

WARHAMMER 40,000®

STORM OF VENGEANCE™



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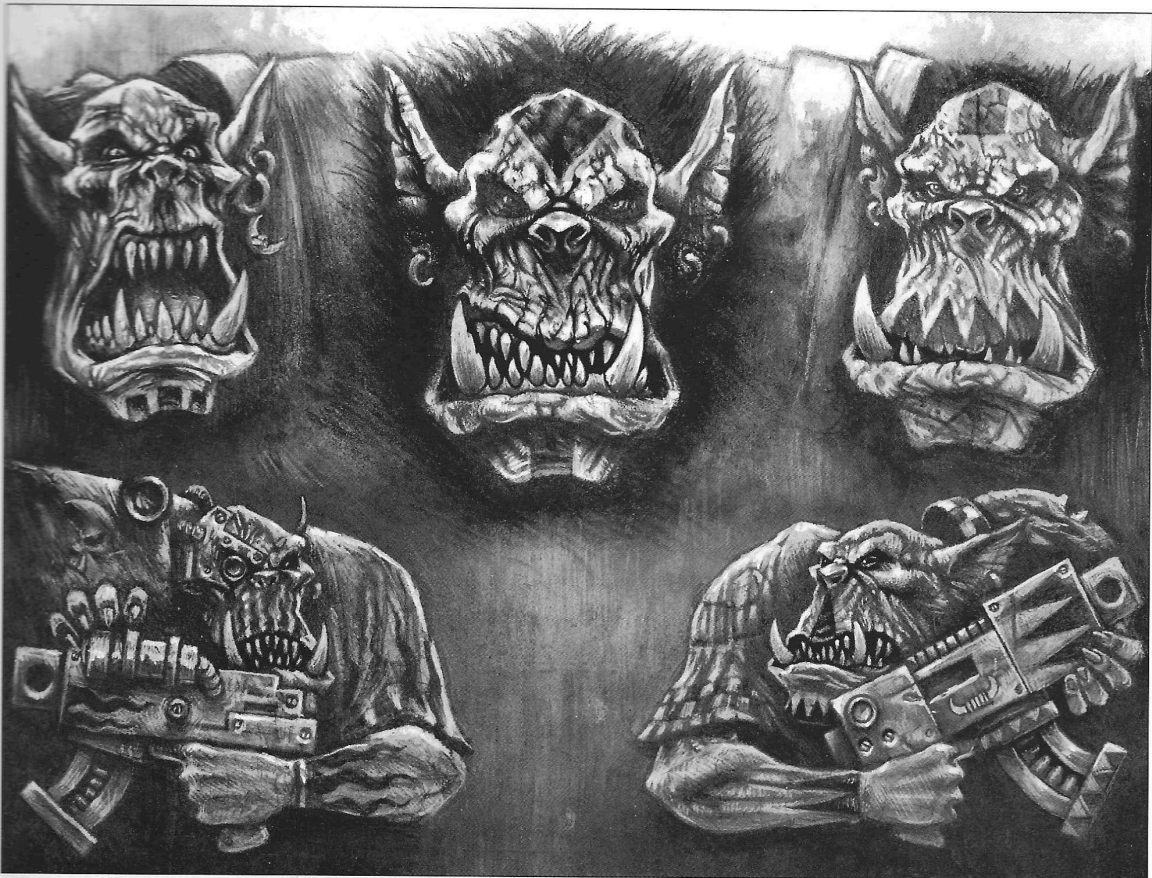
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Examples of Ork Warpaint.

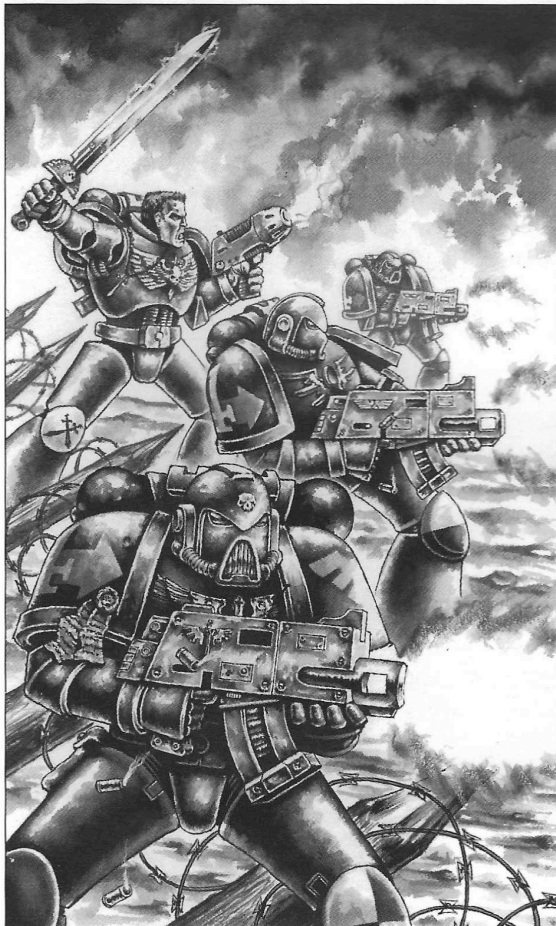
As the Waaagh builds momentum, the Ork clans gather and the warriors daub their faces and skins with boldly patterned warpaint. These dramatic stripes, flames and other marks are repeated on their weapons and wargear. Although each clan has its favoured marks for big battles and campaigns, such as the Piscina IV invasion, they often adopt a common tattoo as a form of crude campaign badge.

WARHAMMER 40,000 SCENARIOS

The Warhammer 40,000 universe is a vast place, its history replete with wars and battles. The Warhammer 40,000 Rulebook, combined with Mission cards, allows you to fight just a small, generic selection of these conflicts. This pack details nine complete scenarios that enable you to fight huge assaults, small scouting skirmishes and a variety of other battles. Each has its own tactical problems to overcome and will force you to look at your army with different objectives in mind.

WHAT YOU WILL NEED

These Warhammer 40,000 scenarios are designed for players who are already veterans of warfare in the Imperium and wish to overcome new challenges and fight more sophisticated battles. To play this campaign you will need a copy of Warhammer 40,000, the Dark Millennium supplement and the Codex books of two armies (preferably Space Marines and Orks, though details are given later for using other armies). Although you have a fair amount of freedom when choosing your forces, you will need an army of around 2,000 to 3,000 points to allow yourself a useful selection of troops and to fight the larger battles satisfactorily.



Along with the card power plant included in this pack, you will need other terrain such as woods, hills and rocks etc. Many of the battles feature ruined buildings as well, and the card ruins from the Warhammer 40,000 box can be used to represent these if you do not have any specifically modelled terrain already. At the end of this book is a short section showing how to model other terrain features that will be useful whilst you are fighting these battles.



Feel free to improvise anything about the armies or terrain that will better suit your collection of miniatures and scenery. These scenarios are a starting point rather than a complete set of inflexible rules for the campaign.

SETTING UP THE GAMES

The rest of this volume describes the background to the Piscina IV invasion and gives details of the various battles you can fight. The scenarios explain how to set up the tabletop and deploy your troops, along with any special rules that may apply.

THE SCENARIOS

Wars fought in the 41st Millennium are a series of skirmishes and larger battles that narrate the successes and failures of the opposing forces. The scenarios in this pack are primarily intended to stand alone, fought in isolation of each other. However, on page 29 we have given you details of how to link the scenarios into a campaign, where the results of one conflict may affect the outcome of later battles. However, this is just an option and is by no means necessary for you to enjoy fighting these battles!

Although these scenarios enable you to re-fight the Orks' invasion of Piscina IV, there is no reason to stop at that. The special rules, deployment and victory conditions for each scenario can be used to represent a hundred different battles and skirmishes from all over the Imperium, and with your own modifications they can be used as a foundation for any number of new scenarios and campaigns.

Most of the armies are chosen from the Codex army lists you use normally, with certain restrictions placed on available choices depending on the scenario. Hopefully these scenarios will lead to more than just nine interesting battles, but a whole new range of exciting games for you and your opponents to play.

Each scenario follows a standard format and is split into the following sections.

Background: The next section of this book explains how the campaign started and each following scenario charts the advances and defeats of the armies fighting for control of the planet. The first part of each scenario details the historical context of the battle within the Piscina IV campaign and the historical outcome is given in the Aftermath section, but when you are fighting the battles yourselves, it will be you that decides who is victorious and who is defeated! There are also two sample armies in the Historical Forces section of each scenario, detailing the forces used in the historical conflict (ie, the ones we used during the testing of this campaign).

Recon Report: The Recon Report details the area over which the battle is fought. It also includes a map that shows an example of how to lay out terrain on the battlefield and the positioning of any important features. Of course, this will depend largely on what space you have available and your own terrain collection. Don't feel pressured to recreate the map exactly, it is intended to give you an idea of the battlefield rather than hard and fast rules of what you should put where.

The report also gives deployment details of each army, special rules relating to the battlefield and information regarding the length of the game and victory conditions.

SPIRIT OF THE EMPEROR (OR GORK AND MORK!)

These scenarios are designed to provide players with a number of interesting and varied battles to challenge their already established Warhammer 40,000 tactics. They are also intended to be fun, and demonstrate that there are several ways in which the basic Warhammer 40,000 rules can be altered and expanded to cover lots of different situations.

Although all the scenarios have been rigorously tested, it is possible that there are still a few 'unbeatable' army choices and troops available. Hopefully, players will get sufficient enjoyment from the scenarios in themselves, with winning and losing only secondary to the thrill of battle. If you prefer to exploit every loophole to its maximum, go ahead and enjoy yourself, but don't expect your opponents to carry on smiling!

Anyway, enough serious stuff, have fun! Oh, and not all the scenarios are supposed to be perfectly balanced and fair...



CHOOSING FORCES

These scenarios allow you a great deal of flexibility when choosing your forces so that you can tailor them to your own army and preferred tactics. Details of the armies you can choose and any other special rules for the scenario are given in the Battle Briefings. Within these restrictions you are free to choose whatever forces you think appropriate to your objectives and employ any special tactics and wargear you think necessary.

Battle Briefings: Each scenario has a Battle Briefing for both armies, separate from the main scenario description. The Battle Briefing tells the player what forces are at his disposal (and any restrictions on the choices he can make from the army list) as well as special rules for Strategy cards and so on. Each briefing also contains a Tactical Hints section that gives some simple but essential points to consider when choosing your army and fighting the battle.

Note that neither army may choose any allies at all in any of the scenarios and we are not responsible for the results if you decide to change this!

SPECIAL CHARACTERS

Details of the special characters that featured in this campaign are given in the Appendix section of the rulebook. Some, like Ghazghkull and Nazdreg, will already be familiar, while others, like Veteran Sergeant Naaman, are new for the campaign.

Although the new special characters are mainly intended for use with the scenarios in this pack, there is no reason why you couldn't incorporate them into your own battles if your opponent agrees. As usual, we leave this up to individual players' discretion and common sense.

EPIC 40,000

Although this scenario pack is based on the Warhammer 40,000 games system, players of Epic 40,000 may like to use their Epic armies for the larger battles (as noted in the scenario descriptions). Using the scenarios and special rules in Epic 40,000 it is possible for players to recreate the Warhammer 40,000 battles in the smaller scale with only a little adjustment. Again, this is left up to players to decide for themselves.

THE PISCINA CAMPAIGN

The Orks have come to Piscina, and they're here to stay (as far as they're concerned!). How the Orks got to Piscina IV is a complete mystery to the Imperium, but it's really very simple. The notorious Ghazghkull has joined forces with the equally notorious Nazdreg and they have a reely, reely kunnin' plan. Nazdreg's Mekboyz have built an exceedingly large and exceedingly long ranged telly porta which is mounted on Nazdreg's space hulk, *Scylla*. These two fiends are using Piscina as a testing ground for this new weapon. If they are successful Ghazghkull will be able to start a Waaagh! so huge that the Imperium will quake before it...

GHAZGHKULL AND NAZDREG

Ghazghkull Mag Uruk Thraka is the most dangerous warboss the Imperium has ever faced. In his youth a bolter shell tore off part of his skull during a raid. The warband's Painboy fitted an adamantium skull to Ghazghkull which, Ghazghkull claimed, put him in contact with the Ork gods, Gork and Mork.

Using his new power and vision he led the Orks in an invasion of the Hive world of Armageddon and would have defeated the Imperial defenders if not for the timely intervention of the Space Marines. The body of Ghazghkull was never found and he was thought to be dead, but later reports showed that he was at large within the Imperium.



Nazdreg Ug Urdgrub is a typical Bad Moon Warlord: he is rich, ostentatious, over indulgent and overweight. His warband is every bit as dangerous as Ghazghkull's but he is only interested in one thing – teef. Nazdreg likes nothing better than to take his warband raiding across the galaxy to gather extra teef and prove how well equipped his boyz are. His base of operations is a huge space hulk which the Imperial forces have named *Scylla*. With the help of his Meks, Nazdreg has managed to gain some control over the movement of the huge space hulk and has used it to outwit and avoid the Imperial fleets sent to destroy him.

Nazdreg's Meks have harnessed the same force field technology used to control the space hulk *Scylla*, to build a huge telly porta. When Ghazghkull encountered Nazdreg on one of the pirate's many raids, he heard of the telly porta and was understandably interested in its devastating potential. Ghazghkull was a great leader of Orks and, knowing the Bad Moons' love of money, he offered a large amount of teef to Nazdreg to join him. The Bad Moon Warlord naturally accepted and so this deadly coalition was formed.

DA TELLY PORTA (ORKY KNOW-WOTS)

The Orks' conquest of space could not have happened without their grasp of force field technology. The Orks' discovery of this teknojoy came by complete chance, but it is highly likely that the Brainboyz who created the Orks had something to do with the Orks' natural understanding of the more complex theories.

Orks travel through space on huge drifting space hulks that they have 'acquired'. Force field technology is first used to 'catch' a passing space hulk and then to create a bubble of air around it so that Ork warbands can teleport onto the hulk and travel through space. The telly porta uses the same principles as force field technology except that it allows the Orks to transport themselves and their weapons on and off the hulks.

Based on the smaller Shokk Attack gun, telly portas open up a tunnel through warp space which allows Orks who enter this force tube to travel great distances in a small amount of time. The only problem with normal telly portas is that they can only transport things relatively short distances. This means that when the Orks invade a system the defenders can easily detect their presence before the space hulks get close enough to allow the Ork warbands to be teleported onto the planets.

The immense telly porta that Nazdreg and his Meks have developed however, can teleport Ork troops over massive distances thus giving defenders no warning of Ork attacks. With this new technology, the alliance of Nazdreg and Ghazghkull poses a great threat not just to the Imperium, but to every race in the galaxy.

One of the downsides of the telly portas though is that they have never been used to successfully teleport a Weirdboy. Travel through the warp is far too dangerous for these members of Ork society – the psyker, and often the operators, end up being devoured by daemonic entities or having their heads explode with the pressure of so much psychic energy! This was to seriously hamper the Orks' efforts on Piscina IV on more than one occasion.

PLANETARY DETAILS

The Piscina system lies approximately 6,000 light years east of the Eye of Terror. The system revolves around a single primary star roughly comparable to Sol. There are eight planetary bodies in the system, two of these are gas giants with a substantial number of satellites, four are small balls of rock alternately burned by the star or frozen by the void. The remaining two worlds possess habitable biospheres.

