

WARHAMMER
40,000

PLANETARY ONSLAUGHT





PLANETARY ONSLAUGHT

INVASION AND CONQUEST IN
THE 41ST MILLENNIUM

CONTENTS

THE FATE OF WORLDS	4	DATASHEETS	76
PLANETSTRIKE	6	Fortifications Datasheets	78
War on All Fronts	8	Aegis Defence Line	79
Planetstrike Missions	10	Imperial Bastion	80
Planetstrike: Planetfall	16	Imperial Strongpoint	81
Planetstrike: Desperate Assault	18	Wall of Martyrs Imperial Defence Line	82
Planetstrike: Seize and Destroy	20	Wall of Martyrs Imperial Defence Emplacement	83
Planetstrike: Stranglehold	22	Wall of Martyrs Imperial Bunker	84
Planetstrike: Forlorn Hope	24	Wall of Martyrs Firestorm Redoubt	85
Planetstrike: Planetquake	26	Wall of Martyrs Vengeance Weapon Battery	86
Planetstrike Campaign	28	Wall of Martyrs Imperial Defence Network	87
STRONGHOLD ASSAULT	30	Macro-cannon Aquila Strongpoint	88
Blood and Stone	32	Vortex Missile Aquila Strongpoint	90
Siege War Missions	34	Fortress of Redemption	91
Siege War: Breakthrough	36	Void Shield Generator	92
Siege War: Bunker Assault	38	Void Relay Network	93
Siege War: All-out Attack	40	Basilica Administratum	94
Siege War: Crossfire	42	Manufactory	95
Siege War: The Big Push	44	Sanctum Imperialis	96
Siege War: Last Stand	46	Shrine of the Aquila	97
Siege War Campaign	48	Munitorium Armoured Container Cache	98
CITIES OF DEATH	50	Twisted Copse	100
No Quarter	52	Skyshield Landing Pad	101
Cities of Death Missions	54	Honoured Imperium	102
Cities of Death Objectives	56	Promethium Relay Pipes	103
Cities of Death: Firesweep	60	Tidewall Shieldline	104
Cities of Death: High Ground	62	Tidewall Droneport	105
Cities of Death: Domination	64	Tidewall Gunrig	106
Cities of Death: Maximum Attrition	66	Tidewall Rampart	107
Cities of Death: Urban Assault	68	Tidewall Gunfort	108
Cities of Death: Isolated Resistance	70	Tidewall Defence Network	109
Cities of Death Campaign	72	Fortification Armoury	110
Planetary Onslaught Campaign	74		

PRODUCED BY GAMES WORKSHOP IN NOTTINGHAM

Planetary Onslaught © Copyright Games Workshop Limited 2016. Planetary Onslaught, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental. British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN: 978-1-78572-201-1

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

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

games-workshop.com



THE FATE OF WORLDS

Across the vast galactic expanses of the Imperium of Man, a desperate war of survival has raged for more than ten thousand years. Countless savage battles are being fought at any given moment – and none rage more fiercely than those fought between an invading army and a desperate defending force.

The entire galaxy is a maelstrom of conflict, where shattered planets are wrestled from one invading force to another in a vicious circle of occupation and overthrow. Somewhere in the distant reaches of space, Tau Empire Fire Warriors exploit their technological prowess to hold back a haphazard avalanche of rampaging Orks; in another far-flung system, Eldar Guardians intone a mournful battle dirge as they give their lives in defence of a doomed Exodite world; across the stars, a brave Astra Militarum garrison battles to the last to repel a horde of heretical Cultists from its city walls.

Here, on the landing grounds, amidst the rubble-strewn streets of shattered cities and across the pockmarked battlements of remote garrisons, defenders must prevail or face losing everything they have fought so hard to preserve, including their very lives. In these battles of survival, the foe can be given no quarter, and no armistice can be brokered.

For the countless billions that dwell in the galaxy, a harsh existence is eked out under the ever-present spectre of invasion from the darkest reaches of space. This imminent menace has loomed over planetary settlers for so long that none can afford to dream of peace and safety – such concepts are beyond their imagination.

Threats are manifold, both from hostile alien life and the servants of the Dark Gods. For every planet newly settled by the Imperium's pioneers, a dozen are in flames.

For the leaders of each settled world, defence is the most vital priority. A planet must be fortified not only with physical battlements and weaponry, but also by those who live there. To successfully protect a world against the myriad hostile threats it may face, each defender must be prepared to lay down their life for the cause, to dogmatically deny every attempt to bring down their walls, and to stand undaunted in the face of the galaxy's most bloodthirsty terrors.





As such, the invasion of an occupied planet is no simple feat. From city block to bunker, the invaders must devote herculean efforts to gaining every last inch of ground. No tactic is off the table; whether it be orbital bombardments that destroy key strategic sites, the deployment of infiltrators who can bring down the planet's defences from within, or simple overwhelming firepower that will reduce a city's fortifications to rubble, a determined invader must make use of every resource they have available if they wish to stake their claim to this territory.



Planetary Onslaught comes crammed with information about how to bring gripping Warhammer 40,000 battles of invasion and conquest to your own gaming table.

This book consists of three sections that detail each stage of a planetary assault, from making planetfall (pg 6), to mounting a siege (pg 30) and clearing the cities (pg 50). Each of these sections comes complete with a set of missions that can be played individually or as part of a campaign (pg 28, 48 and 72).

Each phase of a planetary assault can be played separately, or you can use the new campaign rules included in this book (pg 74) to play an evocative and thrilling campaign that tells the whole story of the invasion, from the moment the first devastating war machines thunder from the skies, to a finale of desperate hand-to-hand fighting across the broken ruins of once-proud cities.

You will also find a number of battlefield terrain datasheets (pg 76-110) that allow you to set up formidable fortifications and blockades to defend against or overcome your opponents.

Honing the art of invasion warfare is an exciting test for every aspiring commander, providing unique challenges, strategies and tactics that you can employ as the battle rages and the shells rain down. Now steel yourself for the carnage to come, and prepare to take your games of Warhammer 40,000 into the most devastating theatre of war the galaxy will ever know.

'Food and drink are secondary. What we need now is faith and ammunition. They are the strength and the foundation of the Imperium. They alone can save us now.'

- Commissar Drask at the Unending Siege





PLANETSTRIKE



WAR ON ALL FRONTS



INTRODUCTION

Welcome to Planetstrike, an alternative way of waging war in the 41st Millennium. These rules supplement the Preparing for Battle section in *Warhammer 40,000: The Rules*, allowing your collection of Citadel Miniatures to battle to the death in a devastating planetary assault.

In a game of Planetstrike, the players take specific roles – one player is the Attacker, attempting to wrest control of a planet, and the other is the Defender, who will do everything to defend it. Planetstrike introduces a whole new set of tactical challenges to the battlefields of the 41st Millennium, and whether you choose to tear the planet from your opponent's grasp or annihilate the crazed invaders raining from the skies, your actions can determine the fate of an entire world.

PLANETARY ASSAULT

Planetary invasions are urgent, swift and terrible affairs, characterised by deafening noise, earth-shattering explosions and the stench of death. Thousands of reckless and battle-hungry warriors plunge downward upon trails of flame and vapour like vengeful angels, pouring from the drop-craft and low-orbiting spaceships that darken the skies above. Megatonnes of ordnance hammer down around these skyborne warriors, their detonations so devastating that the skies themselves seem afire – red, black and blinding white like the fires of hell. Pillars of ghostly light probe the skies, their colonnades all but transforming the battlefield into some vast and surreal shrine to the gods of war. Their touch is certain death to any invader caught in their beams, and red-hot debris rains from the skies as batteries of anti-aircraft guns take their toll.





Below the chaotic skies lies a war-torn landscape chewed up and spat out by the incessant bombardments that precede the invasion. The surreal mudscape is punctuated only by the ruined shells of once-proud buildings and by inviolable strongholds that jut like tombstones from the tortured earth. The comparison is apt, for the doomed soldiers who defend these bastions of order from the storm of violence that threatens to consume them will emerge as corpses or not at all.

The wounded and dying are spread across the tracts of no man's land between these bleak monoliths. Thunderous explosions come from nowhere to tear apart whole platoons, numbing the senses of the survivors so that they stumble into the teeth of the enemy's guns. Above them, attack craft roar across the skies through lattices of ruby-red lasfire and rocket contrails, strafing any soldier who dares stray into the open before screaming off through the flakk to the next war zone. Drop Pods and gigantic landers plummet from the heavens, shaking the ground with their impact before disgorging yet more warriors into the merciless meat grinder of a planetary assault.

It is within this nightmarish and lethal crucible of battle that true heroes are forged, warriors of iron will and exceptional might who march grim-faced through barrages of shrapnel and fire without pause. It is these heroes who determine the fate of the planet, these heroes who defy the enemy to strike him down and tear their prize from his grip. Only the brave or the insane can hope to prosper. The empires of the 41st Millennium were ever built on the deeds of such dauntless individuals, and by their deeds they may yet fall.



