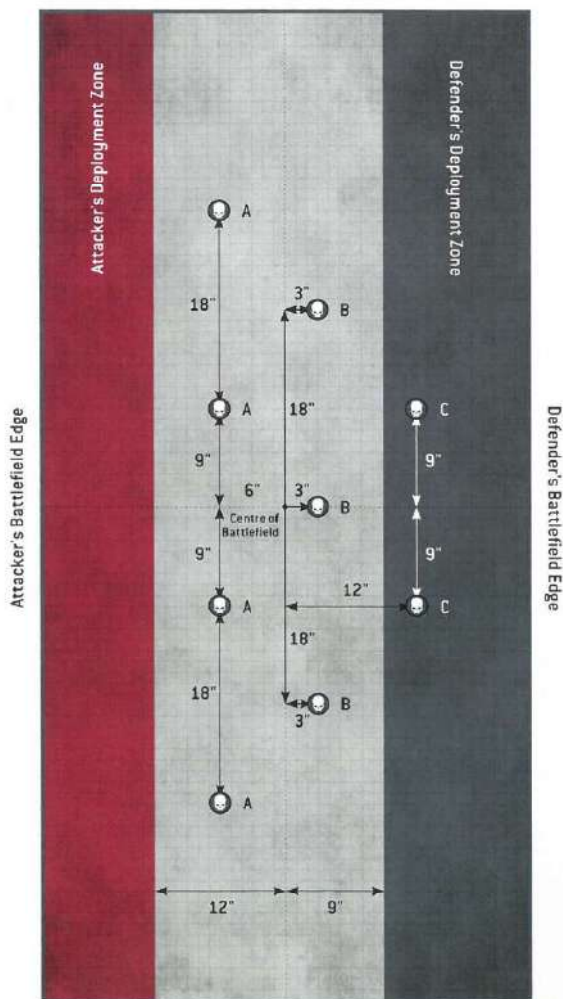
If the Attacker is the victor, they can select one of the following victor bonuses:

- The Attacker's can select one unit from their army that completed the Breach the Defences action the most times. That unit gains 3 additional experience points.
- If the Attacker has the Warp Corruption note on their Order of Battle, they can select one **CORRUPTED MIND** model from their army that ended the battle within the Defender's deployment zone. The first time that unit is selected for the A Mind Twisted or Journey of Darkness Requisition (pg 10) after this battle, that Requisition costs 0RP.

If the Defender is the victor, they can select one of the following victor bonuses:

- The Defender can select one unit from their army that ended the battle outside of their deployment zone. That unit gains 3 additional experience points.
- If the Defender has the Machinery Arisen note on their Order of Battle, they can select one **AWAKENED SPIRIT** unit from their army that ended the battle within range of an objective marker. The first time that unit is selected for the Burgeoning Consciousness Requisition (pg 8) after this battle, that Requisition costs 0RP.

SIEGE



SECURE VITAL PERSONNEL

MISSION BRIEFING

A city under siege has been breached. The attackers are marauding through the streets and defences, killing at will as they seek out valuable individuals still inside, such as politicians and commanders. Those of the defenders still standing must secure these targeted individuals.

MISSION RULES

Recovering Personnel: Each objective marker represents a high-ranking member of the local command structure and it is the players' task to liberate or capture these individuals as appropriate. The objective markers start out as shown on the map opposite, but will move under the direction of the players' units as the battle progresses. In a player's Movement phase, each time they find themselves with a unit from their army (excluding **AIRCRAFT** units and those with the Fortifications Battlefield Role) within 1" an objective marker that they control when that unit is selected to move, they can choose to take the objective with them. If they do, until the end of the phase, the Move characteristic of models in that unit is reduced to a maximum of 6" and the unit loses the **FLY** keyword. The player can move the objective marker up to 6" as if it were a model in that unit, it must end the move within 1" of that unit.

MISSION OBJECTIVES

Victory points are awarded as follows:

SAFETY OR CAPTURE

Progressive Objective

For those vital personnel not rescued by their own forces, a terrible fate awaits at the clutches of the foe.

At the end of the battle, each player scores:

- 10 victory points for each objective marker they control that is not wholly within their deployment zone.
- 15 victory points for each objective marker they control that is wholly within their deployment zone.