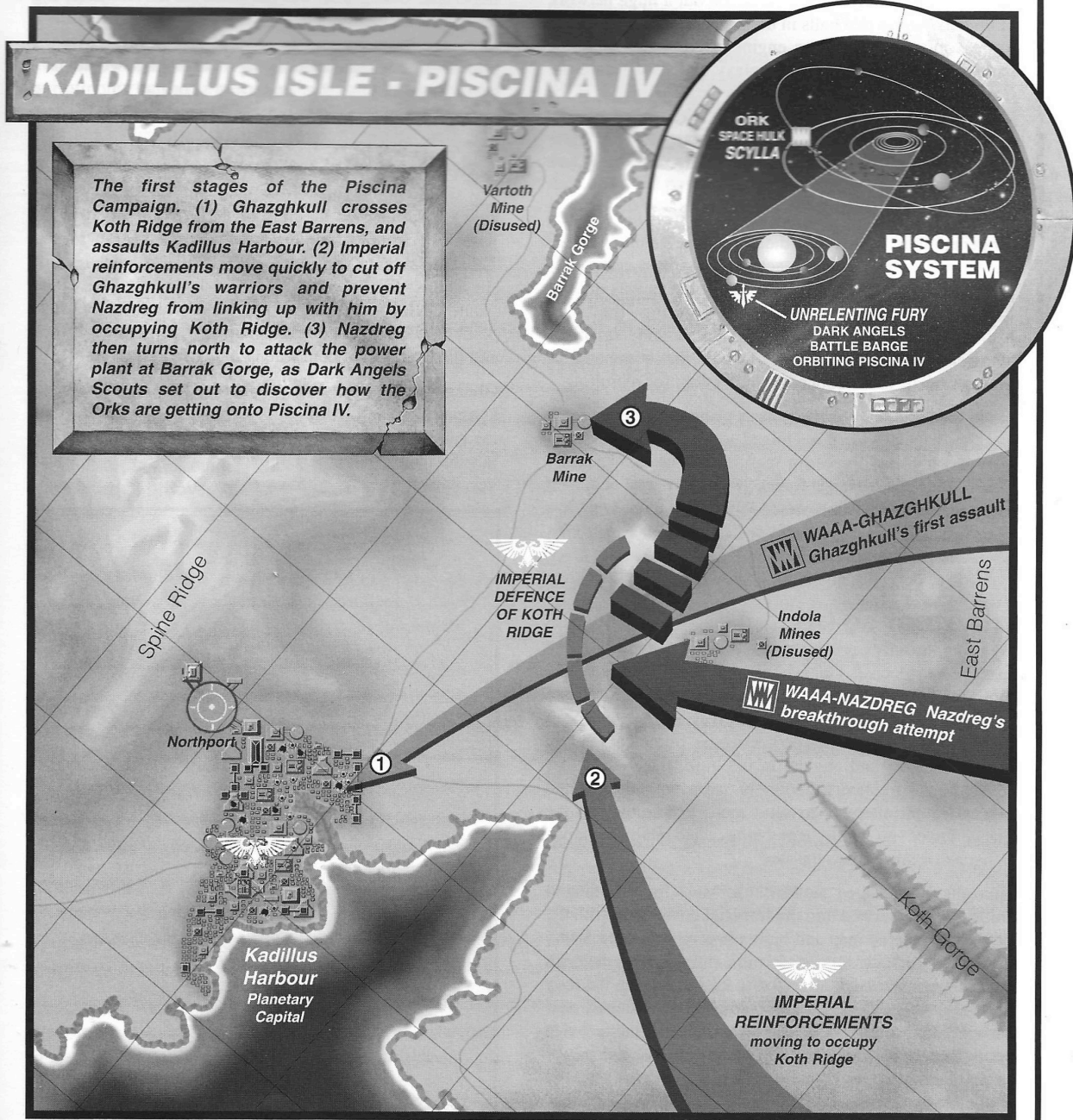
Piscina IV and V both support native ecologies that have been widely supplanted by advanced imported lifeforms. Both worlds were originally colonised by Man prior to the Dark Age of Technology though subsequent events drove most of the human population from Piscina V as its thin atmosphere was polluted by industry and extreme vulcanism. Mutated life (both native and imported) has subsequently flourished on Piscina V, leaving it with

equatorial jungles that are spreading into the harsh desert regions which predominate toward the poles.

Piscina IV has always been the more vibrant crucible of life in the system. Its surface is covered almost entirely by surging oceans and its few land masses are but the tips of vast volcanoes thrusting up from the ocean floor. The oceans support a huge array of different plants and creatures (including some truly voracious predators). The largest single landmass is Kadillus, a many-peaked volcano that covers an area of over 3,000 square miles. Under the pull of the planet's three moons the tides can rise up to 1,000 metres, so all of the main settlements are set relatively high up on the mountain's flanks, near the rolling

meadow land and forests that cling precariously to the rich but thin soil. Kadillus Harbour is the capital and from here the system's overlord, Sousan, rules in the name of the Imperium.

Piscina IV pays its tithes with the bounty of its oceans that are worked by mile-long factory ships and submersible harvesters. A combination of land based and undersea mining operations generates its limited wealth from rich veins of precious metal and stones that are found within the volcanoes' flanks. Kadillus' power and heat is supplied by ancient thermal vents bored into the heart of the volcano and high above on the surface, the squat structures of turbine houses send power to the towns and settlements.



THE IMPERIAL DEFENDERS

There are no records of the part that the Dark Angels played in the Horus Heresy. Only the Emperor and the highest ranking Dark Angels know that the Chapter once teetered on the brink of Chaos. The battle that decided the Dark Angels' loyalties was fought between the Primarch Lion El'Jonson and his second-in-command, Luther. Jonson won the battle but was left mortally wounded and the horrendous forces released in the fight ripped the Dark Angels' home world of Caliban apart.

Most of the planet was sucked into the warp through a huge portal created by the Chaos gods and only one part of the planet, called the Rock, now survives. The Dark Angels made the Rock their home and drilled out a huge network of tunnels, rooms and halls in the bedrock under the ruined fortress monastery. In time engines were added to allow the Rock to move around the galaxy and, as a result, the Dark Angels do not recruit from any single planet. It is for this reason that the Chapter has strict levels of admission and rigorous tests of loyalty. The Masters of the Chapter have to ensure that all those who join become true Dark Angels.

While the Chapter is recruiting, the Rock stays in one place for generations. In this time the Dark Angels build temples and shrines on the planet to act as recruitment centres for the planet's population. One of these temples was built in Kadillus Harbour on Piscina IV during the 39th Millennium. At the time of Ghazghkull and Nazdreg's invasion, the Third Company, under the command of Master Belial, was stationed in the system for recruiting.

Every planet in the Imperium has a planetary defence force and the Planetary Lord is obliged to provide a proportion of his total armed forces for recruitment into the Imperial Guard. Planetary defence forces are usually well equipped as they may be the only defence the Planetary Lord has against a cult uprising or full scale invasion. Every city, town and trading post on Piscina IV has a planetary force garrison to defend it and help to keep the peace.

THE STORY SO FAR...

By using the telly porta inside the Piscina system, Nazdreg managed to deposit Ghazghkull and a sizeable warband close to Kadillus Harbour. Unfortunately the flaws of the telly porta only manifested themselves after it had been used. Firstly the ferocious power needed burned out nearly every generator and engine on the hulk (these are under repair at the moment). Secondly, even with the limited power left all attempts to send more Boyz down to the planet ended up with them being accidentally dropped down a volcano or into the sea!

Ghazghkull managed to kick his Meks into finding a solution. They tapped into the Imperial power grid with the help of a captured map and built a beacon that gave *Scylla* a location to lock onto and, more importantly, beamed additional power back up to the space hulk to run the telly porta. However, the Orks only held one power house, near their landing site, and on its own it would not provide enough energy. The Orks' telly porta needed more power (a LOT more power!) before they could start moving Battle Fortresses and Gargants onto Piscina IV.

GHAZGHKULL'S PLAN

Although the telly porta had so far proved unreliable, Ghazghkull knew that if he could capture another Imperial power plant he would be able to generate enough raw energy to transport sizeable numbers of reinforcements to the planet. With these new troops available he could capture a third power plant, and with that in his hands he'd be able to bring in the really big stuff!

Ghazghkull also knew he had to act quickly. Although the Imperial defenders of Piscina IV had not yet realised the extent of the peril that they faced, they were now aware that there were Orks on the planet, and could be expected to respond swiftly to the threat. Unfortunately for the Imperium, Ghazghkull was not noted for his slowness, and the Imperial defenders had no reason to suspect that there were any more than a tiny handful of Ork raiders on the planet – after all, a craft carrying a larger force would have been detected by the Imperium's orbital monitoring systems (or so they thought).

Gathering the Boyz that had survived the telly porta journey together, Ghazghkull explained his plan, which was quite simple and forthright (as all good Orky plans are). He would lead the bulk of the Boyz in an attack on Kadillus Harbour to capture the power plant located there. Those Boyz that were left behind would defend the landing site against any 'umie attacks – to the last Ork if necessary – until Ghazghkull had captured the power plant. At which point the telly porta could be put back on line and Nazdreg and his Boyz could come along and join in the fun.

Ghazghkull's Boyz roared their appreciation of this kunnin' plan, and within minutes Ghazghkull was leading the assault force towards the unsuspecting defenders and inhabitants of Kadillus Harbour.

THE POWER GRID

The control of Piscina IV's power stations was vital to both sides during the campaign. The Orks badly needed the energy they provided to power up their telly porta, while the defenders needed them for their own supplies and to keep the number of Ork reinforcements to a minimum. The power grid is based on a network of geo-thermal energy conductors that have been driven down through the crust of the planet into the molten magma. The heat from there is used to turn massive turbines which provide thousands of gigawatts of energy. If a power plant was destroyed, it could set off a chain reaction in the magma, causing Piscina IV's hundreds of volcanoes to erupt simultaneously and tear the planet apart! Although the Orks' weren't aware of this, they were under strict orders from Ghazghkull and Nazdreg not to do anything that might endanger the power plants which provided them with such vital energy.



INVASION OF PISCINA IV - TIMELINE

Days 1-5

Using the telly porta, Ghazghkull and a small force land on Piscina IV. Unfortunately the telly porta proves unreliable, but Ghazghkull discovers he can use captured Imperial power stations to power it up. He already holds one at the landing site, and quickly proceeds to capture a second in Kadillus Harbour, driving the Dark Angels defenders back.

Scenario One: If Ya Want Sumfin' Done...

This is based on Ghazghkull's assault on the Kadillus Harbour power station.

The Dark Angels make a last stand in their temple. There is vicious street fighting across the whole settlement, and the Basilica changes hands many times in bloody firefights. Imperial reinforcements arrive and cut Ghazghkull off from his landing site by occupying Koth Ridge. Ghazghkull is heavily outnumbered, but occupies an ideal defensive position. Imperial troops start reducing the Ork position and manage to link up with the surviving Dark Angels, but it is a slow and costly operation.

Scenario Two: Dark Cathedral

This allows the players to battle for possession of the Dark Angels' temple in a small close quarter assault.

Days 6-8

Unaware of how the Orks are getting to the planet, Space Marine patrols start probing eastward towards the Orks' landing site, but encounter heavy resistance in the shape of Nazdreg and his Boyz, who have just arrived on the planet.

Scenario Three: Cut and Run

This is a small skirmish in which a Space Marines scouting force must escape the approaching horde of Nazdreg.

Day 9

The Space Marines fall back to Imperial lines on Koth Ridge. There the thinly stretched defenders manage to hold up the Orks long enough for a counter-attack by forces from Kadillus Harbour to be organised. The counter-attack catches the Orks by surprise and hurls them back.

Scenario Four: Hold The Line

Outnumbered but dug in and prepared, the Space Marines must hold off the massive Ork attack until aid arrives.

Days 10-11

The Orks pause to gather their strength for another big push. Meanwhile Space Marines Scouts led by Veteran Sergeant Naaman attempt to infiltrate the Ork lines to find out how the Orks are getting onto the planet.

Scenario Five: Shadow Warriors

Space Marines Scouts must evade the Gretchin sentries and penetrate the Orks' camp.

Day 12

The Space Marine Scouts find the landing site and, with the help of Deathwing Terminators led by Master Belial (teleported in from an orbiting battle barge), attempt to destroy it. They fail, but learn enough to understand that this is the key to the defeat of the Ork invasion. Unfortunately the Orks use a captured laser defence silo to deter more reinforcements from the barge arriving; for the time being the Space Marines will have to rely on the forces they have.

Scenario Six: Revelations

Against increasing numbers of Orks, the Space Marines must assault the power plant and scan the telly porta.

At roughly the same time as the Space Marines' first attack on the landing site, Nazdreg leads a surprise assault on a third Imperial power station at Barrak Gorge and captures it. If he can link up with Ghazghkull they will have enough power to bring their really 'eavy stuff onto the planet.

Scenario Seven: Battle At Barrak Gorge

Heavily outnumbered the Space Marines must destroy as many of the Orks as they can before they are overwhelmed.

Days 13-14

The Space Marines reduce the forces battling against Ghazghkull at Kadillus Harbour in order to launch a major attack on the Orks' landing site. They manage to get a foothold in the area, but can't capture the site itself. However, their presence makes it hard for the Orks to bring in any more reinforcements.

Scenario Eight: Counter-attack!

A rapid force of Space Marines attempt to capture the landing site and then hold off the arriving Ork reinforcements.

Day 15

Nazdreg launches a desperate night attack on Koth Ridge. If he can link up with Ghazghkull they'll be able to use all three power stations to bring really heavy reinforcements to the planet. A bloody, close range battle erupts, but the Ork attack on Koth Ridge fails and the Orks are pursued back to the landing site by Imperial armoured forces.

Scenario Nine: Death by Moonlight

A huge and bloody, close ranged assault pits Nazdreg's horde against the well prepared defenders.

Day 16+

Realising the game is up, Ghazghkull and Nazdreg return to their space hulk, abandoning the rest of the Boyz on Piscina to "keep da 'umies bizzzy". Although they've lost this battle, what they've learnt about their telly porta means they might still win the war! Twenty days after the campaign began, the rest of the Dark Angels Chapter arrives to systematically destroy the remaining Orks.

SCENARIO 1

IF YA WANT SUMFIN' DONE...

"Let's stomp some 'umies!"

Ghazghkull Thraka before launching his attack on Kadillus Harbour

THE ASSAULT ON KADILLUS HARBOUR, 4021997.M41

Ghazghkull's attack caught the defenders of Kadillus Harbour completely by surprise. The initial attack quickly overran the city's outer defences, and before the surprised defenders could react the Orks were all around them. All over the city vicious close range battles broke out between the startled defenders and the rampaging Orks. Casualties were heavy on both sides, but the Imperial defenders were soon cut off and completely surrounded, and room by room and block by block they were systematically wiped out by the Orks.

Ghazghkull was a veteran of hundreds of city fights of this kind, and he knew the importance of seizing as much of the city as possible before the defenders could recover from their surprise and start to organise a better defence. All across Kadillus assault mobs made their way to seize vital installations as quickly as possible. Objective after objective fell into the Orks' hands. Within an hour of the first shot being fired, over half of Kadillus was under Ghazghkull's control.

There was one objective, however, that was far more important to the Orks than any of the others – the Kadillus Harbour power plant. It lay near the heart of the city and would be difficult to reach, but Ghazghkull knew it had to fall swiftly, and intact, or else all would be in vain. Gathering together a select band of the 'ardest Nobz and Boyz he could find, Ghazghkull prepared to deal with the matter personally.

SCENARIO OUTLINE

This scenario is based on the attack made by Ghazghkull on the Kadillus Harbour power plant. The Ork player has a small elite force under his command and the element of surprise is still on his side. He must use these factors if he is to overcome the Imperial defenders and seize the power plant.