PLANETSTRIKE MISSIONS

Planetstrike is truly a war on all fronts, in which the enemy can appear at any time from anywhere – especially from above! A game of Planetstrike allows you to recreate glorious invasions and desperate last stands in the battle-ravaged universe of the 41st Millennium. Will you play the Defender, setting up formidable fortifications and giving everything you've got to repel the invaders? Or will you play the Attacker, raining hellfire and damnation upon the foe before sending an army of your best troops to claim the smoking remains of their strongholds?

PLAYING A GAME OF PLANETSTRIKE

This section presents rules that you can use to explore the kinds of missions that revolve around planetary assaults. These will illustrate the different sorts of tactics used to attack and defend a planet from orbital invasion, and they will provide new tests of your ability as a commander. Tried and trusted strategies will need to be re-thought in the face of new challenges, and you will need to think outside the box in order to secure victory.

In addition to presenting all the rules and stratagems you will need to play a game of Planetstrike, this section also features six missions (pg 16-27) that exemplify the cinematic style of a Planetstrike game, as well as rules for linking them together in an epic campaign of planetary conquest (pg 28).



HOW TO USE PLANETSTRIKE MISSIONS

To play a Planetstrike mission only requires a handful of modifications to the Preparing for Battle section of *Warhammer 40,000: The Rules*, which are described below.

THE ARMIES

In a Planetstrike mission, one player assumes the role of Attacker and the other of Defender. As with any game that puts players in asymmetric roles, we recommend replaying the mission, but switching Attacker and Defender around to test out a different set of tactics on the battlefield.

It is also worth arranging to play a Planetstrike mission in advance so you can both prepare your forces; the Attacker and Defender in Planetstrike can take different compositions of forces to reflect the warriors they will require to secure victory in their designated role. The Attacker will spearhead their invasion with their swiftest and most veteran forces whilst the Defender mans the defences with every warrior they can muster and prepares to engage inbound enemies with their biggest guns. Both forces will be marshalled into battle by their bravest commanders, either to lead the invading forces in a brutal planetary assault, or to stand defiantly against them. If you are playing a Planetstrike Mission, you can choose to use the Planetstrike Attacker or Defender Detachments (if you are the Attacker or Defender respectively) when selecting your armies (see pg 12).

FORTIFICATIONS IN PLANETSTRIKE

When playing a Planetstrike mission, neither the Attacker nor the Defender can purchase fortifications as part of their army. Instead, the players (typically just the Defender) will place fortifications on the battlefield as described in The Battlefield section of the mission you are playing.





PLANETSTRIKE BATTLEFIELDS AND DEPLOYMENT

Instructions for creating Planetstrike battlefields and deploying your forces are included in the Planetstrike missions themselves; you should use these rules instead of those found in *Warhammer 40,000: The Rules*.

WARLORD TRAITS

When you determine your Warlord Trait, you can choose to roll on the appropriate Planetstrike table (pg 14) instead of those normally available to your Warlord.

PLANETSTRIKE STRATAGEMS

After you have determined your Warlord Trait, you may then select your Planetstrike stratagems. These represent dirty tricks, cunning tactics, fiendish traps and special attacks. Some missions specify the stratagems that the Attacker and Defender have, but typically each player has a number of Stratagem Points to

purchase stratagems of their choice. Some stratagems give a small tactical advantage and are only worth a single point, whilst others represent vast expenditures of resources and are worth several points. The stratagems and/or Stratagem Points each player has will be stated in the Planetstrike mission itself. You do not need to spend all (or any) of your Stratagem Points, but you cannot spend more than your total.

The Attacker and Defender stratagems can be found on page 15. Each stratagem can only be chosen once.

OBJECTIVE MARKERS IN PLANETSTRIKE

If an Objective Marker is placed on a building's battlements in a Planetstrike Mission, you control that Objective Marker if there is at least one model from one of your scoring units – and no models from enemy scoring units – within 3" of that Objective Marker, embarked inside that building or in base contact with that building (even if the building has suffered a Total Collapse result).



PLANETSTRIKE ATTACKER DETACHMENT



HQ



TROOPS



TROOPS



ELITES



ELITES



FAST ATTACK



FAST ATTACK



HEAVY SUPPORT

COMPULSORY

1 HQ

OPTIONAL

2 HQ

6 Troops

6 Elites

6 Fast Attack

3 Heavy Support

RESTRICTIONS

All units chosen must have the same Faction (or have no Faction).

COMMAND BENEFITS

Ideal Mission Commander: You can re-roll the result on the Planetstrike Attacker Warlord Trait table (pg 14).

Invading Battle Force: Once, in each of your turns, you can choose one unit before making any Reserve Rolls. You can choose to pass or fail the Reserve Roll for that unit automatically (it must still arrive on the fourth turn).

Offensive Strategy: If this is your Primary Detachment, you have +1 Stratagem Point to spend when selecting Planetstrike stratagems.



PLANETSTRIKE DEFENDER DETACHMENT



HQ



TROOPS



TROOPS



TROOPS



ELITES



FAST ATTACK



HEAVY SUPPORT



HEAVY SUPPORT

COMPULSORY

1 HQ

OPTIONAL

2 HQ

9 Troops

3 Elites

3 Fast Attack

6 Heavy Support

RESTRICTIONS

All units chosen must have the same Faction (or have no Faction).

COMMAND BENEFITS

Ideal Mission Commander: You can re-roll the result on the Planetstrike Defender Warlord Trait table (pg 14).

Defending Battle Force: Once, in each of your turns, you can choose one unit before making any Reserve Rolls. You can choose to pass or fail the Reserve Roll for that unit automatically (it must still arrive on the fourth turn).

Defensive Strategy: If this is your Primary Detachment, you have +1 Stratagem Point to spend when selecting Planetstrike stratagems.



PLANETSTRIKE MISSION SPECIAL RULES

A Planetstrike mission uses additional mission special rules as well as those found in *Warhammer 40,000: The Rules*.

FIRESTORM

If the mission has the Firestorm special rule, the Attacker makes Firestorm Attacks at the start of their first turn. This is treated as an additional, out of sequence Shooting phase. The number of Firestorm Attacks the Attacker can make will be stated in the Planetstrike mission itself. Each Firestorm Attack is completely resolved, one at a time, using the following profile:

	Range	S	AP	Type
Firestorm Attack	N/A	9	3	Ordinance 1, Barrage, Large Blast, Orbital Attack, Warscape

Orbital Attack: These attacks can target any point on the tabletop.

Warscape: If this attack's blast marker does not hit any models or terrain, the Attacker can choose to place a single Moonscape crater (see *Warhammer 40,000: The Rules*) on the battlefield, centred on the blast marker's hole.

PLANETARY ASSAULT

If a mission has the Planetary Assault special rule, the Attacker uses the Reserves rules from *Warhammer 40,000: The Rules* with the following modification.

Instead of making Reserve Rolls from the start of their second turn, the Attacker makes Reserve Rolls from the start of their first turn.

SHOCK TACTICS

If a mission has the Shock Tactics special rule, all of the Attacker's units that have the Deep Strike special rule **and** deploy via Deep Strike can charge in the same turn that they arrive from Reserves.

All of the Attacker's Infantry, Jetbikes and Skimmer units that do not already have the Deep Strike special rule gain the Deep Strike special rule. These units cannot charge in the same turn they arrive from Reserves.

All the Attacker's other units arrive from Reserves as described in *Warhammer 40,000: The Rules*. These units cannot charge in the same turn they arrive from Reserves.

Units that disembark from a Transport cannot charge in the same turn they arrived from Reserves, even if they or their Transport have the Deep Strike special rule.

Units arriving by Outflank do so normally, as described in *Warhammer 40,000: The Rules*.



SCRAMBLE!

If a mission has the Scramble! special rule, the Defender uses the Reserves rules from *Warhammer 40,000: The Rules* with the following modifications:

- Instead of making Reserve Rolls from the start of their second turn, the Defender makes Reserve Rolls from the start of their first turn.
- The Defender rolls a D6 for each of their units that arrives from Reserves and consults the chart below to see which table edge the unit will arrive from:

D6	RESULT
1-2	The unit moves onto the table from the Defender's table edge.
3-4	The unit moves onto the table from the table edge to the left or right of the Attacker's table edge (Defender's choice).
5-6	The unit moves onto the table from the Attacker's table edge.

Units that are arriving by Deep Strike or Outflank instead deploy using their special rules, as described in *Warhammer 40,000: The Rules*.



PLANETSTRIKE ATTACKER WARLORD TRAITS

D6 WARLORD TRAIT

- 1 **Siege Breaker:** Your Warlord, and the unit they are with, re-roll failed charge rolls when charging buildings or gun emplacements.
- 2 **Burner of Worlds:** You can make one additional Firestorm Attack (pg 13).
- 3 **Fortress Destroyer:** Your Warlord, and all of their shooting attacks, have the Armourbane special rule.
- 4 **Master of Timing:** Your Warlord, and the unit they are with, can choose to re-roll any of their Reserve Rolls (whether they pass or fail).
- 5 **Lord of Precision:** Friendly units that Deep Strike within 12" of your Warlord roll one fewer D6 than normal (to a minimum of 1D6) when determining how far they scatter. Your Warlord must already be on the table at the start of the turn for this Warlord Trait to be used.
- 6 **Strategic Attacker:** You have +1 Stratagem Point to spend when selecting stratagems.



