

STOP DA BREAKOUT

As the Orks crashed onto the surface of Armageddon they quickly established a stranglehold on many of the great hives. On Armageddon Secundus the ash wastes were dominated by the Kult of Speed, warbands of incredibly fast and mobile Orks who would ambush, encircle and destroy any who attempted to break out from the besieged hive cities.

The annals that tell of the Third War for Armageddon are replete with examples of how the Imperial Guard fought desperately to defend the hive cities from the endless depredations of the greenskins. As Ghazghkull's Waaagh! gained in strength, essential supply lines were choked out by the swift and savage Orks who dominated the Ash Wastes. Vast warbands of Orks, mounted in buggies, trukks and upon powerful bikes roared across the toxic dunes, hunting down supply convoys and picking off Imperial task forces.

Entrapped within the walls of the hives there was little that the Imperial Guard could do to stem the roving Ork bands. Battlegroups, formed up of troops mounted in Chimeras and supported by battle tanks and other armoured vehicles would attempt to break out – if successful, safe supply lines could be established once again and the tide of the war could be reversed.

This scenario recreates just such a breakout mission. One side (suggested here as the Imperial Guard, but by all means substitute the forces for models that match your own collection) must quickly push out of the city and head for the open plains. The Orks, meanwhile, have to cut them off before they can fight clear – victory will go to the force that remembers its goal.

TABLE SET-UP

This scenario takes place on the outside of one of the besieged hive cities of Armageddon – one board edge should have a scattering of buildings to represent the industrial outskirts of the city, with the rest of the board representing the beginnings of the ash wastes. Consider using low hills, rocky outcrops, dead trees and patches of wreckage to convey the dry, lifeless plains of Armageddon Secundus.

DEPLOYMENT

- 1 – The Imperial player deploys his force along the board edge with the city ruins. All models should be placed within 12" of that board edge.
- 2 – The Ork player deploys two Troops units (including any accompanying transports) and an HQ unit. These are deployed anywhere on the board more than 24" from any Imperial units. The remainder of the Ork force is held in reserve and will become available for use later in the scenario.

FIRST TURN

The Imperial force takes the first turn in this scenario, unless the Ork player can seize the initiative on a D6 score of 5 or 6.

GAME LENGTH

The mission lasts for 6 turns, after which both players calculate the victory conditions to determine who is the winner.

OBJECTIVE

Break Out: The Imperial Guard are attempting to escape from the entrapped hive to lend to the war effort elsewhere. The Imperial player scores a point for each Imperial Guard unit that manages to move off of the board, and the Ork player scores one for each that is destroyed or fleeing. Imperial Guard units still on the board at the end of the game are worth half a point to the Imperial Guard player.

SPECIAL RULES

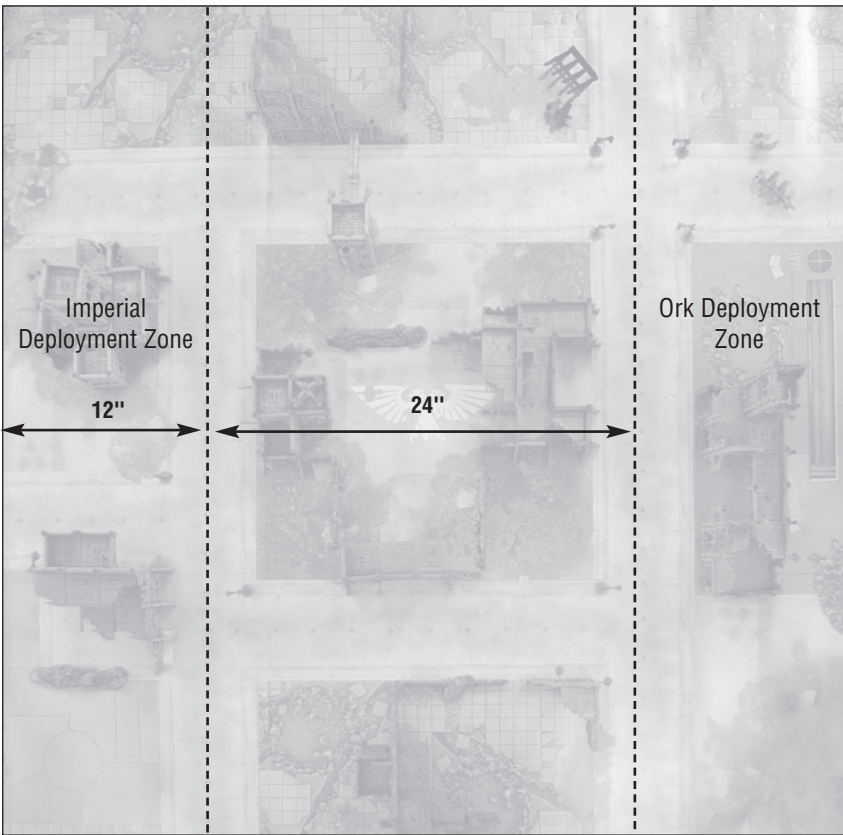
Waaagh! the Outriders: Starting from Turn 1, the Ork player should begin rolling for his reserves. Units that become available can move on to the board from any edge, so long as they do not enter within 12" of any Imperial Guard units.