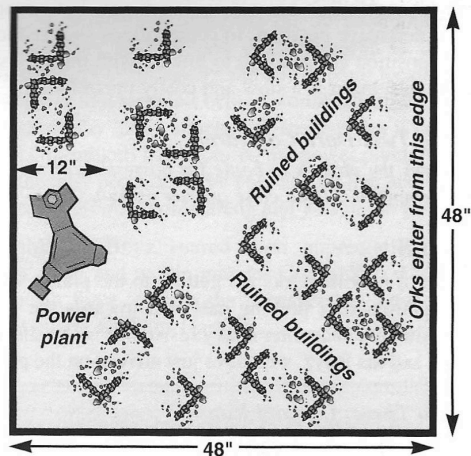
The Imperial player has a rag-tag force with which to defend the power station, made up of those troops that happened to be in the area when Ghazghkull attacked. He must do his best to keep the Orks at bay until the end of the battle.

If the Orks fail to capture the power plant by the end of the scenario it is assumed that Imperial reinforcements will stop them from ever capturing it, or at least, from capturing it without destroying it in the process!

RECON REPORT

This scenario should be fought on a table no larger than 4' square. A typical dining table will serve well, as long as it is at least 2'6" wide. The most important feature of the battlefield is the power plant, which should be located no more than 12" from the western table edge and near the centre of that side (see the accompanying map below).

The rest of the table needs to be set up to represent the city, Kadillus Harbour, which is a heavily built-up area and therefore the table should be packed with as many buildings as you can lay your hands on. We played the game on a 4' square table, and used all of the buildings from Warhammer 40,000 and all of the terrain included in a set of Necromunda to represent the city (plus some other bits we had lying around). This proved to be just enough.



Space Marines Deployment: The Space Marines are set up anywhere on the table that is at least 4" away from the power plant. In addition, no models from a squad may be set up within 8" of a model from a different squad (i.e., Space Marines units must be set up at least 8" apart). Note that this last restriction does not apply to characters or individual vehicles (bike squads must be 8" away as described). The Space Marines may not set up hidden, as they have been caught unprepared by the speed of Ghazghkull's attack.

Ork Deployment: The Orks enter anywhere along the eastern edge of the table on the first turn. Simply measure their first move from the edge of the table. The Orks may run or charge onto the table if the Ork player wishes.

Game Length: The battle lasts for six turns. The Orks have the first turn.

Victory Conditions: In order for the Orks to win there must be at least one Ork model either in or on the power plant at the end of the final turn and there must be no Space Marines within 4" of any part of the building. Any other result is a Space Marines victory.

HISTORICAL FORCES

DARK ANGELS ARMY

Master Chaplain Uriel with Krak, Plasma & Photon grenades and Melta bombs

Lexicanium Charon with force sword

Techmarine Hephaestus with servo-arm and power axe

Veteran Sergeant Ravager with power sword and Seeking Ammo

Ravenwing Land Speeder

Tactical Squad Ravager with Krak grenades, 1 heavy bolter, 1 plasma gun

Deathwing Squad Malignus with 1 heavy flamer, 1 chainfist

Ravenwing Bike Squad Raptor (5 bikes) with Krak grenades, 1 power axe, 1 plasma gun

ORK FORCE

Ghazghkull

Makari

Bad Moon Bigboss Narfrag with mega armour, power fist, plasma pistol, and custom force field

9 Goff Skarboyz with chainswords

10 Bad Moon Boyz with bolters, 1 plasma gun

5 Death Skull Boyz with custom kumbi-weapons

AFTERMATH

Although the defenders were caught by surprise by Ghazghkull's attack on the power plant, they were Dark Angels Space Marines, and responded to the attack quickly and efficiently. In moments the Orks and Space Marines were locked in a deadly close quarters battle fought amongst the streets and buildings surrounding the power plant. A counter-attack led by Master Chaplain Uriel sent the Orks reeling back, and for a moment it seemed that the Dark Angels would prevail. Ghazghkull sensed this, and moving swiftly he engaged Uriel in hand-to-hand combat.

The fight was bloody but brief: Uriel was a mighty warrior, but no match for Ghazghkull at the height of his powers. Within moments the Chaplain had fallen, and soon after the power plant itself fell to the Orks. Ghazghkull's plan had worked so far... Now all he had to do was hold out in Kadillus while Nazdreg finished the 'umies off!

GROUP A

Master Chaplain Uriel, Ravenwing Squad Raptor

GROUP B

Lexicanium Charon, Deathwing Squad Malignus

GROUP C

Techmarine Hephaestus, Tactical Squad Ravager

(Group A defended the power plant)

SCENARIO 2 DARK CATHEDRAL

THE SIEGE OF KADILLUS HARBOUR, 4024997.M41 – 4075997.M41

With the second power plant and at least two-thirds of Kadillus Harbour safely in his hands, Ghazghkull ordered his Boyz to dig in and wait for the inevitable Imperial counter-attack. It was not long in coming, but when it did, the Orks were well prepared and easily staved off the initial probing attacks by Dark Angels Space Marine Scouts.



Master Belial, the commander of the Dark Angels on Piscina IV, moved his forces to occupy Koth Ridge. This impressive range of rocky and steeply sloped hills all but surrounded Kadillus, and as more and more Imperial forces moved into position it quickly became obvious that the Orks were trapped and surrounded. Thus began the Siege of Kadillus Harbour.

Slowly, inch by inch and block by block the warriors of the Imperium clawed their city back from the Orks. It was slow, painful work and involved some desperate fighting. The Orks were well prepared and had turned each building into a veritable fortress, from which they could only be evicted with considerable cunning and preparation – and blood!

SCENARIO OUTLINE

Some of the bloodiest fighting of the siege was for the Dark Angels Basilica (basilica *n.* an Imperial building, used for public administration, having a large rectangular central nave, with an aisle on each side and an apse at the end) that was located close to the port and the city wall. The towers of this well built and impressive building offered excellent observation points over the city, and thus was of vital importance to both sides. Over the course of the siege the building changed hands no less than 16 times, and was witness to some of the bloodiest firefights of the entire war.

The scenario is based on the battles for the Basilica. Each player controls a small hand-picked force, one defending the building, the other attempting to capture it. This is a fight to the death!

HISTORICAL FORCES

DARK ANGELS ARMY

Master Chaplain Uriel with Krak, Plasma & Photon grenades and Melta bombs

Lexicanium Charon with force sword

Techmarine Hephaestus with servo-arm and power axe

Veteran Sergeant Ravager with power sword and Seeking Ammo

Ravenwing Land Speeder

Tactical Squad Ravager with Krak grenades, 1 heavy bolter, 1 plasma gun

Deathwing Squad Malignus with 1 heavy flamer, 1 chainfist

Ravenwing Bike Squad Raptor (5 bikes) with Krak grenades, 1 power axe, 1 plasma gun

GROUP A

Master Chaplain Uriel, Ravenwing Squad Raptor

GROUP B

Lexicanium Charon, Deathwing Squad Malignus

GROUP C

Techmarine Hephaestus, Tactical Squad Ravager

(Group A defended the power plant)

ORK FORCE

Ghazghkull

Makari

Bad Moon Bigboss Narfrag with mega armour, power fist, plasma pistol, and kustom force field

9 Goff Skarboyz with chainswords

10 Bad Moon Boyz with bolters, 1 plasma gun

5 Death Skull Boyz with kustom kombi-weapons

AFTERMATH

Although the defenders were caught by surprise by Ghazghkull's attack on the power plant, they were Dark Angels Space Marines, and responded to the attack quickly and efficiently. In moments the Orks and Space Marines were locked in a deadly close quarters battle fought amongst the streets and buildings surrounding the power plant. A counter-attack led by Master Chaplain Uriel sent the Orks reeling back, and for a moment it seemed that the Dark Angels would prevail. Ghazghkull sensed this, and moving swiftly he engaged Uriel in hand-to-hand combat.

The fight was bloody but brief: Uriel was a mighty warrior, but no match for Ghazghkull at the height of his powers. Within moments the Chaplain had fallen, and soon after the power plant itself fell to the Orks. Ghazghkull's plan had worked so far... Now all he had to do was hold out in Kadillus while Nazdreg finished the 'umies off!

SCENARIO 2 DARK CATHEDRAL

THE SIEGE OF KADILLUS

HARBOUR, 4024997.M41 – 4075997.M41

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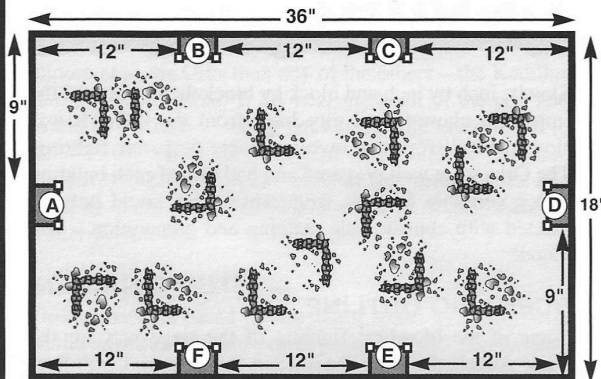
The scenario is based on the battles for the Basilica. Each player controls a small hand-picked force, one defending the building, the other attempting to capture it. This is a fight to the death!

STORM OF VENGEANCE



RECON REPORT

You don't need a large table to fight this battle, as it all takes place inside the Dark Angels' Basilica. The outer walls of the building are in effect the 'table edge', and apart from when the attackers enter play on the first turn, they may not be passed by either side. We represented these walls with masking tape in our games, but you can use any suitable material such as pencils or rulers or you can even model them – we used some Warhammer Quest doorways to represent the entrance points!



The Basilica has taken quite a pounding and much of it has collapsed. We have used the buildings supplied with Warhammer 40,000, laid out as shown on the map to represent the damaged walls and piles of rubble.

Choose Attacker/Defender: After the two armies have been chosen, roll a D6 to decide who will be the attacker and who will be the defender.

Attacker Deployment: The attacker must secretly choose one entrance point from amongst those marked A-F on the map. These entrance points represent doorways, holes in the wall, etc. Write this down on a piece of paper to show your opponent after he has set up.

All the attacker's models must enter the building on the first turn, measuring their moves from the entrance point selected. Troops may not infiltrate in this scenario. Models may run or charge on the first turn.

Defender Deployment: After the attacker has chosen his entrance point the defender may set up. He can set up anywhere within the building that is at least 3" away from an entrance point. After setting up, roll a D6 for each model. On a roll of 1-3 it may set up hidden, while on a roll of 4-6 it may set up in overwatch.

Game Length: The attacker has the first turn, and the game continues until one player has no models left in play.

Victory Conditions: The last player to have a model alive is the winner!

HISTORICAL FORCES

DARK ANGELS ARMY

Interrogator-Chaplain Boreas with power sword

Tactical Squad Exalta (7 Space Marines)

ORK FORCE

Goff Bigboss Snargit with power axe, bolter, kustom force field, Buzzer squig bomb, Krak stikkbombz

9 Goff Skarboyz with chainswords

4 Goff Nobz with power swords

AFTERMATH

When the Basilica fell to the Dark Angels for the final time the battle for Kadillus was all but over. Ironically, for all the bloody fighting that had taken place in the city of Kadillus Harbour, it was not here that the campaign was resolved. Instead the fate of the planet was decided in the battles that took place kilometres to the east, on the hills of Koth Ridge, and the plain that lay beyond.



SCENARIO 3 CUT & RUN

SPACE MARINES PATROLS ENCOUNTER UNEXPECTED RESISTANCE, 4024997.M41

While the Dark Angels battled to push Ghazghkull from Kadillus Harbour, Master Belial sent scouting forces eastward to evaluate the extent of the foe they faced. After pushing through a weak screen of green skins, the Scouts reported little Ork activity – the bulk of Ghazghkull's horde was fighting in Kadillus Harbour.

But, not long after these promising initial reports, things started to go wrong. Scattered accounts of huge Ork reinforcements began to come through and many of the Scout squads disappeared without trace. Disturbed by these events, Belial concentrated his recon forces where it seemed the Orks were massing, on the eastern slopes approaching Koth Ridge.

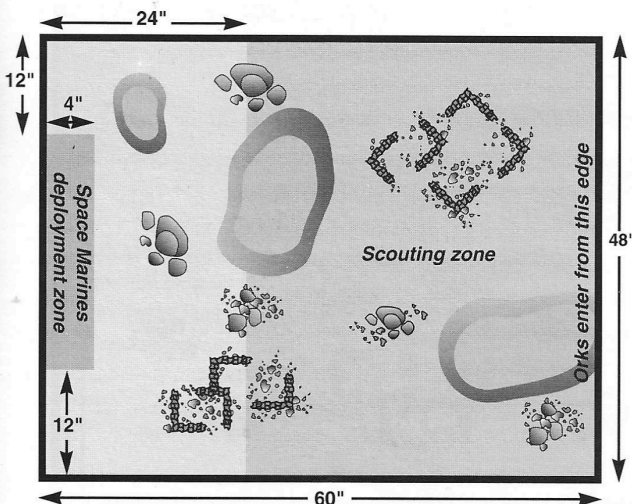
SCENARIO OUTLINE

This scenario is based on the patrol carried out by Veteran Sergeant Naaman of the Dark Angels Scout Company, who was the only Marine to make it back to Koth Ridge. The Space Marines enter from the western table edge and must start moving across the table. Only once it becomes clear that they have encountered overwhelming odds may they turn back, and then they must get at least one man back off the western table edge. The Ork force greatly outnumbers the Space Marines but arrives in a haphazard and uncoordinated fashion. All the Orks are interested in is "wipin' out da 'umies before dey getz away".

RECON REPORT

The table for this battle needs to be at least 4' long by 3' wide. It should not be bigger than 5' long or 4' wide. Note that the game is played down the length of the table.

The terrain is fairly open, consisting of small rocky outcrops, low hills, and two sets of ruined buildings. See the terrain section for how to represent these features.



Space Marines Deployment: The Space Marines force must deploy within 4" of the western edge of the table, and at least 12" from either of the side edges. Any Space Marines Scouts can infiltrate as normal (i.e. deploy anywhere since there are no Orks present at the start).

Ork Deployment: The Ork player enters play randomly, as described in their Battle Briefing. They enter from the eastern table edge, as shown below, anywhere along the table edge that is at least 8" from a Space Marines model. The Orks may not charge on the first turn they enter and vehicles arrive travelling at combat speed.

Game Length: The Space Marines have the first turn. The game lasts until no Space Marines are left on the table.

Victory Conditions: In order to win, the Space Marines must get their entire scouting force at least 24" onto the table (the area marked Scouting Zone on the map), and then at least one model back off the western edge (the one they entered by). The Orks must wipe out all of the Space Marines in order to win, but stopping the Space Marines achieving their objectives (even if some get away) counts as a moral victory.

HISTORICAL FORCES

DARK ANGELS ARMY

Veteran Sergeant Naaman with Stasis grenade (he was not yet the hardened special character he became after surviving this mission!)

Ravenwing Bike Squad Aquila (4 bikes)

Scout Squad Arcanus

ORK FORCE

Nazdreg with kustom force field

Mekaniak Grodmek with bolter

Painboy Lurksnag with bolter

Gretchin Standard Bearer Smirkin

Drillboss Nardrill with chainsword and jump pack

8 Deathskull Lootas with kustom kombi-weapons

9 Stormboyz with jump packs, 4 bolters, 1 with 2 bolt pistols, 2 plasma pistols, 1 power axe

5 Blood Axe Kommandos with power axes

10 Bad Moon Boyz with bolters, 1 with plasma gun

10 Goff Skarboyz with chainswords

30 Gretchin with autoguns

AFTERMATH

Dark Angels patrols first encountered very light resistance, which they took to be Boyz left to defend the Orks' spacecraft. The Dark Angels brushed these Orks aside and pressed ahead, only to find themselves in the centre of a fully-fledged Ork Waaagh! Heavily outnumbered the Space Marines had no choice but to cut and run. Very few made it back to the Imperial positions on Koth Ridge.