PLANETSTRIKE DEFENDER WARLORD TRAITS

D6 WARLORD TRAIT

- 1 **Protector of Worlds:** All friendly units within 12" of your Warlord have the Stubborn special rule.
- 2 **Fortress Commander:** Whilst your Warlord is embarked inside a building, all rolls made against that building on the Building Damage table suffer a -1 penalty (to a minimum of 1). This is cumulative with any other modifiers.
- 3 **Lord of the Ambush:** Your Warlord, and the unit they are with, have the Acute Senses special rule.
- 4 **Prescient Defender:** All of your Warlord's ranged weapons, and all of the ranged weapons of the unit they are with, have the Interceptor special rule.
- 5 **Counterfire Master:** Your Warlord, and all friendly units within 12", re-roll failed To Hit rolls when making Overwatch shots.
- 6 **Strategic Defender:** You have +1 Stratagem Point to spend when selecting stratagems.





ATTACKER STRATAGEMS

HIGH YIELD FIRESTORM

4 Stratagem Points

This stratagem is used before you resolve your Firestorm Attacks. Your Firestorm Attacks are resolved at Strength 10 and AP2, rather than Strength 9 and AP3.

PLANETQUAKE BOMB

2 Stratagem Points

This stratagem is used at the start of one of your Movement phases. All fortifications on the table that are buildings or gun emplacements immediately suffer a single Strength 10 AP- hit. In addition, all models (friend or foe) treat open ground as difficult terrain until the end of your next turn.

GREMLIN CURSE

2 Stratagem Points

This stratagem is used at the start of one of the Defender's turns. All fortifications and gun emplacements on the table (no matter who is controlling them) can only fire Snap Shots until the start of the Defender's next turn.

SCORCHED SKIES

3 Stratagem Points

This stratagem is used before you resolve your Firestorm Attacks. You make an additional D3 Firestorm Attacks.

LASERBURN

3 Stratagem Points

This stratagem is used at the start of one of your Shooting phases. Nominate one point anywhere on the battlefield, and a second within 8" of the first. Scatter both points D6", then draw a straight line (considered to be 1mm thick) between them. Each unit (friend or foe) under the line suffers a number of Strength 10 AP1 hits which are Randomly Allocated. The number of hits a unit suffers is equal to the number of models from that unit that are under the line. Vehicles are hit on their side armour.

GROUND OBSERVER

2 Stratagem Points

This stratagem is used before resolving your Firestorm Attacks. You can re-roll the scatter dice when making Firestorm Attacks.

HEAVY DUTY DROP

2 Stratagem Points

This stratagem is used before you make Reserve Rolls on your first turn. Select up to 3 vehicles and/or Monstrous Creatures (not including Flyers or Flying Monstrous Creatures) that do not have the Deep Strike special rule. The chosen units can deploy from Deep Strike, but cannot charge in the same turn that they arrive from Reserves.

DAWN ASSAULT

1 Stratagem Point

This stratagem is used before resolving your Firestorm Attacks. The Night Fighting rules are used until the start of the Attacker's second turn.

DESPERATE LAST PUSH

1 Stratagem Point

This stratagem is used at the end of Turn Six. If the mission uses Variable Game Length, you may choose to re-roll the D6 that determines if the game ends or continues.



DEFENDER STRATAGEMS

RAPID REINFORCEMENTS

1 Stratagem Point

This stratagem is used at the start of one of your turns, before any Reserve Rolls are made. Select up to 3 of your units that are still in Reserve. These units will automatically arrive from Reserves this turn.

KRAK MINES

2 Stratagem Points

This stratagem is used at the start of one of the Attacker's turns, before any Reserve Rolls are made. Roll a D6 each time an Attacking unit arrives from Reserves by Deep Strike this turn and has been placed on the table: on a 4+ that unit immediately suffers D6 Strength 6 AP4 hits. Vehicles are hit on their side armour. Wounds are allocated by the controlling player.

FOXHOLES

2 Stratagem Points

This stratagem is used before the Attacker resolves their Firestorm Attacks. All of your non-vehicle, non-Monstrous Creature models gain a 5+ cover save until the start of the Attacker's Movement phase.

JAMMERS

3 Stratagem Points

This stratagem is used at the start of one of the Attacker's turns, before any Reserve Rolls are made. Until the end of that turn, the Attacker must roll an additional D6 for scatter distance each time one of their units arrives from Deep Strike Reserve (a unit that rolls a Hit still will not scatter).

AMMUNITION STORES

2 Stratagem Points

This stratagem is used at the start of one of your Shooting phases. Until the end of that phase, all emplaced weapons and gun emplacements on the table have the Twin-linked special rule.

DIRECTIONAL VOID SHIELDS

3 Stratagem Points

This stratagem is used before the Attacker resolves their Firestorm Attacks. All of your fortifications and gun emplacements gain a 4+ invulnerable save until the start of the Attacker's Movement phase.

DROP ZONE DENIAL

2 Stratagem Points

This stratagem is used at the start of the Attacker's first turn, before any Reserve Rolls are made. For the duration of the game, roll a D6 each time one of the Attacker's units arrives from Reserves and is about to move onto the table from the Attacker's table edge: on a 4+, the Defender may select a point on any table edge – that unit must move onto the table from that point instead.

FORTIFIED STRONGHOLD

4 Stratagem Points

This stratagem is used before the Attacker resolves their Firestorm Attacks. Select a single building. That building's Armour Value is increased by 1 on each facing (to a maximum of 15) for the remainder of the battle.

DEFIANT TO THE END

1 Stratagem Point

This stratagem is used at the end of Turn Five. If the mission uses Variable Game Length, you may choose to re-roll the D6 that determines if the game ends or continues.

PLANETSTRIKE: PLANETFALL

The skies over the planet grow dark with smoke and ash. Invading forces orbit above, raining fire upon the foe, their landing parties inbound to take any fortresses still standing for themselves. The defender must weather the storm and repel the enemy, no matter the cost.

THE ARMIES

Agree which player will be the Attacker and which will be the Defender. Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

The Defender can place any number of fortifications anywhere on the table. The Defender does not pay any points for these fortifications, and unless you and your opponent agree otherwise, none start the game dilapidated. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can then set up any other terrain on the table in a manner of their choosing.

OBJECTIVE MARKERS

After terrain has been set up, the Defender must place 6 Objective Markers as described in *Warhammer 40,000: The Rules*.

DEPLOYMENT

The players must first determine their Warlord Traits and stratagems (pg 14-15). Each player has 4 Stratagem Points.

The Attacker selects any one table edge. The Defender's table edge is the one opposite the Attacker's.

The Defender deploys their force anywhere on the battlefield. All of the Attacker's units start the game in Reserve (see the Mission Reserves rule, below).

FIRST TURN

The Attacker has the first turn.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

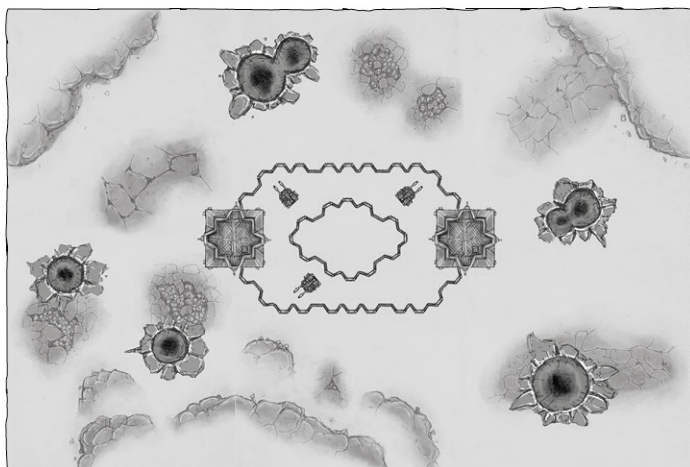
MISSION SPECIAL RULES

Firestorm* (pg 13), **Mysterious Objectives**, **Night Fighting**, **Planetary Assault** (pg 13), **Scramble!** (pg 13), **Shock Tactics** (pg 13).

*The Attacker rolls a D3 and adds the number of buildings that are on the table to the result. Each section of a multiple-part building counts as a separate building. The total is the number of Firestorm Attacks that the Attacker makes.

Mission Reserves: This mission uses the Reserves rules from *Warhammer 40,000: The Rules*, modified as follows:

- All of the Attacker's units must start the game in Reserve.
- The Defender can place any number of units in Reserve, but must, whenever possible, deploy at least one unit for each building or gun emplacement that they placed on the battlefield. Each section of a multiple-part building counts as a separate building.