Fight for Freedom: The Imperial Guard are acutely aware that to flee into the Ash Wastes is to fall into the hands of roving Ork bands or to die of dehydration in the blistering heat. Any Imperial Guard unit may attempt to regroup, even if it is below 50% of its starting size.



The Cadian relief force, led by Colonel Murton attempt to run the Ork blockade around Hive Tempestora.

STOP DA BREAKOUT DEPLOYMENT MAP



THE FORLORN HOPE

Knowing that to win the war for Armageddon, he would need to dominate the hive cities, Ghazghkull made encircling them and overrunning them his first priority. In short order some fell, such as mighty Hive Tempestora – there, some of the greatest heroes of the Blood Angels fought to recapture the city.

In some places, Ghazghkull's plan to capture the major hives of Armageddon were quickly successful. Hive Tempestora was overrun by the cunning of Orkimeses and his fleet of submersibles. In other places, the fighting was harder still, dragging on for months and costing each side tens of thousands of lives as Orks forced their way through curtain walls and into the corpse-choked streets.

To crack open a hive city and push the occupying force out is a monumental task, the kind of meat-grinder that eats men and resources with unrelenting cruelty. To spearhead this assault is to partake in the forlorn hope, the slaughter-make where only the bravest will dare and only the most fortunate can hope to survive.

TABLE SET-UP

This scenario is the battle to gain a foothold back into one of the critical hive cities of Armageddon, and the board should represent the outer defences of the hive. Approximately half of the board should be heavily covered in terrain with lots Imperial ruins providing cover for the defenders.

Finally, the defender places two objectives (these need only be a counter or similar-sized item) between 6" and 12" of the hive-edge of the board.

DEPLOYMENT

1 – The attacker places all of his forces within 12" of his table edge. No units may be held in reserve unless they enter play via deep strike.

2 – The defender then places all of his troops on the board. He may place his models anywhere on the board providing that they are more than 18" away from any attackers. The defender may keep models in reserve, see the special rules for more details.

FIRST TURN

The attack is set and ready, the warriors committed to the forlorn hope have dedicated their souls to the Emperor (or Gork and Mork). The attackers take the first turn.

GAME LENGTH

The duration of the game is determined by the casualties suffered by the attacker. If at any point there are no Viable Units (see below) in play, the defenders win the game.

OBJECTIVE:

Into the Breach: The attackers are willing to risk all to gain a foothold in the city. The attackers win if at the end of any turn there is an unengaged Viable Unit touching either of the Critical Objectives.

SPECIAL RULES

Viable Units: The forlorn hope is all about pouring men and resources into the breach in the hope that they can crack open the defences. Rank is of no consequence and survival is unlikely. A viable unit is any squad or monstrous creature that is unbroken or any vehicle that is mobile and has a Weapon Skill characteristic (so you can't whizz in and steal the objective with a Trukk or super-charged Rhino).

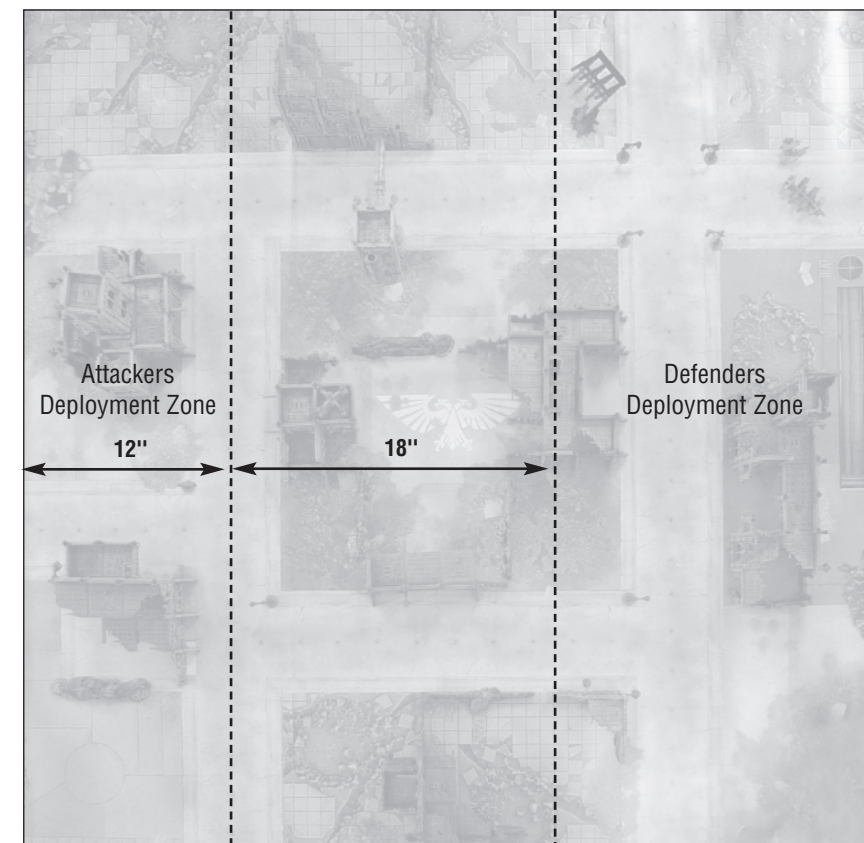
The Bombardment: As the attack is launched command will fire a vast quantity of ordnance at the defenders in the hope of forcing them to keep their heads down. In the first attacker Shooting phase, the controlling player should first resolve the bombardment. Place D6+1 small blast markers on the battlefield and scatter them as normal (Ballistic Skill 2). Models touched by the blast markers suffer a Strength 5, AP 6 hit. Any units that suffer casualties must immediately take a Pinning test.