Ork Deployment: The Orks do not start the battle on the tabletop but move on from the eastern table edge in their first turn. Vehicles may come on at any speed and other troops may run or charge if you wish.

Game Length: The battle lasts for six turns. The Orks go first.

Victory Conditions: This battle uses the normal victory points system from Warhammer 40,000 Dark Millennium. In addition, at the end of the game the player with the most unbroken models (Gretchin and Snotlings do not count) on the hills that make up Koth Ridge scores +5 victory points.

If Nazdreg is killed, the Space Marines gain an additional +5 victory points. The player with the most victory points at the end of the game is the winner.

HISTORICAL FORCES

DARK ANGELS DEFENDERS

Interrogator-Chaplain Sarpedon with Krak grenades, Melta bombs, digi-lasers and power sword

Apothecary Nestor with conversion field

Lexicanium Acutus with force sword

Devastator Squad Scalprum with 2 heavy bolters, 2 heavy plasma guns, power fist for Sergeant

Deathwing squad Vigilus with 1 heavy flamer, 1 chainfist

DARK ANGELS REINFORCEMENTS

Master Chaplain Uriel with Krak, Plasma & Photon grenades and Melta bombs (Uriel managed to survive his earlier encounter with Ghazghkull)

Techmarine Hephæstus with servo-arm and power axe

Lexicanium Charon with force sword

Veteran Sergeant Exanimare with jump pack, power fist, hand flamer and Melta bombs

Assault Squad Exanimare with jump packs, 1 power fist, 2 power swords, 2 plasma pistols, 6 chainswords, 1 hand flamer

Ravenwing Bike Squad Validus (5 bikes) with Krak grenades, 1 power axe, 1 plasma gun

ORK FORCE

Nazdreg with kustom force field, auxiliary grenade launcher with Krak grenades and Haywire grenade

Gretchin Standard Bearer Smirkin

Snakebite Bigboss Scardreg on cyboar, with chainsword and melta stikkbombz

Mekaniak Wurrmek with Shokk Attack Gun and refractor field

Painboy Lurksnag with bolter

Runtherd Gutzmeg with sniffer squig

5 Snakebite Boyz on boars, 1 with chainsword

10 Blood Axe Kommandos with power axes

20 Gretchin with autoguns

7 Deathskull Lootas with kustom kombi-weapons

10 Goff Skarboyz with chainswords

10 Goff Boyz

6 Snotling herds

12 Freebooters

Dreadnought with lascannon, heavy bolter and 2 power claws

Pulse Rokkit

1 warbike and 2 warbuggies with multi-meltas

AFTERMATH

The Orks suffered heavy casualties right from the start as they advanced over open ground, under heavy fire from the dug-in Space Marines defenders on the ridge. As if this wasn't bad enough, the Dark Angels battle barge *Unrelenting Fury* added to the destruction with orbital barrages. None the less, some of the Boyz managed to make it all the way to the Imperial lines – just in time to meet the freshly arrived reinforcements from Kadillus Harbour, who hurled the Orks back down the hill. As the Orks fell back from the ridge a brilliantly timed and executed flank attack by the Ravenwing Bike Squad turned the retreat into a fully fledged rout. The Space Marines victory was overwhelming, and of the Orks that took part in the first assault on Koth Ridge over 75% were slain. Imperial casualties were negligible. It was the first setback the Orks had suffered in the Kadillus Campaign and it was not to be the last.

High above the calm sea, a solitary seahawk wheeled and banked searching for prey. The bird's presence registered upon Nestor's awareness only briefly as he scanned the craggy terrain between the Marines' emplacements and the sea. Such a serene vision made it hard to believe that the rocky spires below could erupt at any second into a hellstorm of fire and shrapnel. The Apothecary was not fooled by the apparent calm, he had been busy in the last few hours. Two patrols had already returned after encountering large Ork forces and several of the Battle Brothers had needed medical attention. He had been rushed here with all speed from Kadillus Harbour on the personal orders of Master Belial himself. Now there was an uneasy tension as everyone waited for the Orks. Every Marine was fully alert and had been for several hours, none betrayed any sign of the intense strain thanks to their supreme dedication and rigorous training.

Shortly after Nestor's arrival, Master Chaplain Uriel, now recovered from his earlier encounter with Ghazghkull, had assumed command of the force himself, inspiring the Battle Brothers with righteous zeal by his very presence. As Nestor waited he ran through the Litany of Mercy in his mind, activating the icons of his medipack as he reached the appropriate verse. First the icon of Diagnosis, then the icons which would send drugs flowing or blades flashing, and finally the icon of the Emperor's Peace which would grant rest to those who had served the Emperor all that they could. Satisfied he cleared his mind of distractions and resumed his watch. A moment later the comm-rune chimed softly in his helmet. "Enemy in sight. 0-3-50, Devastator range in one minute. Our faith is our shield."

The waiting was over.

SCENARIO 5 SHADOW WARRIORS

"Doze humies wouldn't try anyfi...!"

Last words spoken by Grizzit, Gretchin sentry

SPACE MARINE SCOUTS INFILTRATE ORK LINES, 4060997.M41

Although Nazdreg's attack on Koth Ridge had been smashed and Ghazghkull was still safely contained in Kadillus Harbour, the Space Marines were still no closer to understanding how the Orks were getting on to the planet. Large scale probing attacks by the Dark Angels were called off after encountering yet more newly arrived Ork forces. Clearly the greenskins were still getting on to the planet – but how, and what would their next move be?

Up until now Belial had felt he could deal with the Orks using the local forces under his command, but as he encountered more and more of the enemy, he realised that what he faced here was a full scale invasion, not just a raid. As soon as this became clear, Belial ordered Brother Librarian Charon to request aid from the rest of the Dark Angels Chapter. They were nearby but it would still be more than 10 days before the full might of the Dark Angels could be on hand to deal with the Orks.



However, before the rest of the Chapter arrived, Belial was determined to find out how the Orks were getting onto the planet. As both the early patrols and large scale probing attacks had failed, he decided to send a small, hand-picked Scout unit on a night-time reconnaissance mission. Their task would be to infiltrate the Ork lines and find out exactly how the Orks were getting to the planet, then relay this information back to headquarters and await new orders. The chances of surviving such a mission were considered to be less than 1%.

SCENARIO OUTLINE

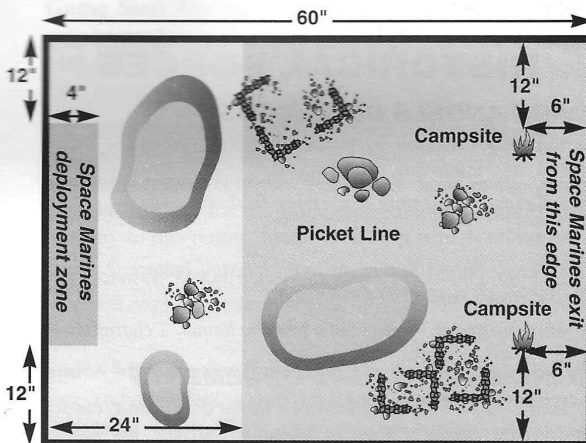
This scenario is based on the Scouts' attempt to infiltrate through the Ork lines. It is night and visibility is limited, and the Orks are unaware of what is going on. The Scouts must use these factors to bypass any Orks they meet – or to eliminate the Orks before they raise the alarm – and get off the far edge of the table. All the Orks need to do is raise the alarm and stop the Scouts getting through their lines.

NOTE: We have presented the complete Sentry & Spotting rules for you to use in your own scenarios. The Space Marine Scouts performing this mission are highly trained and ignore some of the special rules that follow.

RECON REPORT

This battle is played on a table which needs to be at least 4' long by 3' wide. The table shouldn't be more than 5' long or 4' wide. Note that the game is played down the length of the table.

The terrain is fairly open, consisting of small rocky outcrops, low hills, and two sets of ruined buildings. See the terrain making section for notes on how to represent these features.



Ork Deployment: The Ork player must deploy his force first. The Gretchin that form the 'picket line' (see the Ork Battle Briefing) may be set up anywhere the Ork player likes that is at least 24" from the western table edge. The Ork mobs in the two campsites must all be set up within 6" of their camp site position shown on the map above.

Space Marines Deployment: The Space Marines force must deploy within 4" of the western edge of the table, and at least 12" from either of the side edges. Space Marines Scouts may not infiltrate in this scenario.

Night-time: This battle takes place at night, which greatly reduces visibility. Roll 2D6 at the start of each Space Marines turn. The total of the two dice is the maximum distance in inches any model can see during the turn.



Sentries: The Gretchin in the Ork army have been ordered to act as a picket line to spot anyone approaching. However, they are not all that effective, their minds being occupied with thoughts of the warm fire and the squig burgers being handed round. Rather than moving normally, use the following to determine how the sentries move.

Roll D6-3 for each sentry, if the result is positive, the Ork player can move the sentry this number of inches. If a -1 or -2 is rolled, the Space Marines player may move the sentry one or two inches as indicated. Regardless of who moves the sentry roll a Scatter dice at the end of their move to determine which direction they are facing (remember there is a small arrow above the 'I' of HIT).

Before the alarm is raised sentries may not shoot, and count as having half their normal Weapon Skill in hand-to-hand combat (round down to a minimum of 1).

Spotting the Scouts: If a Scout or sentry moves so that the Scout is within the sentry's 90° arc of sight and the spotting distance for the turn (the 2D6 rolled earlier) there is a chance that the Scout will be seen. Roll a D6 and consult the following table.

Scout is in the open

Spotted on a 2+

Scout is in partial cover

(more than 50% of the model is visible)

Spotted on a 4+

Scout is in total cover

(less than 50% of the model is visible)

Spotted on a 6

Sentries will spot a model within its Initiative distance on a roll of 2+, regardless of cover and facing. Note that in this scenario the Scouts will never count as in the open, but the full rules are given here for you to use in your own scenarios (nice, ain't we!). If a Scout is spotted the sentry will attempt to raise the alarm (see below).

A Scout may run within 8" of a sentry.

Raising the Alarm: There are a number of ways for the sentries to raise the alarm.

1. Spotting

The spotting model/s must survive to the end of the Space Marines turn otherwise the alarm is not raised.

2. Shooting

Roll 2D6 every time a weapon is fired (or a chainsword or power weapon is used in close combat) and add the weapon's Strength. On a roll of 10 or more the alarm is sounded. Note that in this mission the Scouts have silencers for most of their ranged weapons. Also, if a model is hit by shooting but not killed, it will raise the alarm at the end of the turn.

3. Fighting

If a sentry survives a round of hand-to-hand combat, they will automatically sound the alarm at the end of the turn. Even if they are killed, there is still a chance the alarm is raised. For each close combat, roll 1D6. If the score is over the number of attackers involved, the alarm is not raised. If the roll is equal to or under the number of Scouts, the alarm is raised by the clamour of fighting.

Note that the Scouts have special equipment that reduces this roll by -1, so there is only ever a chance of this happening if more than one Scout attacks a single sentry.

If the alarm is raised all the Orks and Gretchin may move and fight normally from then on.

Game Length: The Space Marines have the first turn. The game lasts until there are no Space Marines left on the table.

Victory Conditions: In order to win, the Space Marines must get at least one member of their scouting force off the eastern table edge (the opposite edge to the one they entered from). The Orks must wipe out all of the Space Marines in order to win. If the alarm is raised, the Space Marines must wipe out all of the Orks to stop word of their progress from reaching Nazdreg.

HISTORICAL FORCES

DARK ANGELS ARMY

Veteran Sergeant Naaman (special character)

Scout squad with Veteran Sergeant Damas, chainswords, Krak grenades, 1 heavy bolter

ORK FORCE

Along with their ten Gretchin sentries, the Orks had 6 Boyz in one camp and 7 Boyz in the other, with no Nobz present to guide them.

AFTERMATH

Just before the Scout patrol set off it was joined by Veteran Sergeant Naaman, who had survived the earlier scouting missions and knew the territory well. As the Scouts neared the Ork lines Naaman moved on ahead, disappearing into the darkness like an avenging shadow. A lucky Gretchin raised the alarm, but the well positioned Scouts wiped out the alerted Orks in a blaze of bolt pistol fire and swinging chainswords.

The Scouts drifted through the inky night like wraiths, their highly attuned senses telling them clearly where the sentries were posted despite the pitch darkness. A dozen or so Gretchin sentries ambled around the makeshift camp completely oblivious to the silent menace approaching. As they reached the camp the men fanned out each seeking his own target. Veteran Sergeant Naaman had split off from the main force to approach from the flank, while Veteran Sergeant Damas led his men into the centre of the camp. Luthor carrying the heavy bolter took up a position facing the Orks at the camp fires as the rest of the squad ghosted towards the unsuspecting sentries.

Without a sound the Scout eased himself behind the stack of crates, listening to the distinctive, shrill whining of the Gretchin sentries. Patiently he waited for the creatures to move away. At length he heard the small group split up, two or three wandered away towards the perimeter while one seemed to be coming straight towards him. Smiling grimly he drew his knife, the blackened blade betraying no hint of his presence. The shuffling steps of the weaselly creature came closer and closer until it walked past him less than a foot away. Like lightning the Scout pounced clamping one hand over the Gretchin's mouth as he dragged it behind the crates. Moments later, nursing the teeth marks on his fingers he slipped onwards like a shadow.

SCENARIO 6 REVELATIONS

DARK ANGELS SCOUTS & TERMINATORS DISCOVER THE ORKS' SECRET, 4062997.M41

Thanks in no small part to Sergeant Naaman, the Space Marine Scout squad managed to infiltrate the Ork lines and reach the centre of Ork activity. Reaching the brow of a low hill, the Space Marines stared down in wonder and disbelief at the extraordinary sight that lay below them. Close to the first Imperial power plant to be captured by the Orks, there was what could only be described as an upright disc of pure blackness floating in the air, the edges of which seethed and sparked with barely contained energy. Even from this distance the Space Marines' heightened senses could catch a whiff of ozone drifting through the air.



Through this portal there came a slow but steady stream of Orks: Ork Boyz on foot, festooned with their crude weapons; the occasional Ork warbike or war buggy; now and then an Ork Dreadnought, or an example of the Mekaniaks' art such as a Pulsa Rokkit or Splatta Kannon. The procession was endless, but fortunately (at least from the watching Space Marines' point of view) painfully slow. The edges of the disc would glow bright with power, something would appear, then the edges of the disc would dim and take a few minutes to recharge. The larger the object coming through, the longer it took for the recharging to take place.

The Scouts managed to get past the guards to be close enough to the power plant to use their scanners. They revealed that it was being used to relay energy off the planet.

The obvious course of action for the Space Marines was to destroy the power plant – but this could lead to a geo-thermal meltdown which would have dire consequences for the entire planet and everyone on it.

It was a dreadful dilemma!

The first rays of sunlight foreshadowing the dawn were streaking the dark night sky when Naaman spotted the crude Ork relays that had been grafted to the power plant; perhaps, he reasoned, if these were removed or destroyed, the Ork portal would cease to function. He wasted no time in relaying a message to the Dark Angels battle barge to enlist the aid of the only other troops that could possibly get there in time – a squad of Deathwing Terminators. However, the Orks had managed to capture one of Piscina IV's defence laser sites intact and were sure to start shooting at the *Unrelenting Fury* if it approached too close. Timing would be vital if the operation was to succeed.