The battlefield shown here is an example of a classic set-up for a game of Planetstrike. The Defender has chosen to place their fortifications in the centre of the battlefield so that, whichever direction the Attacker chooses to come from, the Defender will be ready.

PLANETSTRIKE: DESPERATE ASSAULT

The attacking forces have but a tenuous presence upon the planet's surface. The defender must take this chance to rout the enemy from their drop site before the invaders establish a permanent beachhead.

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

The Attacker selects any one table edge. The Defender's table edge is the one opposite the Attacker's. The Defender can place any number of fortifications anywhere within their deployment zone, as depicted on the map. The Attacker then places a single fortification anywhere within their deployment zone, as depicted on the map. Neither player has to pay any points for these fortifications and, unless you and your opponent agree otherwise, none start the game dilapidated. With the exception of the Attacker's fortification, which starts the game claimed by the Attacker, all other buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender then sets up any other terrain on the table in a manner of their choosing.

OBJECTIVE MARKERS

After terrain has been set up, the Defender must place a total of 5 Objective Markers anywhere within their deployment zone, as described in *Warhammer 40,000: The Rules*. The Attacker must then place 1 Objective Marker anywhere within their deployment zone.

DEPLOYMENT

Before any models are deployed, players must determine their Warlord Traits and stratagems. Each player has 4 Stratagem Points.

The Defender deploys first, placing their units anywhere within their deployment zone, as depicted on the map. The Attacker then deploys their units anywhere within their deployment zone.

FIRST TURN

The Attacker has the first turn.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

MISSION SPECIAL RULES

Firestorm* (pg 13), **Mysterious Objectives, Night Fighting, Planetary Assault** (pg 13), **Scramble!** (pg 13), **Shock Tactics** (pg 13).

* The Attacker rolls a D3 and adds the number of buildings that are on the table to the result. Multiple-part buildings count as several separate buildings for the purposes of determining this amount. The total is the number of Firestorm Attacks that the Attacker makes.

Beachhead: All of the Attacker's units within the Attacker's deployment zone have the Fearless special rule; if they are entirely within 12" of the Attacker's deployment zone, they instead have the Stubborn special rule.

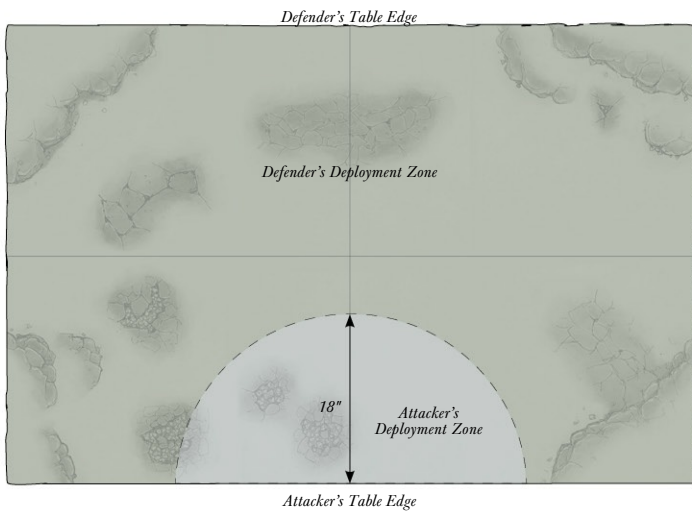
Forward Elements: During deployment, the Attacker can nominate up to D3+1 units to gain the Scouts special rule.

Mission Reserves: This mission uses the Reserves rules from *Warhammer 40,000: The Rules*, but modified as follows.

- The Attacker can place all but one of their units in Reserve. At least one unit must be deployed within their deployment zone.
- The Defender can place any number of units in Reserve, but must, whenever possible, deploy at least one unit for each building or gun emplacement that they placed on the battlefield. Multiple-part buildings count as several separate buildings for these purposes.

Tortured Earth: The Attacker automatically has the High Yield Firestorm stratagem; this stratagem is free and does not cost any Stratagem Points. Furthermore, the Attacker can place D3+1 pieces of crater terrain in addition to any they generate when determining the effects of the Firestorm special rule.

Wrack & Ruin: After deployment, the Attacker nominates a single enemy fortification. On the roll of a 4+, that fortification immediately becomes dilapidated as described in *Warhammer 40,000: The Rules*.



PLANETSTRIKE: SEIZE AND DESTROY

Far from the bedlam of the front lines lies an emplacement of utmost importance – if the invaders capture it, their foes will find a coordinated defence almost impossible to achieve. The defender must keep the attacking forces at bay lest they gain control of this vital stronghold.

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

First, the Defender places a single fortification in the centre of the battlefield. This fortification must be a building, and is the Vital Objective (see mission special rules). The Defender can then place any number of other fortifications anywhere on the table. The Defender does not pay any points for these fortifications, and unless you and your opponent agree otherwise, none start the game dilapidated. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can then set up any other terrain on the table in a manner of their choosing.

OBJECTIVE MARKERS

After terrain has been set up, the Defender must place 1 Objective Marker either on or within the Vital Objective, and 3 other Objective Markers anywhere within their deployment zone as described in *Warhammer 40,000: The Rules*.

DEPLOYMENT

Before any models are deployed, players must first determine their Warlord Traits and stratagems. Each player has 4 Stratagem Points.

The Attacker selects any one table edge. The Defender's table edge is the one opposite the Attacker's.

The Defender must split their army into two halves. The Attacker nominates which half will be deployed at the beginning of the game – this is the Defender's Garrison (see Mission Special Rules); the other half is kept in Reserve. The Defender then deploys their Garrison, placing their units anywhere on the battlefield. All of the Attacker's units start the game in Reserve (see the Mission Reserves rule, opposite).

FIRST TURN

The Attacker has the first turn.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

At the end of the game, the Vital Objective is worth D3+3 Victory Points to the player that controls it. Each other Objective Marker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

MISSION SPECIAL RULES

Firestorm* (pg 13), **Mysterious Objectives, Night Fighting, Planetary Assault** (pg 13), **Scramble!** (pg 13), **Shock Tactics** (pg 13).

* The Attacker rolls a D3 and adds the number of buildings that are on the table to the result. Multiple-part buildings count as a several separate buildings for the purposes of determining this amount. The total is the number of Firestorm Attacks that the Attacker makes.

Behind Enemy Lines: The Defender suffers a -2 penalty to their Reserve Rolls.

Fortified: The fortification that holds the Vital Objective automatically has the Fortified Stronghold stratagem; this stratagem is free and does not cost any Stratagem Points.

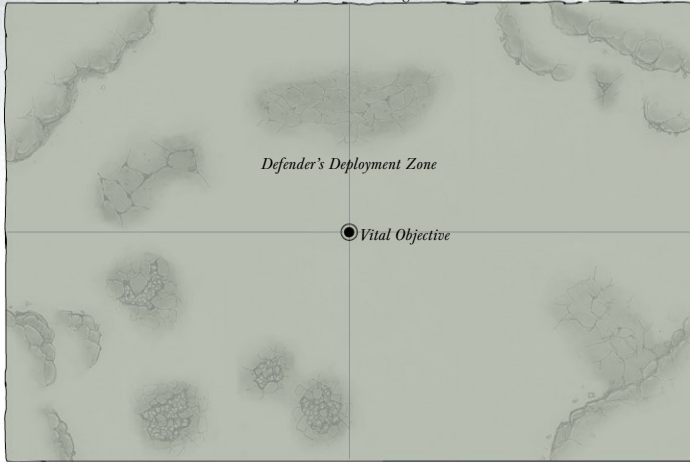
Garrison: The Defender must deploy at least 1 of their units either on or within the Vital Objective.

Mission Reserves: This mission uses the Reserves rules from *Warhammer 40,000: The Rules*, but modified as follows.

- All of the Attacker's units must start the game in Reserve.
- The Defender cannot place any units from their Garrison in Reserve.

Vital Objective: All of the Defender's units within 12" of the Vital Objective have the Counter-attack and Fearless special rules.

Defender's Table Edge



Attacker's Table Edge



PLANETSTRIKE: STRANGLEHOLD

Though the battle for the fate of the planet still rages fiercely, the attacker's conquest is reaching its culmination in one quadrant vital to the war effort. Victory on this battlefield could well end the war in a single blow, so the defender must do whatever it takes to deny their enemy.

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

The Defender can place any number of fortifications anywhere on the table. The Defender does not pay any points for these fortifications, and unless you and your opponent agree otherwise, none start the game dilapidated. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can then set up any other terrain on the table in a manner of their choosing.

OBJECTIVE MARKERS

After terrain has been set up, the Defender must place a total of 3 Objective Markers anywhere within their deployment zone, as described in *Warhammer 40,000: The Rules*.

DEPLOYMENT

Before any models are deployed, players must first determine their Warlord Traits and stratagems. The Attacker has 4 Stratagem Points; the Defender has no Stratagem Points.

The Attacker selects any one table edge. The Defender's table edge is the one opposite the Attacker's.