The Withering Hail: Advancing into breach is tantamount to walking into the jaws of hell – the defenders will pour firepower onto the foe, desperately poking guns over parapets and firing wildly in the hope of whittling down the foe. Before the attacker takes his first turn, every model in the defending force may fire a single weapon with a Ballistic Skill of 6.



Gripped by the black rage, Captain Erasmus Tycho leads the forlorn hope against the Orks in Hive Tempestora.

THE FORLORN HOPE DEPLOYMENT MAP



THE ANGELS OF DEATH

Whenever the battle for Armageddon was at its fiercest and the forces of the Imperium recoiled ready to break, the Adeptus Astartes were there. In a thousand battles or more the champions of humanity faced the greenskin hordes and conquered insurmountable odds to attain the victory. Their presence was a beacon of hope to be beleaguered defenders and their arrival as the coming of the angels of death to their foes.

Although the Space Marines always made a heroic impact wherever and however they fought there is no denying that their greatest effect and most striking presence was when they unleashed a terrible orbital offensive – for then they were angels of vengeance unleashed upon the greenskins. The fear of attack from above, of streaking Drop Pods and the ozone-crackle of teleportation assault was a constant fear for the Orks.

During the Third War for Armageddon, amongst the many Chapters that distinguished themselves the Salamanders earned themselves a reputation for exemplary assaults carried out in this manner. Under the supervision of Chapter Master Tu'Shan strike teams would crash without warning into the midst of Ork armies or encampments and pulverise the foe with bolter and flamer. Ork Warbosses were cut down and hordes of Boyz were slaughtered. These tactics not only destabilised the command structure (such as it was) by removing many of the most powerful Ork leaders, but they also forced the greenskins to act with a caution that they would normally disdain.

This scenario simulates a shock assault by the Adeptus Astartes, the Space Marines plummeting into battle from above (although you could use any two forces). As such it is best to fight it using the rules as found in the Planetstrike Expansion. The key difference is that instead of victory being determined by the attacker seizing objectives, he is instead attempting to cause casualties on the defending force.

PREPARE THE BATTLEFIELD

The table should be set up to resemble the heart of an Ork base camp. Set up plenty of buildings and wreckage to represent the Orks' ramshackle

surroundings. It's perfectly fine to use some fortifications such as bastions and defence guns amongst your terrain too (the Orks are always ready for a scrap, after all), but the most important thing is that the board looks like a ramshackle encampment.

DETERMINE OBJECTIVES

In this scenario the Space Marines are hoping to crash into the defenders with such overwhelming force as to utterly break the morale of the defenders. Terror tactics such as these are the hallmark of the Adeptus Astartes, and a highly effective method of combating the Ork. The attacker wins in this scenario if he can kill all of the HQ and Troop units in the defending force.

ATTACKER PREPARES INVASION

Whilst it is expected (and frankly looks more thematic) if the attacker deep strikes into play with all of his models, it's not always possible to do with your whole army. As such, the attacker can nominate any board edge to be the attacker's drop zone as is normal for games of Planetstrike.

DETERMINE STRATAGEMS

Because there are no specific bastions in this scenario, we have set an arbitrary number of 3 for the number of strategem points that either player may spend.

DEFENDERS DEPLOYS FORCES

The defender may place his forces anywhere on the board (and even hold some models in reserve). The only condition is that all HQ and Troop choices must start in play – there's no hiding off the table and hoping for the best.

ATTACKER LAUNCHES FIRESTORM

This is no true orbital invasion, but rather a shock attack – the attacker only receives D3 blast markers following the Firestorm rules.

LAUNCH THE PLANETSTRIKE

As per the usual rules for Planetstrike, the attacker receives the first turn.

MISSION SPECIAL RULES

This scenario uses the Shock Tactics and Scramble!



THE ANGELS OF DEATH DEPLOYMENT MAP