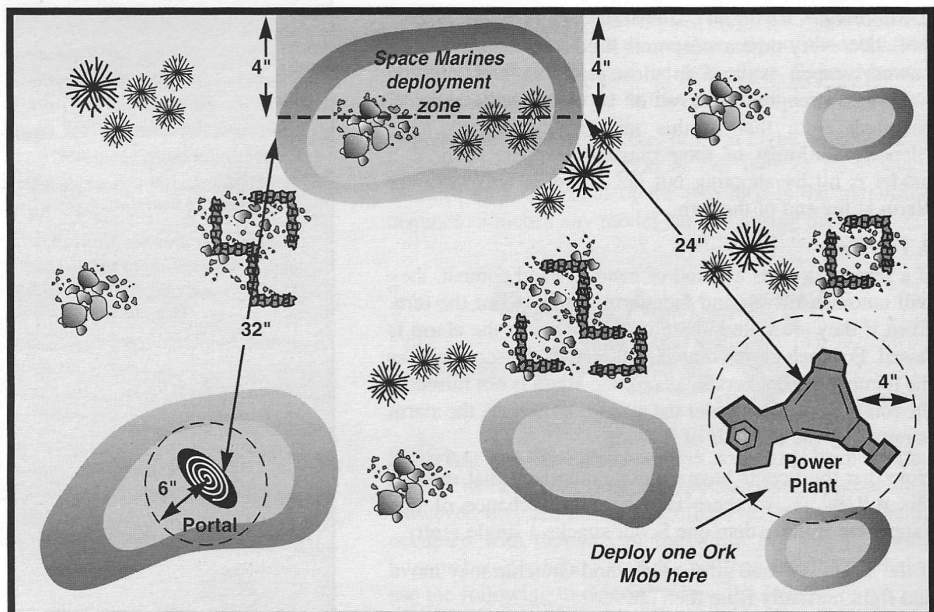
With their message sent the Space Marine Scouts prepared to attack the Orks in their lair.

SCENARIO OUTLINE

This scenario is based on the Dark Angels' first assault on the Orks' landing site. The Space Marines are making a quick hit and run raid in order to try and take out the Ork relays on the captured power plant, and gather as much additional information as they can about the Ork telly porta in the process. The Orks need to keep them as far away from the power plant and telly porta energy portal as possible.

RECON REPORT

This game needs to be played on a fairly large table (5' by 4' is pretty much the minimum). Near one table edge is the captured power plant, and near the other is the energy portal. The energy portal is represented by the card template supplied with this pack.



The position occupied by the Scouts at the start of the battle needs to be represented by a fairly large hill, covered with plenty of rocks and bushes. Within 24" of the energy portal and near to the hill occupied by the Scouts is a small group of ruined buildings. The power plant should be placed about 24" from the hill and to one side as shown. Apart from this the terrain is fairly open, consisting of small rocky outcrops and low hills.

Ork Deployment: The Ork player must deploy his forces first. The Orks that start on the table are allowed to set up within 6" of the energy portal, with the exception of one mob of up to 10 Boyz on foot that may set up on or within 4" of the power plant.



Space Marines Deployment: The Space Marine Scouts must deploy within 4" of the western edge of the table on the hill. The Space Marines reinforcements enter play by teleporting onto the table as described in the Warhammer 40,000 Wargear book.

Ork Reinforcements: Ork reinforcements are chosen and appear randomly, as described in their Battle Briefing.

Game Length: The Space Marines have the first turn. The game lasts until there are no Space Marines left on the table.

Victory Conditions: The Space Marines score 1 point for each turn that Sergeant Naaman starts within 24" of the energy portal with his scanner, +1 point if they are able to damage the Ork relay on the power plant, and +5 points if they are able to capture the relay and teleport it back to the battle barge.

If the Space Marines score 10 or more points then they win, if they score 5 or less points then the Orks win, and if they score 6-9 points the game is a draw.

HISTORICAL FORCES

DARK ANGELS ARMY

Master Belial with digi-lasers

Veteran Sergeant Naaman

Scout squad with Veteran Sergeant Damas, chainswords, Krak grenades, 1 heavy bolter

Deathwing Squad Adamanta with 1 heavy flamer, 1 chainfist

ORK STARTING FORCE

Warboss Tufzog with chainsword, Krak stikkbombz, scanner and displacer field

Painboy Urtlug with bolter and Krak stikkbombz

Mekaniak Shakdreg with bolter and Krak stikkbombz

10 Goff boyz

7 Evil Sunz Boyz with bolters

1 Dreadnought with 2 power claws, lascannon and heavy bolter

ORK MAIN ARMY

Warboss Ulgrim with 'eavy armour, combi-weapon (bolter/melta), power fist, scanner, displacer field

Runtherd Gaffmeg with bolter and Krak stikkbombz

Snakebite Bigboss Barkskar on cyboar with power axe

5 Snakebite Boyz on boars, 1 with chainsword

10 Bad Moon Boyz with bolters, 1 with plasma gun

10 Kommandos with power axes

10 Goff Skarboyz with chainswords

5 Deathskulls Lootas with kustom kombi-weapons

10 Freebooterz with bolters

20 Gretchin with autoguns

4 warbikes

AFTERMATH

Sergeant Naaman quickly led his men to within scanner range of the Ork energy portal, where they took up position in a ruined building and prepared to hold out for as long as they could and relay back as much information as possible. They all knew that theirs was a suicide mission – indeed they had known this from the moment they had set off from Koth Ridge. Meanwhile the newly arrived Deathwing Terminators held off the Orks, and Master Belial coolly dismantled one of the Ork relays. Sparing just a moment to salute Sergeant Naaman and his men, the Dark Angels Master and Deathwing Terminators vanished back to the Dark Angels' battle barge with their prize, leaving the Scouts to inflict as much damage as possible before they were overwhelmed.

Tufzog roared with glee as his ladz thundered towards the Scouts. It was obvious that the humans were doomed. The Goffs surrounding him howled their bestial war cries in anticipation of the carnage to come. The Scouts were so busy trading fire with the Evil Sunz, they didn't even seem to have spotted the hulking warriors storming through the ruins.

Suddenly a bright blue flash off to his right seared Tufzog's eyeballs, and sent him sprawling across the treacherous ground. As his vision cleared, the flare coalesced to reveal six hulking figures already moving into defensive positions. An icy chill sank in his belly as memories of previous encounters with the huge, white-armoured warriors came back to him. As he watched, a mob of feral Boarboyz veered off to counter this new threat, the rubble around him shook with the thunder of their passing. As one the Space Marines pivoted to face them and opened fire, bolt guns blazed and the air filled with a clamour like the beating of a thousand drums. Twitching like puppets, the Savage Orks were flung from their mounts.

When the dust had cleared all that could be seen of the the once colourful mob were a few crumpled feathers and the still heaving carcasses of the Orks and their shattered mounts. "Zoggin' hell!" swore Tufzog, this was going to be just a little bit more exciting than he had bargained for.

SCENARIO 7 BATTLE AT BARRAK GORGE

"Casualty ratio 7:1, we will cleanse this unclean horde from the galaxy!"

Last transmission from Interrogator-Chaplain Boreas

THE ORK ASSAULT ON THE BARRAK GORGE POWER PLANT, 4067997.M41

The selfless sacrifice of Sergeant Naaman and his men provided the Space Marines with the vital data they needed to understand how the Orks were getting to the planet, while the capture of the relay mechanism showed why the power plants were of such vital importance to the Orks. With this information in hand, the Space Marines wasted no time in acting upon it by cutting the power lines that linked the captured power plant in Kadillus Harbour to the power plant at the Ork landing site.

Although the Orks had replaced the stolen relay within hours of its loss, the breach in the power grid between the two power plants was a more grievous loss, as it couldn't be repaired while the Space Marines stood between Nazdreg and Ghazghkull. With only one power plant the Orks were right back where they started, only able to bring a painfully slow trickle of lightly armed Ork Boyz and Gretchin to the planet.

Unfortunately for the Space Marines, Nazdreg was already engaged in an operation that would, if it succeeded, rectify the situation for the Orks. Over a dozen kilometres to the north of the landing site was another Imperial power plant. It lay close to a disused Imperial mine in a barren location known as Barrak Gorge. During the night, while Sergeant

Naaman and the Space Marines Scouts had been infiltrating the Ork lines, Nazdreg had been leading a raiding party northwards to capture this power plant.

SCENARIO OUTLINE

This scenario is based on Nazdreg's assault on the Barrak Gorge power plant. At this time the Space Marines are still unaware of the vital importance of the power plants, so it is only lightly defended.

The Orks, on the other hand, have had to make a rapid night march, so lack much heavy support. However they do outnumber the defenders many times over. It is a battle the defenders can't really hope to win, but they can at least try to inflict heavy casualties on the Orks before they are overrun.

NOTE: The mine was actually defended by Imperial Guardsmen, rather than Space Marines, and you can if you wish use Guardsmen to defend it in your battle (see the Space Marines Battle Briefing for more details). If you don't have access to an Imperial Guard army, then just use Space Marines instead. The notes below apply equally to Imperial Guard or Space Marines defenders.

RECON REPORT

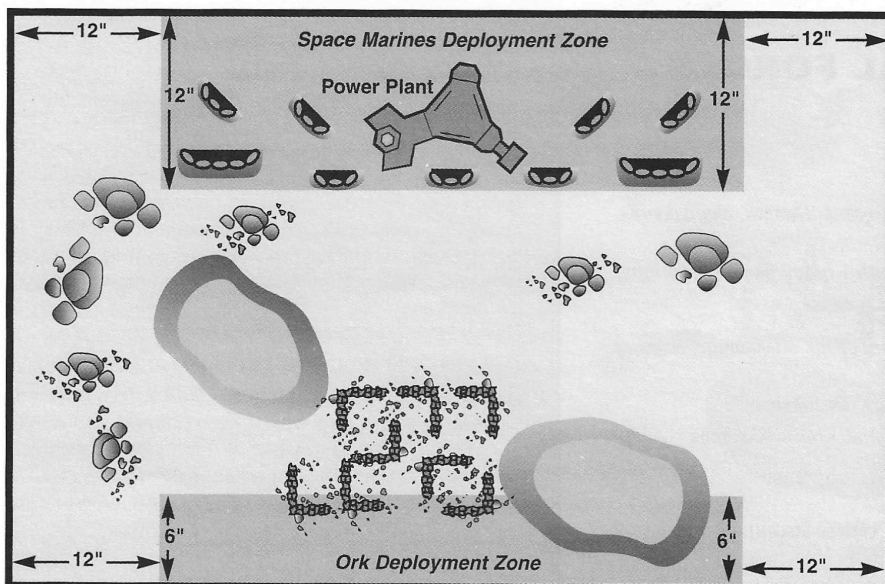
This game needs to be played on a fairly large table (5' by 4' is pretty much the minimum). At the centre near the northern table edge is the power plant. The terrain is fairly hilly, with many rocky outcrops, and with a large group of ruined buildings representing the disused mine.

The defenders have had enough time to 'dig in', meaning that they've been able to dig themselves foxholes and pile up earth and rocks to use as defensive barriers. Dug in troops count as in hard cover against shooting and a

defended obstacle against hand-to-hand attackers charging from the front (until they move out of cover, of course). The Terrain Making section has notes on how to represent these features and the effects they have on play.

Space Marines Deployment:

The Space Marines must deploy within 12" of the northern edge of the table, and at least 12" from either of the side edges. Any defenders may set up 'dug in' if the Space Marines player wishes them to.



Ork Deployment: The Orks must deploy within 6" of the southern edge of the table, and at least 12" from either of the side edges.

Game Length: The Orks have the first turn. The game lasts for 6 turns.



Victory Conditions: This scenario uses the normal rules for missions and victory points. The Orks are on a Take & Hold mission, with the slight modification that their objective is the power plant rather than the point on the table described on the Mission card. The Space Marines are on an Engage & Destroy mission. At the end of the battle the side with the most victory points is the winner.

HISTORICAL FORCES

DARK ANGELS ARMY

Interrogator-Chaplain Boreas with Seeking Ammo, master crafted bolt pistol, power sword, Krak & Plasma grenades and Melta bombs

Veteran Sergeant Zaltys with power fist, hand flamer, Melta bombs and armour piercing ammo

Ravenwing Land Speeder

Assault Squad Zaltys with jump packs, 1 power fist, 2 power swords, 2 plasma pistols, 6 chainswords, 1 hand flamer

ORK FORCE

Nazdreg with digi-lasers, kustom force field

Mekaniak Badmek (joined Nazdreg's flank attack)

Bigboss Gurbad with 'eavy armour, Kombi-weapon (bolter/melta) and power fist

10 Goff Skarboyz with chainswords (joined Nazdreg's flank attack)

5 Kommandos with power axes

13 Gretchin with autoguns

20 Bad Moon Boyz with bolters

3 warbikes and a Scorcher

2 warbikes and a wartrak with lascannon

AFTERMATH

Nazdreg led his Boyz through the night to Barrak Gorge, and with the dawn they were ready to attack. Nazdreg deployed the bulk of his Boyz in the disused mine supported by his wartraks and bikes. Using this force to distract the defenders, he led a small attack force up a hidden gorge that ran close to the power plant. Suddenly bursting forth from this concealed position, Nazdreg and his Boyz charged into the flank of the defenders' position. His main force by the mine charged in too, and within a few bloody minutes the power plant was in Ork hands.

SCENARIO 8 COUNTER-ATTACK

"We are the Emperor's wrath! Let the blood of the unclean act as an offering to Lion El's Shade!"

First line of the Battle-Hymn of the Dark Angels

THE DARK ANGELS ATTACK THE ORK LANDING SITE, 4074997.M41

Nazdreg's capture of the Barrak Gorge power plant meant that the Orks still had two power plants they could use to run their telly porta, so the flow of Orky forces to Piscina was undiminished. What was more, the bulk of the Ork army lay between the Space Marines and the captured power plants.

Belial knew he had to act quickly, or soon there would be so many Orks on the planet that he would not be able to contain them until the rest of the Chapter arrived bringing much needed reinforcements. He first considered using the Thunderhawk Gunship he had available to launch a surprise attack on Barrak Gorge, but a reconnaissance by a

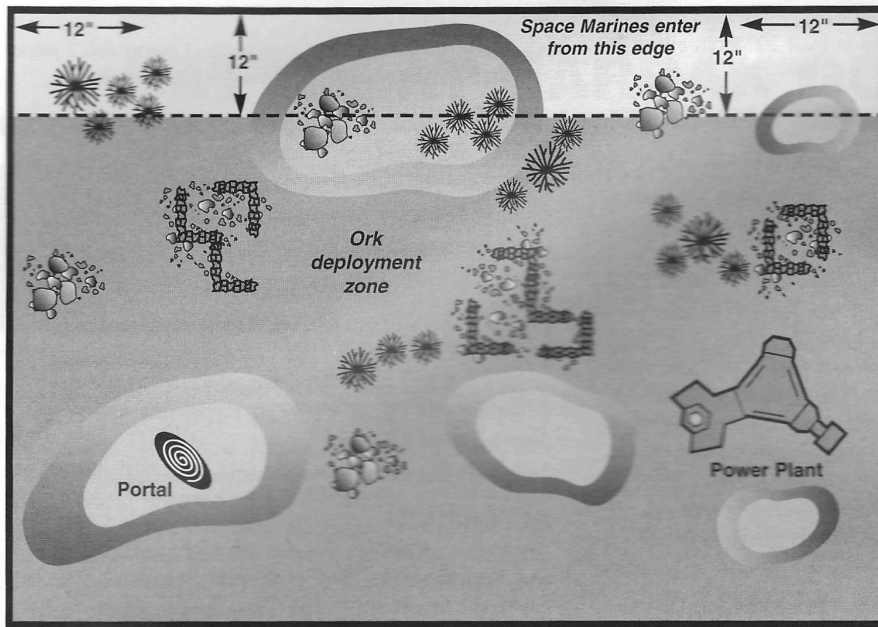
patrol of Ravenwing land speeders revealed that the plant was heavily defended. Such an attack would almost certainly fail.