The Defender deploys their force anywhere on the battlefield. All of the Attacker's units start the game in Reserve (see the Mission Reserves rule, below).

FIRST TURN

The Attacker has the first turn.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

MISSION SPECIAL RULES

Firestorm* (pg 13), **Mysterious Objectives, Night Fighting, Planetary Assault** (pg 13), **Scramble!** (pg 13), **Shock Tactics** (pg 13).

* The Attacker rolls a D3 and adds the number of buildings that are on the table to the result. Multiple-part buildings count as several separate buildings for the purposes of determining this amount. The total is the number of Firestorm Attacks that the Attacker makes.

Backs to the Walls: All of the Defender's units have the Fearless special rule.

Demolition Crew: All of the Attacker's Infantry units count as being equipped with melta bombs.

Denial: During their Shooting phase, the Defender can choose to detonate any fortification on the battlefield that is also a building. The building suffers an automatic Detonation! result, and any unit (friend or foe) within 2D6" of the building suffers 2D6 Strength 6 AP- hits. These hits are in addition to any hits caused by the Detonation! result itself.

Final Redoubt: All of the Defender's fortifications have the Fortified Stronghold stratagem.

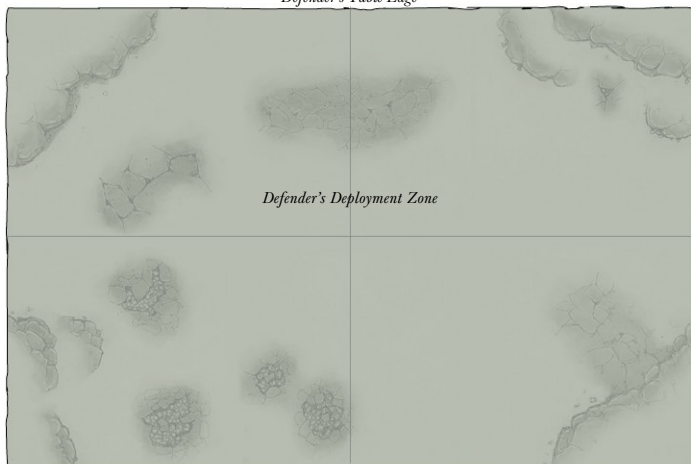
Mission Reserves: This mission uses the Reserves rules from *Warhammer 40,000: The Rules*, but modified as follows.

- All of the Attacker's units must start the game in Reserve.
- The Defender can place any number of units in Reserve, but must, whenever possible, deploy at least one unit for each building or gun emplacement that they placed on the battlefield. Multiple-part buildings count as several separate buildings for these purposes.

Total Envelopment: Any of the Defender's units that Fall Back must do so towards the centre of the board. Any of the Attacker's units that Fall Back do so towards the nearest table edge.



Defender's Table Edge



Attacker's Table Edge

PLANETSTRIKE: FORLORN HOPE

As a sign of the importance of this great assault, the invader's general will entrust his personal banner to his chosen warriors, ordering them to plant the standard atop the burning ruins of the enemy fortifications.

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

The Defender can place any number of fortifications anywhere on the table. The Defender does not pay any points for these fortifications, and unless you and your opponent agree otherwise, none start the game dilapidated. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can then set up any other terrain on the table in a manner of their choosing.

OBJECTIVE MARKERS

After terrain has been set up, the Defender must place a total of 3 Objective Markers anywhere within their deployment zone as described in *Warhammer 40,000: The Rules*.

DEPLOYMENT

Before any models are deployed, players must first determine their Warlord Traits and stratagems. Each player has 4 Stratagem Points.

The Attacker selects any one table edge. The Defender's table edge is the one opposite the Attacker's.

The Defender deploys their force anywhere on the battlefield. All of the Attacker's units start the game in Reserve (see the Mission Reserves rule, below).

FIRST TURN

The Attacker has the first turn.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it. However, if the game ends and the Warlord's banner is planted (see Mission Special Rules), the Attacker wins automatically.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

MISSION SPECIAL RULES

Firestorm* (pg 13), **Mysterious Objectives**, **Night Fighting**, **Planetary Assault** (pg 13), **Scramble!** (pg 13), **Shock Tactics** (pg 13).

* The Attacker rolls a D3 and adds the number of buildings that are on the table to the result. Multiple-part buildings count as several separate buildings for the purposes of determining this amount. The total is the number of Firestorm Attacks that the Attacker makes.

Look to the Colours: Any attacking model that bears the banner (see below), and their unit, have the Fearless and Feel No Pain special rules.

Mission Reserves: This mission uses the Reserves rules from *Warhammer 40,000: The Rules*, but modified as follows.

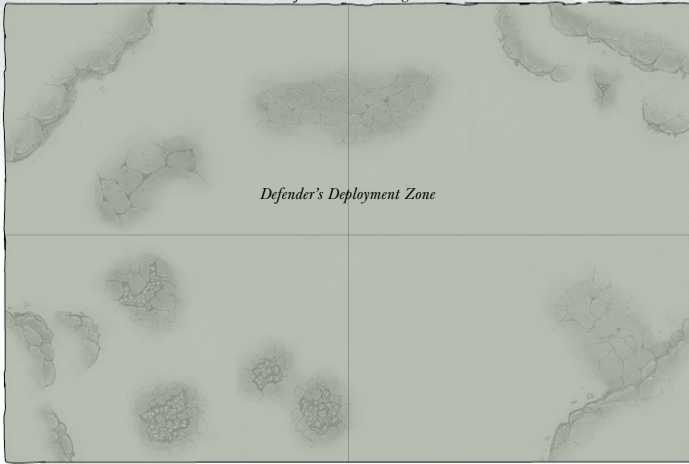
- All of the Attacker's units must start the game in Reserve.
- The Defender can place any number of units in Reserve, but must, whenever possible, deploy at least one unit for each building or gun emplacement that they placed on the battlefield. Multiple-part buildings count as several separate buildings for these purposes.

The Banner: Using a marker placed next to any non-vehicle model in their force, the Attacker must indicate which model is the bearer of their Warlord's personal banner. During the Attacker's Movement phase, the banner can be passed between friendly models in base contact without penalty.

If the bearer of the banner is killed or otherwise removed from play, the banner is dropped – leave the marker in place. It may subsequently be picked up by any non-vehicle model, friend or foe.

If, at any point, a model in the Attacker's army carrying the banner controls an Objective Marker, they can 'plant' the banner. Once planted, any non-vehicle model in the Defender's army can 'cast down' the banner by moving into base contact with it, providing that no models from the Attacker's army are also in base contact with the banner. Once cast down, the banner is no longer planted, and can be picked up and planted once more as normal.

Defender's Table Edge



Attacker's Table Edge



PLANETSTRIKE: PLANETQUAKE

The skies glow like the firmament of hell as a punishing bombardment of fire rains down, and the shattered earth begins to crumble and break apart under the massive forces wreaked upon it. The battlefield is utterly consumed by war. Can the defenders hold fast as their fortifications crumble around them?

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

The Defender can place any number of fortifications anywhere on the table. The Defender does not pay any points for these fortifications, and unless you and your opponent agree otherwise, none start the game dilapidated. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can then set up any other terrain on the table in a manner of their choosing.

OBJECTIVE MARKERS

After terrain has been set up, the Defender must place 6 Objective Markers as described in *Warhammer 40,000: The Rules*.

DEPLOYMENT

The players must first determine their Warlord Traits and stratagems. Each player has 4 Stratagem Points.

The Attacker selects any one table edge. The Defender's table edge is the one opposite the Attacker's.

The Defender deploys their force anywhere on the battlefield. All of the Attacker's units start the game in Reserve (see the Mission Reserves rule, below).

FIRST TURN

The Attacker has the first turn.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

MISSION SPECIAL RULES

Firestorm* (pg 13), **Mysterious Objectives, Night Fighting, Planetary Assault** (pg 13), **Scramble!** (pg 13), **Shock Tactics** (pg 13).

* The Attacker rolls a D3 and adds the number of buildings that are on the table to the result. Multiple-part buildings count as several separate buildings for the purposes of determining this amount. The total is the number of Firestorm Attacks that the Attacker makes.

Mission Reserves: This mission uses the Reserves rules from *Warhammer 40,000: The Rules*, modified as follows:

- All of the Attacker's units must start the game in Reserve.
- The Defender can place any number of units in Reserve, but must, whenever possible, deploy at least one unit for each building or gun emplacement that they placed on the battlefield. Multiple-part buildings count as several separate buildings for these purposes.

Raging Inferno: Any open ground on the battlefield is dangerous terrain.

Shellstorm: At the beginning of each player turn, that player can launch D3 Firestorm Attacks.