VICTOR BONUS

If the Attacker is the victor, they can select one of the following victor bonuses:

- The Attacker can select one unit from their army that ended the battle in range of an objective marker. If that unit can gain a Battle Honour, it gains a Battle Trait of the victor's choice (see the Warhammer 40,000 Core Book). Make a note of it on that unit's Crusade card and increase its Crusade points accordingly.
- If the Attacker has the Warp Corruption note on their Order of Battle, they can select one **CORRUPTED MIND** model from their army that ended the battle within range of an objective marker. That model gains the Level 1 ability from the Corruption of the Weak tree (pg 11) that they do not already have.

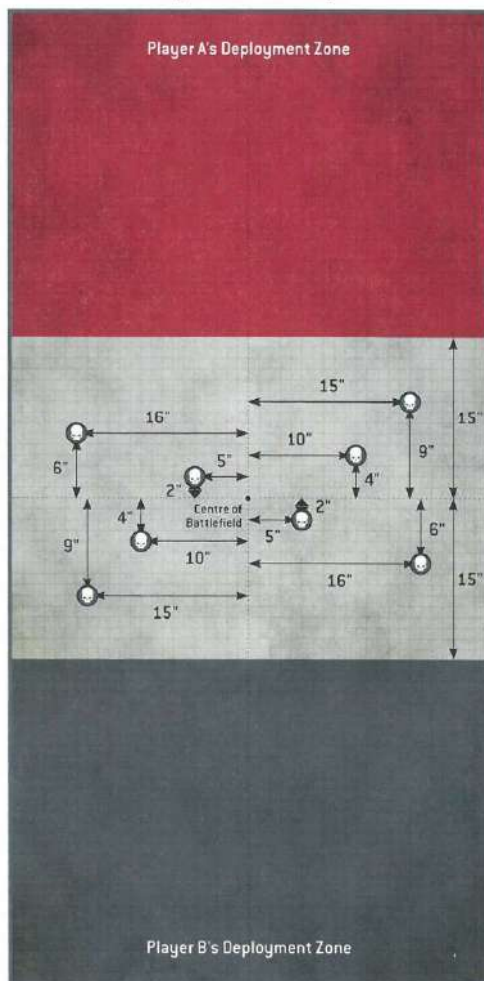
If the Defender is the victor, they can select one of the following victor bonuses:

- The Defender can select one unit from their army that ended the battle in range of an objective marker. If that unit can gain a Battle Honour, it gains a Battle Trait of the victor's choice (see the Warhammer 40,000 Core Book). Make a note of it on that unit's Crusade card and increase its Crusade points accordingly.
- If the Defender has the Machinery Arisen note on their Order of Battle, the first time they use the Machinery Arisen Requisition (pg 8) after this battle, that Requisition costs ORP.

SECURE VITAL PERSONNEL

Player A's Battlefield Edge

Player A's Deployment Zone



Player B's Battlefield Edge

DESECRATION

MISSION BRIEFING

An army rampages through a sacred area, looking to defile shrines and relics in celebration of their own deities. An opposing army meets them in battle, determined to prevent any acts of sacrilege.

MISSION RULES

Tear Down: Units in the Attacker's army can attempt the following action:

Tear Down (Action): One or more units from your army can start to perform this action at the start of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different undestroyed objective marker that you control. Units can start to perform this action if there are enemy units within Engagement Range of them. The action is completed at the end of the turn. If this action is successfully completed, that objective marker is destroyed, remove it from the battlefield.

Driving Attack: The Attacker has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

FAITH VERSUS BLASPHEMY

End Game Objective

As the attackers seek to topple statue after statue, shrine after shrine, the defenders fight with all they have to stop them.