Belial was left with only one viable option, launching an attack on the Ork landing site. This was not quite as risky as it sounded. The Orks were stretched very thin at this time, and if the Dark Angels attacked quickly they might overwhelm the Orks before they could build up enough strength to make the plan futile. Acting swiftly, Belial stripped as many troops as he dared from the forces battling Ghazghkull at Kadillus Harbour and defending Koth Ridge, and prepared to launch a counter-attack on the Orks' main base.

SCENARIO OUTLINE

This scenario is based upon the Dark Angels' attack on the Ork landing site. The Space Marines have two objectives, capturing the power plant and securing the area around the landing site. If they fail, then simply holding a position that overlooks the landing site will mean that they can make it more difficult for the Orks to get their reinforcements onto the planet. The Orks need to resist the Space Marines' attack and then drive them off.

STORM OF VENGEANCE



Space Marines Reinforcements:

Reinforcements arrive on the designated turn (see the Space Marines Battle Briefing) anywhere along the Space Marines table edge that is at least 12" from the side table edges. Vehicles enter at any speed, and infantry may run or charge if they wish.

Game Length: The Space Marines have the first turn. The game lasts for six turns.

Victory Conditions: If the Space Marines have captured the energy portal or power plant by the end of the game, they win – if they manage both

NOTE: The actual attack on the landing site took place over a huge area – larger than could be fitted on even the biggest wargames table. Because of this the battle concentrates on the main Space Marine thrust towards the landing site, and ignores the rest of the battle. However, players of Epic 40,000 may want to consider using this battle as the basis for a 'refight' scenario.

RECON REPORT

This battle needs to be played on a fairly large table (5' by 4' is pretty much the minimum). Near one table edge is the captured power plant, and near the other is the energy portal. The energy portal is represented by the card template provided with this pack.



On the eastern edge of the table is a fairly large hill, covered with plenty of rocks and bushes. Within 24" of the energy portal and near to the hill is a small group of ruined buildings. Apart from this the terrain is fairly open, consisting of small rocky outcrops and low hills. Note that this is the same setup used for *Scenario 6, Revelations*.

Ork Deployment: The Orks that start on the table may deploy anywhere that is at least 12" away from the Space Marines table edge.

Ork Reserves: Ork reserves are chosen randomly, as described in their Battle Briefing. Roll a D6 to see where they enter play at the start of each turn. On a roll of 1-4 they enter play anywhere along the Ork table edge that is at least 12" from their side table edges and 8" from a Space Marines portal; on a roll of 5-6 they enter through the energy portal. Whatever method is used, vehicles enter at any speed, and infantry may run or charge if they wish.

it's a crushing victory! In order for them to capture each objective there must be fewer Orks than Space Marines within 4" of the objective. Gretchin are not counted.



If they fail to achieve this, work out victory points using the rules in Warhammer 40,000 Dark Millennium to decide who has won. In this scenario, characters worth less than 50 points are worth 1 victory point if killed. In addition to the points for destroyed vehicles and squads, etc, each side receives +2 victory points for each quarter of the table only occupied by their own troops. Score double victory points for reducing the enemy commander to zero wounds.

HISTORICAL FORCES

DARK ANGELS ARMY

Master Belial

Lexicanium Charon with force sword

Techmarine Hephaestus with servo arm and power axe

Veteran Sergeant Arbalan with jump pack, power fist, hand flamer, Seeking Ammo

Ravenwing Land Speeder

Assault Squad Arbalan with jump packs, 1 power fist, 2 power swords, 2 plasma pistols, 6 chainswords, 1 hand flamer

Revered Venerari in a Dreadnought with twin-linked lascannons, missile launcher, auto-launchers with Frag grenades

Predator with autocannon, heavy bolters, storm bolter, 'Dozer Blade, auto-launchers with Frag grenades

Razorback with auto-launchers with Frag grenades

Rhino with auto-launchers with Frag grenades

ORK FORCE

Nazdreg with digi-lasers, kustom force field

Mekaniak Badmek

Bigboss Gurbad with 'eavy armour, combi-weapon (bolter/melta) and power fist

10 Skarboyz with chainswords

10 Goff Boyz

9 Kommandos with power axes

20 Gretchin with autoguns

10 Bad Moon Boyz with bolters

9 Freebooterz with bolters, 1 with lascannon

5 Deathskull Lootas with bolters, 2 heavy bolters

3 warbikes and a Scorcher

2 warbikes and a wartrak with lascannon

AFTERMATH

Gathering all the forces he could spare, Belial took personal command of the force and moved out along the route taken by Sergeant Naaman to the landing site. The column brushed aside the Ork picket lines and quickly pressed on towards the landing site, which was only lightly held as the Orks were preparing to make a second assault on Koth Ridge. The Space Marines vanguard made good headway, but in the face of increasing numbers of Ork reinforcements, was finally driven back. Nonetheless the Space Marines were able to secure a foothold near the landing site.



SCENARIO 9 DEATH BY MOONLIGHT

"Dis is it, Ladz. Now or never, charge da 'umies! Waaagh!"

Warlord Nazdreg, as the Space Marines opened fire on his warband

THE SECOND ASSAULT ON KOTH RIDGE, 4082997.M41

The Space Marines presence near the landing site made it very difficult for Nazdreg to use the telly porta. Every time more Boyz arrived through the energy portal they were shot to pieces by the waiting Space Marines. To make matters worse, the Space Marines were ensconced in strength in a commanding position. There was simply no way for the Orks to kick them out after the bloody battles for Barrak Gorge and the landing site had taken such a toll on their forces.

Nazdreg had only once chance left – if he could repair the energy conduit to the power plant in Kadillus Harbour, then he'd be able to use all three power plants together and bring some really heavy reinforcements to the planet – say something like a Gargant, which would be able to stomp all over the Space Marines around the landing site without being destroyed when it appeared. But in order to do this he'd have to break through the defenders on Koth Ridge to reach Ghazghkull and his army.

Even though the defenders on Koth Ridge had been overstretched in order to allow the Space Marines to mount their counter-attack, the Orks had been bled dry in the battles of the previous few days, and it would take the last of their strength to achieve this objective. Nonetheless they would have to try, so under cover of darkness the Orks moved into position to launch a final, desperate attack!

SCENARIO OUTLINE

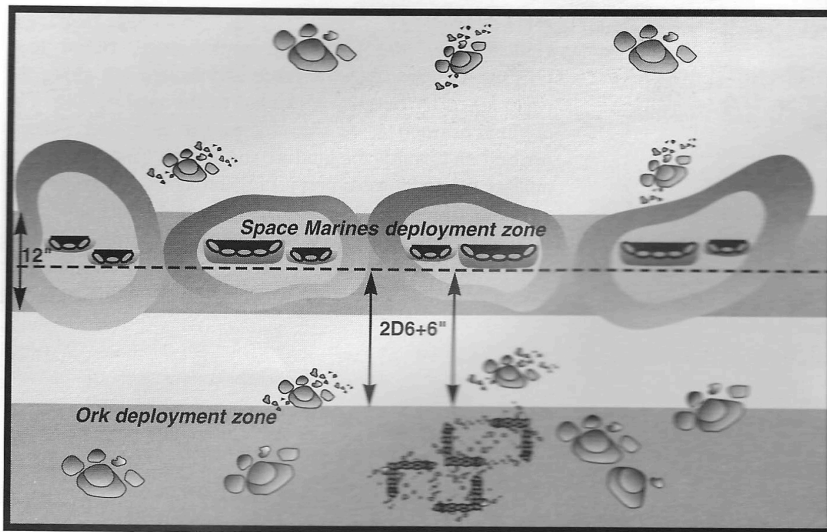
This scenario is based on the battle fought by the Orks to clear a path across Koth Ridge towards Kadillus Harbour. The Orks have used the cover of darkness to get as close as possible to the Space Marines lines, and must launch a quick assault to clear a 'corridor' over the ridge that connects the Orks and Space Marines table edges. The Space Marines simply have to stop them achieving this objective before dawn appears on the horizon.

NOTE: In the actual battle it was Imperial Guard troops that defended most of the ridge against the Orks, rather than Space Marines, and if you wish you can use Guardsmen to defend it in this battle (see the Space Marines Battle Briefing for more details). If you don't have an Imperial Guard army available, then just use Space Marines instead. The notes below apply equally to Imperial Guard or Space Marines defenders.

RECON REPORT

This game needs to be played on a fairly large table (5' by 4' is pretty much the minimum). As you can see from the map on the next page, the Space Marines occupy an ideal defensive position, namely the hills of Koth Ridge across the middle of the table. Apart from this the terrain is fairly open, consisting of small rocky outcrops, low hills, and some ruined buildings.

At this stage the Space Marines have not had enough time to fortify their positions, so they won't have any bunkers, bastions or such like. However they have been able to 'dig in', meaning that they've been able to dig themselves foxholes and pile up earth and rocks to use as defensive barriers. The terrain making guide on page 26 has notes on how to represent these features and the effects they have on play. Any Space Marines deployed on Koth Ridge may set up 'dug in' if the Space Marines player wishes.



HISTORICAL FORCES

DARK ANGELS ARMY

Interrogator-Chaplain Sarpedon with Krak grenades, Melta bombs, digi-lasers and a power sword

Lexicanium Hebron with force sword

Veteran Sergeant Menelaus is equipped with a jump pack, power fist, hand flamer and some Melta bombs

Veteran Sergeant Dominus with power sword

Devastator Squad Annihilus with 2 heavy bolters, 2 heavy plasma guns and power fist for the Sergeant

Tactical Squad Dominus with plasma gun and lascannon
Scout Squad Erinyes with chainswords and 1 heavy bolter
Assault Squad Menelaus with jump packs, 1 power fist, 2 power swords, 2 plasma pistols, 6 chainswords, 1 hand flamer

Note that this setup is very similar to the setup for Scenario 4, *Hold the Line*, except that the ridge line now occupies the centre of the table.

Space Marines Deployment: The Space Marines set up first, and may deploy anywhere within 6" of the centre line of the table, along Koth Ridge. Note that the Space Marines can deploy as close to the edges of the table as desired (rather than having to be at least 12" away as is normally the case).

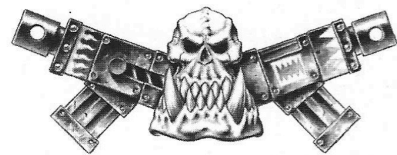
Ork Infantry Deployment: The Orks set up second. Orks on foot may deploy anywhere from their table edge to a line that is 2D6+6" away from the centre line of the table (i.e. 8-18" away from the centre line). Note that, like the Space Marines, they can deploy as close to the edges of the table as desired. Blood Axe Kommandos may not infiltrate.

Deploying the rest of the Orks: Ork vehicles, Boar boyz, support weapons, and characters riding bikes or boarz enter play on the Orks' first turn. They may enter play anywhere along the Orks' table edge that is at least 12" from the table edges. Vehicles enter at combat speed, and infantry may run or charge as normal, on the first turn.

Game Length: The Space Marines have the first turn. The battle lasts a random number of turns. Starting at the end of the Orks' third turn, roll a D6 at the end of every player's turn. If the roll is under the game turn number, the battle has ended. Note that this may mean one side has an extra turn.

For example: At the end of the Orks' third turn the battle ends on a roll of 1 or 2. At the end of the Space Marines' fourth turn the battle ends on a roll of 1, 2 or 3. If the battle still goes on, it will finish at the end of the Orks' fourth turn on a roll of 1, 2 or 3 and so on

Victory Conditions: In order to win, the Orks must be able to trace a straight line from their table edge to the Space Marines table edge. This path must pass within 8" of at least one Ork model but not within 8" of an enemy model. The line must not be longer than the width of the table plus 1' (i.e. on a 4' wide table the path from edge to edge could not be more than 5' long).



ORK FORCE

- Nazdreg with Spike arm, kustom force field*
- Mekaniak Grodmek with bolter*
- Painboy Lurksnag with bolter*
- Bigboss Gurbad with 'eavy armour, Kombi-weapon (bolter/melta) and power fist*
- 10 Goff Skarboyz with chainswords*
- 10 Kommandos with power axes*
- 10 Bad Moon Boyz with bolters, 1 plasma gun*
- 3 Deathskulls Lootas with kustom kombi-weapons*
- 3 warbikes, 1 Scorcher and 1 warbuggy with multi melta*
- 1 Dreadnought with 2 power claws, lascannon, heavy bolter*
- 3 warbikes, 1 wartrak with lascannon and 1 war buggy with multi melta*

AFTERMATH

The Orks managed to sneak very close to the Space Marines lines before they were spotted. A vicious, close range night battle ensued, with no quarter being asked or given. For a while as the battle swayed to and fro it looked like the Orks might clear a path across the ridge and link up with the Orks in Kadillus, but a desperate last minute counter-attack sealed the biggest breach in the defenders' lines, and when the sun rose, Imperial Guard tank detachments arrived to drive the Orks back off the ridge. Nazdreg's attack had failed and the Orks would soon be utterly crushed by the approaching Dark Angels Chapter.

APPENDIX

ORK SPECIAL CHARACTERS

GHAZGHKULL MAG URUK THRAKA, GOFF WARLORD

135 points + cost of Wargear

Ghazghkull was once just one of the ladz on the Ork world of Urk. However, during a raid, his skull was caved in by a bolter shell, almost killing him. Amazingly, he showed remarkable resilience, even for an Ork, and survived until 'Mad' Doc Grotznik managed to patch the wound with an adamantium plate.

Whilst he was recovering from his injury Ghazghkull claimed that he was an emissary of Mork and Gork, whether this was a delusion caused by the injury or the truth is a matter of conjecture. Whatever the reason, Ghazghkull is now an Ork with a purpose – to unite the whole of Orkdom in a massive Waaagh! and sweep away all the other races in the galaxy.

Ghazghkull has twice fought major conflicts against the Imperium. Shortly after his Waaagh began, he invaded the Hive World of Armageddon. His armies crushed all resistance but as they prepared to conquer the planet they were foiled by the timely intervention of Space Marines from the Blood Angels, Ultramarines and Salamander Chapters.

After Armageddon, Ghazghkull was believed to have died, but his nemesis, Commissar Yarrick, tracked the Warlord to the Squat world of Golgotha. There, Ghazghkull had again subjugated most of the population and in one savage battle managed to capture Yarrick. However, the ever resourceful Commissar escaped his arch-foe's clutches and managed to bring the forces of the Imperium into the attack. Ghazghkull was forced from the world but once again escaped the retribution of the Imperium.

Now Ghazghkull has allied his immense forces with those of Nazdreg. Using the telly porta, Ghazghkull plans to engulf the galaxy in a tide of green-skinned warriors.

	M	W	S	T	W	I	A	Ld
Ghazghkull	4	7	6	4	5(+1)	4	5	3 10

Weapons: Bolt pistol, power sword, Frag & Krak stikkbombz and a kustom blasta.

Armour: Ork mega-armour with targeter (2+ save, 4+ unmodified re-roll if first save is failed).

Wargear: Ghazghkull may have up to three Wargear cards, one must be his Kustom Blasta and another his Adamantium Skull.

He may be given additional wargear from the Armour, Assault Weapons, Special Weapons and Stikkbombz Wargear lists in Codex Orks.

Special Rules: Once per battle, Ghazghkull may call upon the power of the Waaagh! He may do this at any time, including during his opponent's turn. As soon as he does so, any fleeing Orks immediately rally.