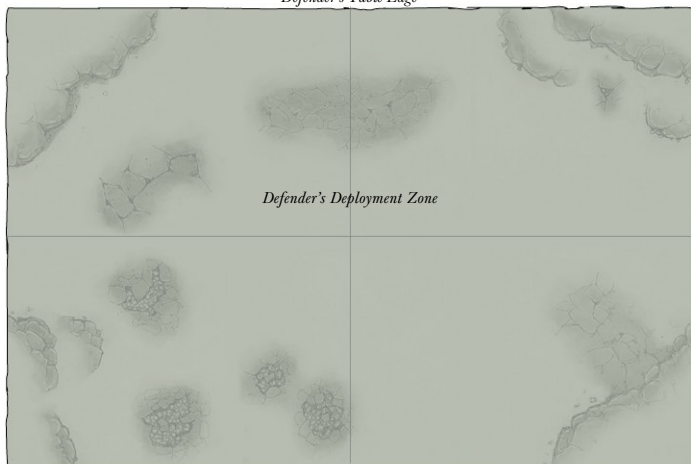
Tectonic Upheaval: At the start of the Attacker's third turn, and at the start of each of their turns thereafter, they must roll on the table below for each fortification on the battlefield that is also a building (see *Warhammer 40,000: The Rules* for details of the effects of the Building Damage Table).

D6 RESULT

- Ominous Rumbblings:** The building rumbles and shakes, but suffers no adverse effects.
- Ker-rack!** The building loses a hull point and suffers a Breach! result.
- Cave In:** The building loses a hull point and suffers a Structural Collapse result.
- She's Coming Apart!** The building loses a hull point and suffers a Catastrophic Breach result.
- Total Collapse:** The building suffers a Total Collapse result.



Defender's Table Edge



Attacker's Table Edge

PLANETSTRIKE CAMPAIGN

The Planetstrike missions presented here can be played sequentially to fight a thrilling campaign, where one player is the Attacker for every mission, and their opponent is the Defender. If you do so, the victor of each mission will receive a bonus in the next mission of the campaign, as detailed on this page. If a game is a draw, neither player receives a bonus in the next mission. Whoever wins the final mission, Planetquake, is then the victor of the Planetstrike campaign (if this game ends in a draw, we suggest that whoever won the most victories during the previous missions is crowned the overall victor of the campaign).



1 PLANETSTRIKE: PLANETFALL

Attacker Victory: In Desperate Assault, the Attacker can nominate two fortifications instead of one when resolving the Wrack & Ruin rule, potentially dilapidating two buildings.

Defender Victory: In Desperate Assault, the Wrack & Ruin rule is not used – none of the Defender's fortifications start the game dilapidated as a result of this rule.

2 PLANETSTRIKE: DESPERATE ASSAULT

Attacker Victory: In Seize & Destroy, the Fortified rule is not used – the fortification holding the Vital Objective does not have the Fortified Stronghold stratagem as a result of this rule. Furthermore, the Defender cannot use this stratagem during Seize & Destroy.

Defender Victory: In Seize & Destroy, the Behind Enemy Lines rule is not used – the Defender does not suffer any penalties to their reserve rolls as a result of this rule.

3 PLANETSTRIKE: SEIZE & DESTROY

Attacker Victory: In Stranglehold, the Attacker has D3 additional Stratagem Points (roll at the start of the game).

Defender Victory: In Stranglehold, the Demolition Crew rule is not used – none of the Attacker's units count as being equipped with melta bombs for free as a result of this rule.

4 PLANETSTRIKE: STRANGLEHOLD

Attacker Victory: In Forlorn Hope, when a model from the Attacker's army is the banner bearer, that model and their unit gain the Eternal Warrior special rule and can re-roll their Feel No Pain rolls.

Defender Victory: In Forlorn Hope, all of the Defender's models can re-roll To Hit and To Wound rolls of 1 when targeting the bearer of the banner, or their unit (shooting and close combat).

5 PLANETSTRIKE: FORLORN HOPE

Attacker Victory: In Planetquake, the Attacker has 2 additional Stratagem Points. In addition, the Attacker starts rolling for Tectonic Upheaval at the start of their second turn, instead of their third.

Defender Victory: In Planetquake, the Defender has 2 additional Stratagem Points. In addition, the Attacker must subtract 1 from any roll they make on the Tectonic Upheaval chart (to a minimum of 1).







STRONGHOLD ASSAULT

BLOOD AND STONE

The fortifications and battlements of the 41st Millennium are constant sites of brutal and unforgiving siege warfare. For the invaders and beleaguered defenders alike, these bitter battles are defined by endless onslaughts, massive attrition and devastating weaponry.

In such conflicts, one general hurls their forces at the shell-pocked battlements of a dogged garrison, while the defender fights to the last man to keep them at bay. There can be no capitulation or retreat – only domination or death.

Many worlds in the galaxy bear the mark of Humanity's great expansion in the form of mighty fortifications raised in honour of the Master of Mankind. Other planets host the constructs of xenos races, which utilise strange alien technologies and

weapons. Protected by massively armoured walls or glowing energy shields, and bristling with weapons of devastating power, these bastions form the lynchpin of these planets' defensive strategies. Only if these bulwarks lie in ruins can any invader hope to prevail.

Standing defiant, many of these edifices have endured centuries of relentless assaults from enemies beyond number. Their mottled walls are spattered with the dried gore of men and alien alike, whilst the killing grounds to their fore are littered the detritus of previous battles. Deadly debris fields of shattered tank hulks, aircraft wrecks, broken guns and helmet-clad skulls are often mined and booby-trapped. They serve their purpose well, presenting assailants with both a dire warning and a sea of hellish obstacles.





Some of the most venerable fortresses still stand despite ten millennia of grinding war. For century after century, tidal waves of invasion forces have crashed and broken against their battered walls, from behind the shelter of which the garrisoned troops unleashed their own fury against the audacious foe. Nested within the largest bastions are weapons of such terrible magnitude that they can annihilate the mightiest machines of war, or even cripple a battleship in low orbit. Such armaments are enough to make even the most determined attacker rethink their strategy.

It is common for large-scale engagements to be fought over battlefields dominated by fortified redoubts, heavily reinforced bunkers, planetary defence silos and other well-prepared strategic strong points. These jutting fortresses do not stand alone in their endless vigil over the galaxy's battlefields – in a lengthy campaign, both sides will be obliged to build ad-hoc defence lines to shelter their forces and secure the ground that has cost them so dearly. As the gruelling siege grinds on, these defences are extended and bolstered until byzantine trench networks protect and connect the bunkers and weapon towers at their heart.

However, even the most formidable series of fortifications are nothing but walls, towers and barricades without a garrison of troops to defend them. Only when soldiers line the battlements and man the guns, missile pads and fireports can the invader ever be repulsed.

Even a single squad of warriors can be transformed into an immovable foe when occupying a bunker. Hunkered behind its walls, they pour down firepower upon their enemies with impunity, safe from all but the heaviest siege guns and war machines the enemy can bring to bear.

This is why commanders prize these strongholds so highly. Every fortress is an asset, and potentially the only difference between victory and defeat. For if the invader can be denied even one last outpost, the defenders will retain a foothold that can quickly become a rally point for a relief force, and in time, a rout. Thus, even the most remote outposts are never defended lightly, nor taken without daunting losses in lives and material.



SIEGE WAR MISSIONS

Fortifications can form the cornerstone of an army's defence; some of the hardest fought battles in the 41st Millennium have revolved around the grand siege or stalwart defence of one mighty fortress or another, with countless warriors laying down their lives to storm or secure these vital sites.

This book introduces six Siege War missions (pg 36-47) that explore the kind of conflicts that revolve around fortifications, as well as rules for linking them together in an epic campaign of prolonged siege warfare (pg 48). The missions illustrate the different sorts of strategies used to attack and defend fortifications, and provide new tests of your tactical ability as a commander.

HOW TO USE SIEGE WAR MISSIONS

It is very straightforward to use a Siege War mission – it only requires a handful of modifications to the Preparing for Battle section of *Warhammer 40,000: The Rules*, which are detailed below.

THE MISSION

If you and your opponent want to play a Siege War mission, then at the start of The Mission step of Preparing for Battle (as described in *Warhammer 40,000: The Rules*), you can roll on the table below, or choose the mission you wish to fight, to determine which mission is used for the battle.

D6	Mission
1	Breakthrough
2	Bunker Assault
3	All-out Attack
4	Crossfire
5	The Big Push
6	Last Stand

THE ARMIES

Siege War missions put one player in the role of Attacker and the other of Defender. As with any game that puts players in different roles, we also recommend replaying these missions, but switching Attacker and Defender around to give both players the opportunity to test out a different set of tactics on the battlefield.

It is also worth arranging to play a Siege War mission in advance so you can both prepare your forces; the Attacker and Defender in Stronghold Assault can take different compositions of forces to reflect the warriors they will require to secure victory in their designated role. As you might expect, the Defender is required to take several fortifications from which to repel the enemy, whilst the Attacker will be bringing their biggest guns to besiege the foe. If you are playing a Siege War Mission, you can choose to use the Siege War Attacker or Defender Detachments (if you are the Attacker or Defender respectively), when selecting your armies.