At the end of the battle:

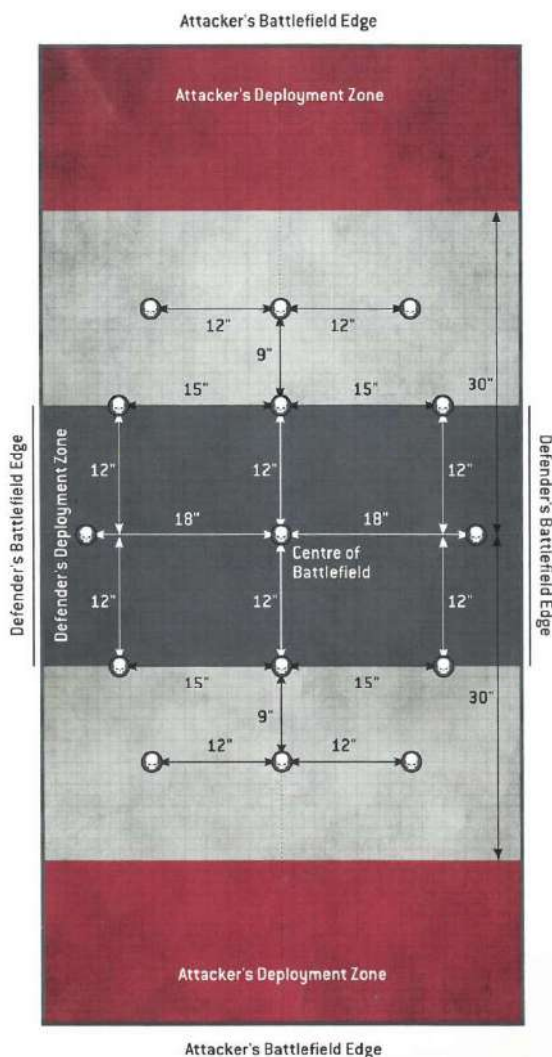
- The Attacker scores 6 victory points for each objective marker that has been destroyed.
- The Defender scores 6 victory points for each objective marker that has not been destroyed.

VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor of this mission gains 2 Requisition points after this battle, instead of just 1.
- If the victor has the Warp Corruption note on their Order of Battle, they can select one **CORRUPTED MIND** model from their army that already has a Level 3 ability from the Corruption of the Weak tree (pg 11). The victor selects one other ability from that tree. That model's unit gains that ability. This can allow a unit to have more than one Level 3 ability. A model can only ever be selected for this victor bonus once.

DESECRATION



PUSH THEM BACK

MISSION BRIEFING

With their initial strikes against a defending enemy discovered and the alarm raised, an army is pushing hard to regain the advantage and establish lines of defence to deal with counter-attacks.

MISSION RULES

Deployment: In the Deploy Armies step:

- The areas labelled Player A's deployment zone 1, 2 and 3 (see map opposite) all constitute Player A's deployment zone.
- The areas labelled Player B's deployment zone 1, 2 and 3 all constitute Player B's deployment zone.

These labels are only of relevance for this mission's objectives.

'Drive them back! Purge them from this place! Their existence is an insult to the Emperor! The Keep Inviolable is known as such for a reason – do not be the ones who make such a reputation little more than a shameful lie. Remember, it is your steadfastness as much as the height of the walls that make this place so strong.'

- Marshal Knechtus, House Raven Militia

MISSION OBJECTIVES

Victory points are awarded as follows:

FURIOUS DRIVE

Progressive Objective

Both sides must break their foe's momentum and push them back.

At the end of each player's Command phase, the player whose turn it is scores 10 victory points for each of the conditions below that they satisfy (for a maximum of 30 victory points). **TITANIC** units and those with the Objective Secured ability count as two units each for the purposes of determining how many units are in a zone for this mission objective.

- They have more units (excluding **AIRCRAFT** units) wholly within their opponent's deployment zone 1 than their opponent has within that player's deployment zone 1.
- They have more units (excluding **AIRCRAFT** units) wholly within their opponent's deployment zone 2 than their opponent has within that player's deployment zone 2.
- They have more units (excluding **AIRCRAFT** units) wholly within their opponent's deployment zone 3 than their opponent has within that player's deployment zone 3.

This mission objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor can select up to three units from their army, each must have ended the battle wholly within a different one of the opponent's deployment zones. Each of those units gains 3 experience points.
- If the victor has the Warp Corruption note on their Order of Battle, for each of the Furious Drive conditions they satisfied in the final battle round, their Crusade force gains 1 Corruption point.
- If the victor has the Machinery Arisen note on their Order of Battle, for each of the Furious Drive conditions they satisfied in the final battle round, their Crusade force gains 1 Awakening point.

PUSH THEM BACK