For the remainder of that player's turn and the next, Ghazghkull is immune to all damage including vortexes, psychic powers etc. In addition, all Orks, including Ghazghkull, receive a +1 modifier in hand-to-hand combat.



**NAZDREG UG URDGRUB,
BAD MOON WARLORD**
125 points + cost of Wargear

Nazdreg, as a Bad Moon, is filthy rich and loves to show it. His armour is the most ostentatious, his guns the blaziest and his followers the best equipped. Travelling aboard his space hulk, *Scylla*, he has looted and raided his way across most of the galaxy. Not only is Nazdreg a brilliant leader but he is also a cunning strategist and tactician (especially for an Ork!).

It has long been considered that he would be an adversary every bit as deadly as Ghazghkull if he were ever to start a Waagh, but until now he has only been concerned with gathering more booty and teef to increase his already immense wealth.

It was in a Squat mining colony on an unnamed asteroid that Nazdreg first encountered Ghazghkull. It was not a pleasant meeting, as both were after the valuable technology hidden there. With all the defenders wiped out, Nazdreg and Ghazghkull came face-to-face. After spending a few minutes bouncing blows off each other's mega-armour, the two Warlords stepped back and eyed each other up. A truce was made and the two forged an alliance that would make Ghazghkull ruler of the galaxy and Nazdreg the richest Ork ever (by a long way).

The Ork Nobz stood in the dark shack. The huge form of Nazdreg could just be seen through the darkness as the Bad Moon sat on his throne. His gaugled face looked at the Orks one by one.

"So, wot yer is tryin' to tell me is da humies still have da power plant."

All the Orks bowed their heads, none of them wanting to catch his eye incase they were singled out as the victim of his legendary wrath.

"Right den!" growled Nazdreg as he started to stand up. At once hordes of Gretchin were there to help him to his feet. The Warlord's massive form towered above everyone else in the shack.

"Fuggit, git me shoota," he said while glaring at the other Orks. "We is goin' to show 'em how it's done."

Now that they have joined forces and if their test of the telly porta is successful, the galaxy will shake beneath the ironshod boots of these two mighty warlords.

	M	WS	BS	S	T	W	I	A	Ld
Nazdreg	4	6	6	4	5	3	5	3	9



Weapons: Bolt pistol, power fist, Frag & Krak stikkbombz and a kustom shoota.

Armour: Ork mega-armour with targeter (2+save, 4+ unmodified re-roll if first save is failed).

Wargear: He may have up to 4 Wargear cards, one must be his Kustom Shoota, the others can be chosen freely.

Nazdreg may be given additional wargear from the Armour, Assault Weapons, Special Weapons, Heavy Weapons and Stikkbombz wargear lists in Codex Orks. Note that Nazdreg's special ability to take more Strategy cards than normal is not used in these scenarios.

DARK ANGELS SPECIAL CHARACTERS

DARK ANGELS VETERAN SERGEANT NAAMAN

125 points including cost of Wargear

Naaman was instrumental in defeating the Orks on Piscina IV. After the Dark Angels' first scouting attempts were thrust back by the weight of the Orks' advance, it was Naaman alone who escaped Nazdreg's pursuing horde. His trials in the wilderness and battles against the Orks toughened him more than any training ever could and when he reached Koth Ridge, he was the equal of any of his superiors in combat. Led by Naaman, a team of highly trained and equipped Scouts managed to break through the Orks' defences and discover the truth about the attack. It was Naaman who transmitted vital details to the Techmarines about the telly porta and then called in the forces of the Deathwing to attack the Ork landing site. He fought off vicious Ork attacks to hold up their reinforcements before he was finally killed by an exploding Ork Dreadnought.

	M	WS	BS	S	T	W	I	A	Ld
Naaman	4	6	6	5	5	2	6	2	10

Weapons: Chainsword, Frag, Krak & Plasma grenades, Melta bombs and photon flash flares. Naaman also carries a Master Crafted Bolt Pistol.

Armour: Power armour (3+save).

Wargear: Naaman carries a Master Crafted Bolt Pistol, scanner, Cameleoline and a teleport homer (see the Wargear book for details). He is equipped with a silencer for his bolt pistol and a silentium. Details can be found in the appropriate scenario. He may take no other wargear.

Special Rules

Evade Detection: Naaman is adept at avoiding the attention of enemy skirmishers and guards, is able to duck into cover, move out of sight or close in with startling speed. This is used in the *Shadow Warriors* scenario.



If an Ork sentry moves into a position where they could possibly spot Naaman he is allowed to immediately move up to D6". He can move in any direction (possibly moving further away so he is out of visibility range and so on). Naaman's final position is used to determine if the sentry spots him. He can use this skill to charge the sentry in close combat, this is resolved as normal and Naaman gets the +1 bonus for charging.

Maximise cover: Naaman can make the best use of any available cover to avoid being spotted. Combined with his Cameleoline armour, he can literally disappear from sight. This is used in the *Shadow Warriors* scenario. When a sentry rolls to spot Naaman he counts as in one 'grade' more cover than normal. If he is in the open he counts as in partial cover and if he is in partial cover he counts as in total cover. This has no effect if Naaman is in total cover to start with, and only counts for spotting not shooting.

Brush Aside Blow: Naaman is adept at using his Cameleoline to distract opponents, giving him valuable time to counter their attacks and maximise the protection of his power armour. Naaman ignores the first hit he suffers in any round of hand-to-hand combat.

DARK ANGELS MASTER BELIAL

180 points + any additional Wargear card

Belial is Master of the Dark Angels' Third Company. He rose to the rank of Master whilst fighting against the Black Crusade of Furion, a Chaos Lord of Khorne. Belial defeated Furion in single combat whilst his brave company tore apart the attacking Chaos hordes with heavy weapons fire. In recognition of his superior skills, Grand Master Azrael presented Belial with an ornate power sword, an artefact dating back to the founding of the Chapter.

On Piscina IV, Belial's company was assisted by squads from the Deathwing and Scout Company. Although he faced an awesome Ork invasion, his brilliant mind allowed him to contain the attack until it could be destroyed. It is said that Ghazghkull now seeks vengeance against him, with a hatred almost equal to that which the Warlord once reserved only for Commissar Yarrick.

	M	WS	BS	S	T	W	I	A	Ld
Belial	4	7	7	5	5	3	8	3	10

Weapons: Power sword, power fist, bolt pistol with a Seeking Ammo shell, Plasma pistol, Frag & Krak grenades and Melta bombs.

Armour: Power armour (3+ save) and Displacer Field (3+ unmodified save, displaces D6" after save).

Wargear: Belial can have up to three Wargear cards. The first two are his Displacer Field and Seeking Ammo. The third can be chosen freely from the Wargear cards.

Special Rules

Hates Orks: Belial is determined to rid Piscina of the Orks for good! He is therefore subject to the rules for Hatred when fighting against Orks.

Counter Charge: Belial's reflexes are superior to even the heightened ability of a normal Space Marine and he can react quickly to enemy attacks. Enemy models receive no close combat bonus for charging Belial as he leaps forward with equal ferocity!

MAKING TERRAIN

To get the most out of this scenario pack it would be a great idea to make some of your own terrain for the different scenarios. You already have the excellent power plant model included in the pack but there are more terrain features that you can create to make your battles as authentic and fun as possible. Making terrain not only means that your battles will be more realistic but gives you some great new pieces of terrain to use in other Warhammer 40,000 battles.

Feel free to include any terrain you have available and think is appropriate. Perhaps you have a rocky escarpment which would make an ideal section of Koth Ridge, or maybe you might like to spend a bit more time making the half-ruined Dark Angels Basilica.



Just some of the many items that gamers use when building terrain.

WHAT YOU WILL NEED

There are a few things that are essential for terrain making. You will never get anywhere without a craft knife, ruler, pencils, scissors, superglue and PVA glue. Once you have all that in front of you, all you will need is the stuff that you actually build the terrain from.

'DUG IN' TERRAIN

The first thing you should start making is 'dug in' terrain. This is used in many of the scenarios and represents the Imperial defenders' hasty attempts to build themselves defensive barriers. This vague description gives you the perfect opportunity to let your imagination run wild. Dug in troops may be behind fox holes, piles of earth, barricades, or stacks of logs. The main point of 'dug in' terrain is that it should be linear so that enemy troops will be able to get around it to shoot and attack from the sides and rear with no penalty.

These features are quick and easy to make and over a weekend you can probably construct enough for this scenario pack and future games of Warhammer 40,000.

ORGANISATION

Remember that you don't have to completely finish one piece before you move onto another. Try to organise yourself so that you have, say, five or six terrain pieces drying overnight ready to be sanded and painted the next day.

It is very important to plan your terrain before building it. You are making terrain for a gaming table so it would be wise to keep putting models next to your project to see if they fit in correctly. Barriers should be tall enough to give models cover, but small enough to let them see over. If you have a pile of earth that only covers a Space Marine's feet and then claim he is in hard cover, your opponent will rightly disagree, so make them the right size.

There are many arguments for different sizes of terrain. More smaller pieces allow you a greater flexibility, but fewer, larger pieces take less time to make. A mixture of small pieces and some larger scenic items is the best compromise. This enables you to make quite a lot of terrain in a short time, but also gives you the flexibility to construct interesting and varied battlefields.

LOG STACKS

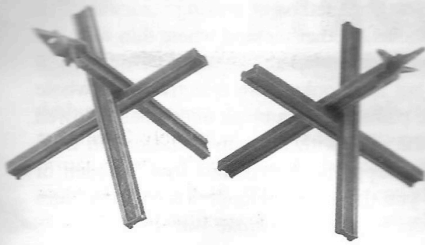
These are dead easy, all you need is a base and some suitable sticks. Sticks can easily be found in the garden or even on street pavements, as long as you don't mind quizzical looks from passers by!

After collecting a good number of sticks you should wash them and then leave them to dry. To make them more like logs, strip off any little bits sticking out. You can also shave parts with a modelling knife to make them look as if they've been sawn down.



Instead of logs you could always use small pipes to add a more futuristic effect to your battles.

The base can be made from cardboard, but plasticard, which is sold in most hobby shops, is best. Once the sticks have dried they can be glued to the base in interesting stacks. Remember these are gaming terrain features so compare them with some models to get the size right. After the glue has dried you can undercoat the whole thing black and then using successively lighter shades of brown drybrushing to make them look like large logs rather than sticks (or if you're lazy, leave them in their natural colour).



As an alternative to palisades you could always build tank traps, such as those pictured here.

PALISADE

A palisade is very much like a log pile, except that one end of the sticks is cut flat and the other is sharpened with a knife or pencil sharpener. These are then glued to the base in an upright position. For that extra menacing look, have the stakes pointing slightly outward so that attackers have a spiky overhang to fight against.

CRATES AND BARRELS

Many of the scenarios are played around power stations and ruined towns. One of the easiest and most atmospheric terrain pieces you can make is a stack of crates and barrels.



Your scenery will always look better if you take time to add features such as rocks and grass to its base.

Crates can be made simply from thin card folded and glued into box shapes. Extra detail such as locks, bolts, and the crate's contents can be added with small pieces of wire to make it all look even better. A top tip from Andy Chambers is to use layers of corrugated cardboard stuck on top of each other, which gives you a nice stack of pallet-type boxes with very little effort.

The best way to make barrels is to use copper pipe connectors with plastic Warhammer shields glued to the ends. Pipe connectors can be bought from hardware shops. Both crates and barrels can then be glued onto bases to group them together and create barricades or fuel dumps. Having the odd stray weapon propped up against them, or an open crate with its contents showing is also a nice touch.

Adding extra details, such as the Space Marine badges on the ammunition boxes, makes your scenery look even more realistic.

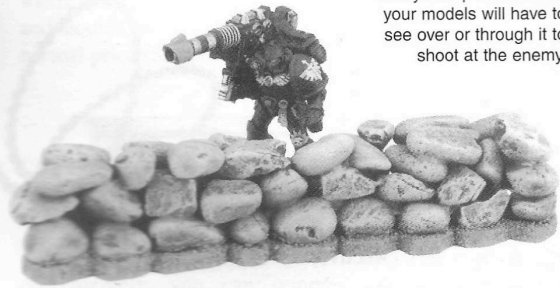


ROCK PILES

Rock piles are as easy to make as log piles. When you are collecting your sticks, have a look round for some nice sized pebbles and stones as well. These can be glued to a base with superglue, perhaps adding some filler to the gaps to show hastily cemented boulders making up the wall.

Once it is dry, undercoat it with black and then drybrush with successive shades of grey. Spots of lichen can always be added by using PVA glue to stick flock onto the pebbles.

When creating scenery always keep in mind that your models will have to see over or through it to shoot at the enemy.



PILES OF EARTH

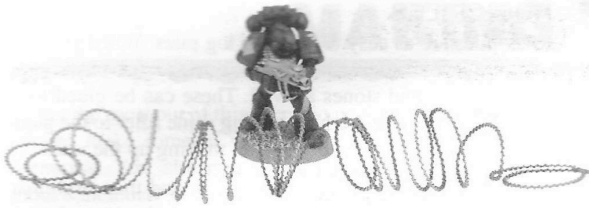
Piles of earth are the most difficult piece of scenery to make but they also look the most effective. To make them you will need some cardboard or plasticard for a base, polystyrene, ready mixed filler, sand or textured paint and of course your ever useful bits box.

The first step is to carve a rough wall shape out of polystyrene using a hot wire cutter or craft knife. Try to make the shape rounded to show that it is made from packed dirt rather than stone or concrete.

Now glue your shaped polystyrene blocks to a base and cover them in ready mixed filler, trying to retain the smooth appearance. Leave the terrain to dry overnight and use watered down PVA glue to stick sand to the surface (or you could paint them with textured paint). Once this is dry you can then start painting your model. Again a black undercoat is probably best, with successive layers of drybrushing to highlight its surface to the rough medium brown colour of earth (or whatever colour the ground is on your games table!).

These techniques are very similar to those used to make craters in Games Workshop's *How to make Wargames Terrain* book. Extra detail such as wreckage in the earth (bits of vehicle, broken spades etc) and wooden boards holding back the soil can be made from card or balsa wood and added to make the model look even better. Stick these into the filler while it's still wet to make them look firmly embedded in the dirt. You can also add patches of flock to represent grass and weeds caught up with the digging.

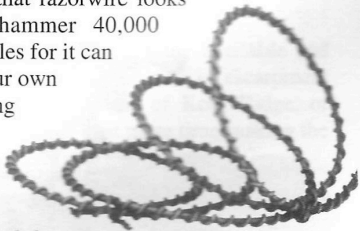
Fox holes can be made in the same way except by making lots of small alcoves that fit a single model. Fox holes often have camouflaged netting over them, which can be made with paper or small plastic netting (like the stuff you can sometimes buy oranges in). You can also use gauze bandages for netting, stretched out a bit to make the mesh slightly wider.



With its flesh-tearing coils making it difficult to negotiate, razorwire is one of the most effective barriers on the Warhammer 40,000 battlefield.

RAZORWIRE

There is no denying that razorwire looks dead good on Warhammer 40,000 battlefields. Special rules for it can be invented within your own gaming groups (making it count as an obstacle is usually enough of a pain for the enemy!), but the main reason for having it is that it looks very effective.



Making it could not be easier. You will need some kind of base, sheets of aluminium mesh, and plastic slottabase sprues. The base for your razorwire can be made from plastic card and aluminium mesh can be bought cheaply from hardware and car shops for about £1 per sheet.

Cut your plasticard into an appropriate shape and then glue the slottabase sprues onto it – only the cross-shaped part of the sprue is used. The aluminium mesh can then be cut into long thin strips and coiled around a thick marker pen.