SIEGE WAR DEFENDER DETACHMENT



COMPULSORY

- 1 HQ
- 2 Troops
- 1 Fortification

OPTIONAL

- 1 HQ
- 4 Troops
- 3 Elites
- 3 Fast Attack
- 3 Heavy Support
- 2 Fortifications

RESTRICTIONS

All units chosen must have the same Faction (or have no Faction).

COMMAND BENEFITS

Deadly Defences: Automated Fire from Fortifications in this Detachment is resolved with a Ballistic Skill of 3, rather than 2 and can target any unit within range and line of sight, not just the nearest.

SIEGE WAR ATTACKER DETACHMENT



COMPULSORY

- 1 HQ
- 2 Troops

OPTIONAL

- 1 HQ
- 4 Troops
- 3 Elites
- 3 Fast Attack
- 4 Heavy Support
- 1 Fortification

RESTRICTIONS

All units chosen must have the same Faction (or have no Faction).

COMMAND BENEFITS

Siege Force: All units in this Detachment have the Preferred Enemy (Fortifications) special rule.



SIEGE WAR: BREAKTHROUGH

The initial phase of the war has gone well and all that now stands in the invader's way are a series of fortifications and a garrison of warriors determined to hold the line at all costs. The attacker must not lose any momentum and so must strike quickly, crossing no man's land under heavy fire and breaking through the defender's front lines.

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Both players then choose armies as described in *Warhammer 40,000: The Rules*. The Defender must take at least one fortification in their army.

THE BATTLEFIELD

Use the deployment map included with this mission. The Defender first places their fortification(s) on the board, anywhere in their deployment zone. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can set up any other terrain on the table in a manner of their choosing.

OBJECTIVE MARKERS

After setting up the terrain, the Defender places 3 Objective Markers. These are placed in the Defender's deployment zone, and can be placed on top of battlements or on fortifications that are battlefield debris (such as defence lines), but cannot be placed inside buildings.

DEPLOYMENT

The players must first determine their Warlord Traits.

The Defender deploys their forces first anywhere in their deployment zone. The Attacker then deploys all of their forces anywhere in their deployment zone.

FIRST TURN

The Defender goes first unless the Attacker can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

At the end of the game, the Defender scores 3 Victory Points for each Objective Marker they control. In addition, at the end of the game, the Defender scores 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board (excluding those that have exited the Defender's table edge using the Punch Through Their Defences rule, below) at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

At the end of the game, the Attacker scores 1 Victory Point for each of their units that is in the Defender's deployment zone, and D3 Victory Points for each non-Flyer unit that has exited the board via the Defender's table edge (see the Punch Through Their Defences rule, below).

SECONDARY OBJECTIVES

First Blood, Linebreaker*, Slay the Warlord.

* In this mission, the Attacker scores 2 Victory Points for Linebreaker, rather than just 1.

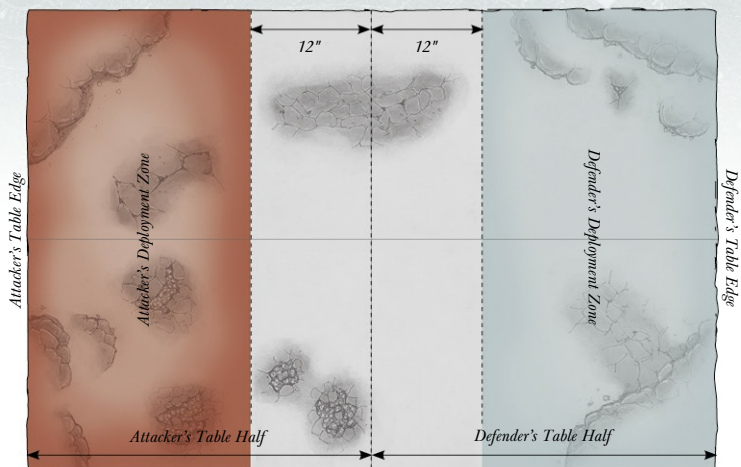
MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Hold the Line: The Defender's units re-roll failed Morale and Pinning tests whilst within 6" of one or more Objective Markers.

Punch Through Their Defences: In this mission, the Attacker's units can move off the Defender's table edge. Units that do so take no further part in the game, but award the Attacker with Victory Points as explained above.

Straight up the Middle: Neither side may use the Outflank special rule in this mission.



SIEGE WAR: BUNKER ASSAULT

One side has withdrawn behind the shelter of unyielding bunkers, holding the advancing foe at arm's reach whilst calling down a withering salvo of pinpoint artillery strikes. The attacker must destroy or overwhelm the bunkers as quickly as possible, before the barrages pound them into oblivion.

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Both players then choose armies as described in *Warhammer 40,000: The Rules*. The Defender must take at least one fortification in their army.

THE BATTLEFIELD

Use the deployment map included with this mission. The Defender first places their fortification(s) on the board, anywhere in their deployment zone. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can set up any other terrain on the table in a manner of their choosing.

Once all terrain is set up, the Defender must nominate a single fortification to have a Targeting Auger. If the nominated fortification is a non-impassable building/battlement, simply declare to your opponent that it has the Targeting Auger. If the nominated fortification is an impassable building or a piece of battlefield debris, place an Objective Marker within 3" of the building/battlefield debris to represent the Targeting Auger.

DEPLOYMENT

The players must first determine their Warlord Traits.

The Defender deploys their forces first anywhere in their deployment zone. The Attacker then deploys all of their forces anywhere in their deployment zone.

FIRST TURN

The Defender goes first unless the Attacker can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

At the end of the game, each player scores 1 Victory Point for each enemy unit that has been completely destroyed.

The Attacker scores 1 Victory Point for each Hull Point inflicted upon the Defender's fortifications. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

At the end of the game, the Attacker scores 3 Victory Points if one or more of the following conditions are met:

- The building/battlement with the Targeting Auger is claimed and under control of the Attacker.
- The building/battlement with the Targeting Auger suffered either a Total Collapse or Detonation! damage result during the game.
- At least one of the Attacker's scoring units is within 3" of the Targeting Auger objective.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

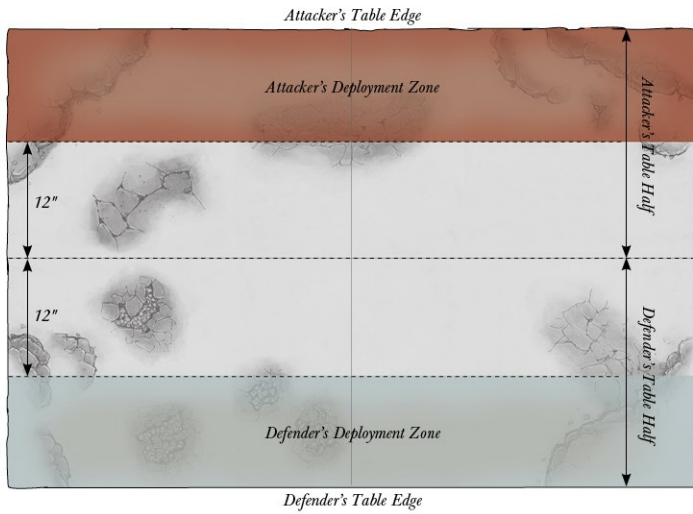
MISSION SPECIAL RULES

Night Fighting, Reserves.

Targeting Auger: If, in the Defender's Shooting phase, a friendly unit is occupying the building/battlement with the Targeting Auger, or is in base contact with the Targeting Auger objective, one model in that unit can direct an Artillery Strike instead of firing any other weapon. This is treated as a shooting attack with the following profile:

	Range	S	AP	Type
Artillery Strike	Infinite	9	3	Ordnance 1, Barrage, Large Blast

An Artillery Strike is resolved separately from other weapons fired by the same unit in the same Shooting phase, and can be used to fire at a different target. If a hit is rolled on the scatter dice, the template scatters 2D6" in the direction shown by the arrow on the 'Hit' symbol. If an arrow is rolled, the template scatters an additional D6" (for a total scatter of 3D6"). In either case, the firing model cannot reduce the total distance scattered by their Ballistic Skill. The Targeting Auger can only be used once per turn. The Attacker cannot make use of the Targeting Auger.



SIEGE WAR: ALL-OUT ATTACK

Driven back from their bunkers, the defender has withdrawn to a more heavily fortified position. For the attacking forces to push further, these strongholds must be overcome. Despite the heavy losses that such a headlong assault will inevitably suffer, the attacker is willing to deploy every warrior at their disposal to ensure success.

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Both players then choose armies as described in *Warhammer 40,000: The Rules*. The Defender must take at least one fortification in their army.

THE BATTLEFIELD

Use the deployment map included with this mission. The Defender first places their fortification(s) on the board, anywhere in their deployment zone. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can set up any other terrain on the table in a manner of their choosing.

OBJECTIVE MARKERS

After terrain has been set up, the Defender must place 3 Objective Markers anywhere in their deployment zone. No Objective Marker can be placed within 6" of any battlefield edge or 12" of another Objective Marker.

DEPLOYMENT

The players must first determine their Warlord Traits.

The Defender deploys their forces first anywhere in their deployment zone. The Attacker then deploys all of their forces, anywhere in their deployment zone.