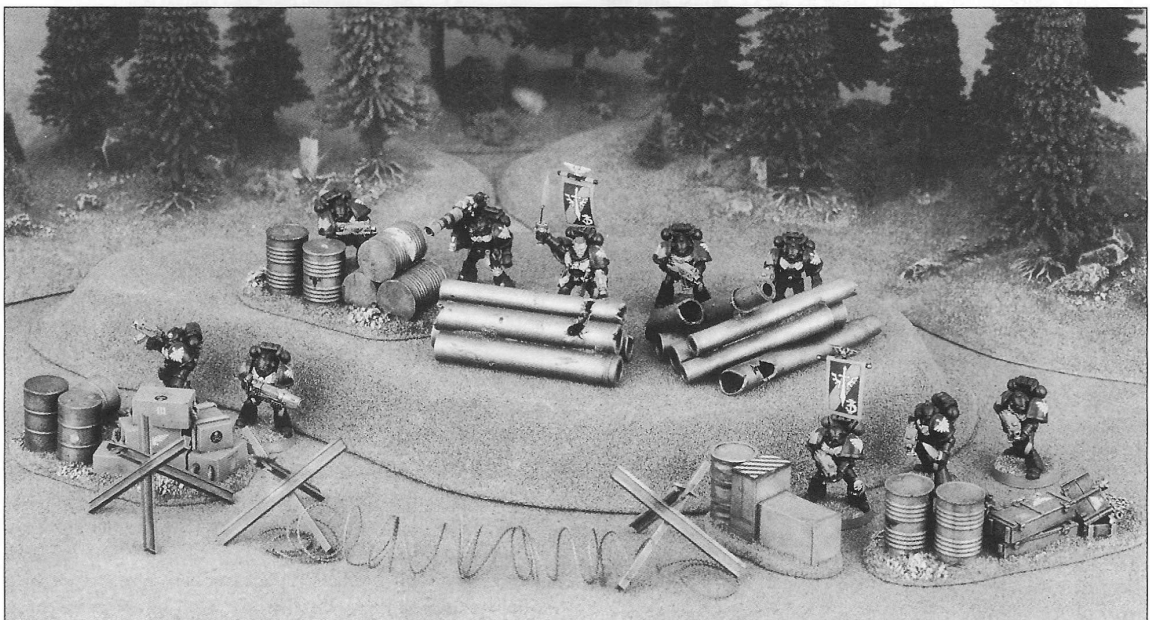
Make the coils look loose and springy if possible – this also means a little wire mesh covers quite a long way. You can then glue this onto the sprues to complete your razorwire model.

Of course this is just one method of making razorwire. The close-up below shows another method where thin wire has been carefully twisted around thicker wire. This takes a little more time but also looks more effective! The whole thing can then be painted with a black undercoat followed by drybrushing the wire with Boltgun Metal or Tin Bitz. You can paint the supports so that they look wooden or metal, whatever you think looks better. These techniques are described in the book *How to Make Wargames Terrain*, which also shows ways of using razorwire in combination with different scenery.

WOODS, HILLS, AND OTHER STUFF

Inspiration for your own terrain can come from magazines, books or films. You can either copy these ideas or design your own. Trees can be bought in Games Workshop stores, while buildings can be made from a wide range of materials. How many times have you bought something and wondered what to do with the interesting polystyrene packing material! A bit of textured paint and detail could turn them into gothic Imperial buildings or ruined strongholds. Rocks and ruins are frequently used in the scenario battles. You should already have some ruins from the Warhammer 40,000 boxed game and rock/rubble can be made from stones and gravel found in the garden (just make sure you wash them first).

If you are serious about making some really good terrain then Games Workshop's monthly magazine *White Dwarf* and the book *How to Make Wargames Terrain* show you how to make all sorts of terrain. They also give invaluable tips on avoiding some of the more annoying pitfalls and problems you may encounter. These helpful guides will show you how to make ruined buildings, your own power plant, fences, strange alien plants and loads of other stuff. Your imagination is the only real limit to what you can do.



The Dark Angels prepare for battle behind their hastily gathered defences.

PLAYING A CAMPAIGN

Although the scenarios in this pack have been designed to stand on their own, many players will want to re-fight the invasion of Piscina IV as a campaign. In this way your victories (and defeats) in one battle can affect later battles and even the outcome of the whole conflict! Rather than provide an exhaustive system of how to do this, we have come up with some suggestions to help players to create their own campaign system. We're sure that you've got loads of ideas and we wouldn't want to deny you the chance to use your creativity to the full!

The Piscina invasion basically breaks down into two parts – Ghazghkull's war and Nazdreg's war. Although the battles of both Warlords affected the overall outcome of the campaign, there was little direct link between the two. So, dividing the conflict into two smaller campaigns is probably a good idea to begin with.

CHARACTER RECOVERY

If one of the special characters is reduced to 0 wounds in a battle they should be removed as normal and count as lost for the purposes of victory points. However, these toughened individuals have a knack for survival and may not actually be killed. Roll a D6 on the following table after the battle for each special character reduced to 0 wounds. Of course, you may like to apply this to other characters as well, if you have gone to the trouble of naming them and giving them some background.

D6 Result

1 Really, Truly Dead!

The character will be remembered, but cannot be used in any later battles. If Naaman is killed, someone else will be equipped with a scanner for the *Revelations* scenario. If Belial is killed, the Space Marine army may not include a commander in any future battles. If one of the Ork Warlords is killed, the Orks under his control will break into disparate mobs and the various Bosses will fight with each other for overall command – easy prey for the Dark Angels! If one of the Warlords is really, truly dead then the Orks have lost the campaign. This may seem drastic but Nazdreg and Ghazghkull are very hard and there's only a slim chance that this will actually happen.

2-4 Badly Wounded!

The character survives their injuries but their prowess is somewhat diminished. A badly wounded character has their Toughness reduced by 1 point for the next battle they take part in. If they survive that battle, then they recover to full health again.

5-6 Sterner Stuff!

The character was only temporarily incapacitated: knocked down by the blast, stunned by the blow, or whatever. After the battle is finished they fight their way back to their own lines in time for the next battle with no significant harm done!

GHAZGHKULL'S WAR

IF YA WANT SUMFIN' DONE...

You should play Scenario 1 exactly as given. If the Orks win, then proceed with the campaign as normal. If the Orks fail to capture the power plant, Nazdreg's forces will sorely miss their reinforcements. Any army in Nazdreg's war must pay triple cost for vehicles and boarz in the scenarios where they normally cost double (Scenarios 4, 6 and 7), and double the cost in the scenarios where they are at normal price (Scenarios 8 and 9).



Alternatively, you can remove any Reinforcements Strategy cards the Orks get, or reduce the size of any reinforcements and reserves they can pick.

DARK CATHEDRAL

This scenario can be played quite a few times to represent the to-and-fro of the conflict in Kadillus Harbour, with possession of the Basilica indicating who has a greater control over the whole city. The Dark Angels are the initial defenders.

If an attacker wins, that army then becomes the defenders and in the next battle they have the surviving troops from their attacking force plus 200 points of reinforcements to defend against the counter-attack.



If the defender wins they also start with the survivors and gain 200 points of reinforcements to defend against the next attack. At any time the player whose army is attacking can decide not to attack and the Basilica will stay in enemy hands. You should then proceed to Scenario 3.

For every Ork victory, fewer troops will be available to reinforce Koth Ridge. The Space Marines lose 5% of the points from their reinforcement army for every successful Ork attack or defence.

For every Dark Angels victory, the Space Marines buy themselves valuable time to reach Koth Ridge. One reinforcing unit in *Hold the Line* may arrive a turn earlier than normal – a unit can never arrive more than one turn earlier, regardless of the number of victories the Dark Angels achieve.

NAZDREG'S WAR

CUT AND RUN

Play this scenario exactly as stated. If the Space Marines do not escape, they must try again (and again, and again...). For each time this battle is fought after the first time, the Orks may add 10% to the size of their armies in the remainder of the campaign.

For example, if the Space Marines didn't escape until the third battle, all Ork armies are increased by 20% for the remaining battles as more reinforcements arrive.

HOLD THE LINE

Bearing in mind the results of the *Dark Cathedral* scenario, this battle should otherwise be fought as written.

SHADOW WARRIORS

Play this scenario as written, taking into account any changes to the Ork forces due to earlier battles. If the Space Marines do not break through, they must try again (and again, and again...).

Once the Space Marines have successfully penetrated the Ork lines, roll a D6. If the score is under the number of attempts it took then Ghazghkull has managed to break out of Kadillus and will attack Koth Ridge as described later.

For example, if it took three attempts to break through, Ghazghkull will break out on a roll of 1 or 2.

REVELATIONS

Play this scenario as written, taking into account any changes to the Ork forces due to earlier battles. If the Space Marines are victorious, the Orks lose any bonus they had to their army size due to earlier victories. If the result is a draw, proceed with the campaign as normal.

If the Orks win, the Space Marines will not know to cut the power lines and will be overwhelmed when Nazdreg captures Barrak Gorge. The Space Marines therefore lose the campaign (you may like to continue with Epic 40,000 battles).



BATTLE AT BARRAK GORGE

Play this scenario as written, taking into account any changes to the Ork forces due to earlier battles. If the Orks win, proceed with the campaign as written. If the Space Marines score more victory points than the Orks, Nazdreg has 10% less troops to assault Koth Ridge and defend the landing site. In the final two battles, the Ork forces are reduced by 10%.

COUNTER-ATTACK

Play this scenario as written, taking into account any changes to the Ork forces due to earlier battles. If the Space Marines capture either the power plant or the portal, the Ork forces attacking Koth Ridge in the final battle are reduced by 10%. If the Space Marines win on victory points, proceed as normal. If the Orks win, they are able to bring on more reinforcements and gain an additional 10% for the final assault in Scenario 9.

DEATH BY MOONLIGHT

Fight this battle as written, taking into account the results of all the earlier battles. If Ghazghkull managed to break out of Kadillus he arrives behind Koth Ridge at the start of the battle with 1,000 points of troops (remember he doesn't have anything more than Boyz though). If the Space Marines win, they have won the campaign as the Orks are dispersed. If the Orks win, they win the campaign. Of course, there's nothing stopping you continuing the battles if the Orks win, charting their successes in Epic 40,000 against the might of the Dark Angels Chapter.

USING OTHER ARMIES

Although the main protagonists of the *Piscina IV* invasion were Orks and Dark Angels Space Marines, the scenarios in this pack can be used with almost any force (in fact, Koth Ridge was mostly defended by Imperial Guard). Since many of the armies used in the scenarios are points based, a certain amount of balance is already present. However, some troops will be better in certain situations regardless of their points cost. The following notes detail how to use Chaos Space Marines and Imperial Guard instead of the two armies originally used, but using the guidance below you could just as well use Eldar or Tyranid armies instead.

Chaos Invaders

A Chaos Black Crusade makes a good substitute for the invading Orks. Rather than a telly porta, they will have a warp portal to gain access to the planet. The Chaos army will be seeking to secure ancient sites on the planet which will channel more energy into the portal (instead of power stations). Generally the much higher points value of Chaos troops will put a lid on the more excessive forces available, and restrictions on mounted models and vehicles apply to them exactly as they do to the Orks (no Daemon-possessed predators in Scenario 1, for example!).



Unlike the Orks, Chaos forces may have limited access to a level 1 psyker, but to maintain balance it's advisable to keep to this limit. Perhaps in the larger battles a level 2 Sorcerer may be on hand, but there should never be more than one psyker in the Chaos army.

In terms of special characters, you could possibly substitute Khârn the Betrayer, Huron Blackheart or Fabius Bile for one of the Warlords, but not more than one. It's a good idea to create your own Chaos Lord to lead the other contingent, keeping his cost down to 150-175 points at the most. Abaddon the Despoiler is another option, but be prepared for someone like him to dominate the battles he is involved in.

In particular, keep a careful eye on the troops used in the *Shadow Warriors* scenario. It may be a good idea for the Chaos player to field cultists from the subsidiary army lists as sentries and have D6 Chaos Space Marines in each camp (at the most!).

Daemons should also be limited in some fashion, perhaps you should restrict their use to the assaults on Koth Ridge and maybe the *Counter-Attack* scenario. Again, we should say that in some situations troops such as these will be disproportionately effective compared to their points cost.

Other than that, it's pretty much anything goes. Will another world of the Imperium fall into the vile hands of Chaos? You'll be able to fight it out for yourselves!

Imperial Guard defenders

As mentioned in two of the scenarios, there was an Imperial Guard presence on *Piscina IV* during the invasion and there's nothing to stop you finding out what might have happened if the Dark Angels had not been present. Generally the Imperial Guard can be substituted fairly simply into all the scenarios. You should use Ratlings and Rough Riders instead of Space Marine Scouts and Bike squads in the skirmish scenarios, for instance.

One thing to bear in mind is access to vehicles. Many of the Battle Briefings state that only a certain proportion of your points (or even none at all) can be spent on support. However, because of the unique organisation of the Imperial Guard this would not prevent you turning up with a Leman Russ or two! Generally, when support is banned altogether, no heavy vehicles should be allowed at all, except perhaps a solitary sentinel (which fulfils a Land Speeder's role for the Imperial Guard).

When support is limited, you should limit the amount of auxiliary vehicles you can take in a similar way – if support is limited to 25% rather than 50%, you can only have an auxiliary vehicle for every two Imperial Guard squads, rather than each one.

In many of the scenarios the Space Marines have no commander, and this equally applies to Command HQs. Rather than a Captain or Colonel, the army must be led by one of your Command Squads. Note that this does not mean that an ordinary Command Squad has access to items usually reserved for Command HQ's, like comm-links.

Also note that if you have vehicles capable of making a preparatory bombardment travelling to Koth Ridge from Kadillus, they cannot contribute their firepower as they are far too busy speeding to the rescue.

Oh, and Ogryns will probably be really good at the *Dark Cathedral* scenario, but then that's why the Imperial Guard have them!



Space Marine Honours

The Space Marines fight for the Emperor and for the honour of their Chapter. Every Space Marine bears an army badge, along with numerous honours from individual battles. Only one army badge is displayed at a time, but grizzled veterans of many campaigns can be recognised by their grim resolution and the many kill markings on their weapons.

Piscina IV Campaign Honours

ARMY BADGE

All of the Dark Angels in the Piscina IV campaign bear the crossed swords emblem on the right greave of their armour.



BATTLE HONOURS

These Dark Angels wear battle badges on their right forearms to commemorate individual engagements.



Assault on East Barrens



Defence of Koth Ridge



Siege of Kadillus



Battle of Barrak Gorge

DARK ANGELS BACK BANNERS

These were used to identify various characters during the Piscina IV campaign. You can copy these designs for use on your own character models.



Lexicanium
CHARON



Interrogator - Chaplain
BOREAS



Company Master
BELIAL

CHAPLAIN OF THE 3rd COMPANY



The Chaplain bears a Piscina IV army badge on his armour and also on his back banner.



3rd COMPANY VETERAN SERGEANT



As well as the campaign army badge, this Veteran Sergeant has also been decorated with a purity seal.



DARK ANGELS SPACE MARINE OF THE 3rd COMPANY



This is a Space Marine of the 3rd Company. The dark green armour with red wing motifs on the chest and red bolter casing are standard for the whole Chapter. His left kneepad bears the company badge. The right shoulder pad carries the tactical badge and squad number.



3rd COMPANY
BADGE



All the Space Marines of the Dark Angels Chapter carry a white rendering of the winged sword emblem on their left shoulder armour. This icon also appears on all of the Chapter's vehicles and equipment. Various forms of it also appear on the many banners associated with the Chapter although it is often presented in different colours.