FIRST TURN

The Attacker goes first unless the Defender can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

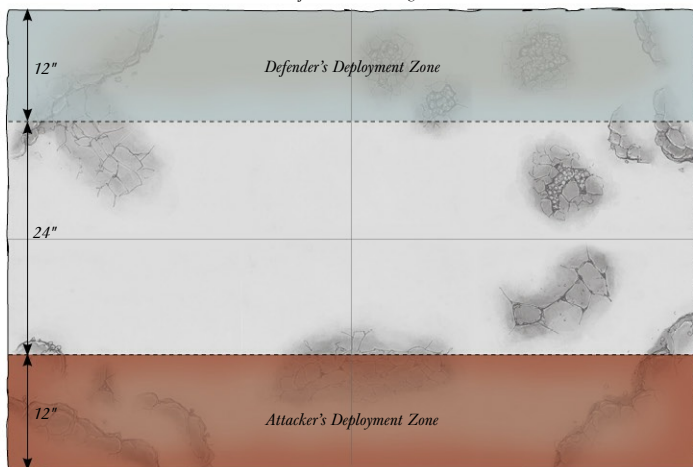
Sustained Assault: The Attacking player's units that are destroyed can be brought back into play later during the battle to represent an almost limitless supply of reinforcements.

At the end of each of the Attacking player's Movement phases, roll a dice for each of their destroyed units (though do not roll for Unique units), adding 2 to the result if that unit has the Troops Battlefield Role. On a 4 or more that unit immediately arrives, moving onto the battlefield via the Attacker's table edge (see map).

The Attacker can also, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or less of their starting number of models (or, in the case of single-model units, a quarter or less of their starting number of Wounds or Hull Points). This will allow them to roll a dice at the end of their next Movement phase to see if they can replace the unit with a full-strength unit as reinforcements next turn.



Defender's Table Edge



Attacker's Table Edge

SIEGE WAR: CROSSFIRE

Networks of interconnected fortifications guard a vital crossing, overlooking a narrow pass with overlapping fields of fire. In preparation for a major push the attacker is seeking to breach this cordon without suffering heavy casualties, but to do so they must overwhelm each fortified 'island' in turn or risk being slaughtered by lethal crossfire.

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Both players then choose armies as described in *Warhammer 40,000: The Rules*. The Defender must take at least one fortification in their army.

THE BATTLEFIELD

Use the deployment map included with this mission. The Defender first places their fortification(s) on the board, anywhere in their three deployment zones. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can set up any other terrain on the table in a manner of their choosing.

OBJECTIVE MARKERS

After terrain has been set up, the Defender must place 1 Objective Marker anywhere within each of their three deployment zones (see map). No Objective Marker can be placed within 6" of any battlefield edge.

DEPLOYMENT

The players must first determine their Warlord Traits.

The Defender deploys their units anywhere within their three deployment zones (see map). They must set up at least one unit within each of their deployment zones. The Attacker does not set up any units at this stage – they are all held in Reserve. At the start of the first turn, the Attacker can move any of their units onto the battlefield from the Attacker's table edge (see map). Any unit that does not move onto the table during the first turn is instead placed into Ongoing Reserves.

FIRST TURN

The Attacker has the first turn.

GAME LENGTH

The mission lasts for eight game turns.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

At the end of the game, the Defender scores 3 Victory Points for each Objective Marker they control. In addition, the Defender scores 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board (excluding those that have exited the Defender's table edge using the Punch Through Their Defences rule, below) at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

At the end of the game, the Attacker scores 1 Victory Point for each of their units that is in the Defender's Breakthrough Zone (see map), and D3 Victory Points for each non-Flyer unit that has exited the board via the Defender's table edge (see the Punch Through Their Defences rule, below).

SECONDARY OBJECTIVES

First Blood, Linebreaker*, Slay the Warlord.

* In this mission, the Attacker scores 2 Victory Points for Linebreaker, rather than just 1.

MISSION SPECIAL RULES

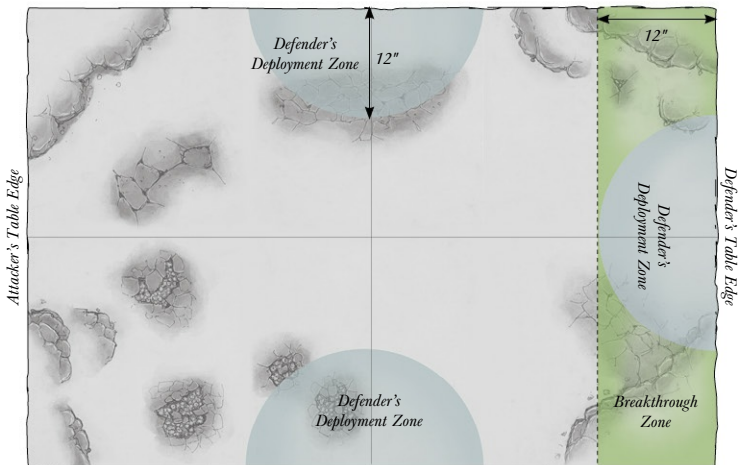
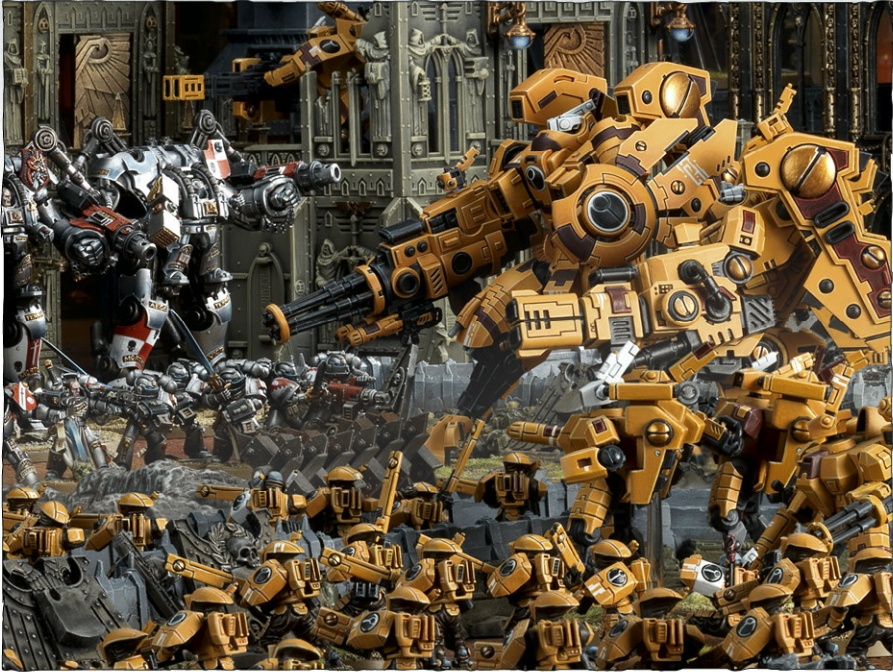
Mysterious Objectives, Night Fighting, Reserves.

Forced March: During the Attacker's first turn, double the distance rolled for any unit that Runs.

Punch Through Their Defences: In this mission, the Attacker's units can move off the Defender's table edge. Units that do so take no further part in the game, but award the Attacker with Victory Points as explained above.

Lines of Retreat: Any of the Defender's units that Fall Back do so towards the nearest table edge.

Straight up the Middle: Neither side may use the Outflank special rule in this mission.



SIEGE WAR: THE BIG PUSH

After days of constant bombardment, the attackers have gathered their forces to launch a glorious assault on the shattered remnants of the defenders' fortress. Command has underestimated the tenacity of the foe, however, and as the attack begins the defenders are working to shore up their fortifications and bring their weapons back online.

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Both players then choose armies as described in *Warhammer 40,000: The Rules*. The Defender must take at least one fortification that is a building in their army. The Defender only pays half the usual points cost for buildings, as they start the game dilapidated (see Shattered Defences below).

THE BATTLEFIELD

Use the deployment map included with this mission. The Defender first places their fortification(s) on the board, anywhere in their deployment zone. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can set up any other terrain on the table in a manner of their choosing.

OBJECTIVE MARKERS

After setting up the terrain, the Defender places 2 Objective Markers. These are placed in the Defender's deployment zone, and can be placed on top of battlements or on fortifications that are battlefield debris (such as defence lines), but cannot be placed inside buildings, within 6" of a battlefield edge, or within 12" of each other.

DEPLOYMENT

The players must first determine their Warlord Traits.

The Defender deploys their forces first anywhere in their deployment zone. The Attacker then deploys all of their forces, anywhere in their deployment zone.

FIRST TURN

The Attacker has the first turn.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

The Defender scores 1 Victory Point for each of their buildings that has been restored to full function (see below) and is not destroyed or claimed and under control of the Attacker at the end of the game.

The Attacker scores 1 Victory Point for each of the Defender's buildings they have destroyed or claimed and taken control of at the end of the game.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

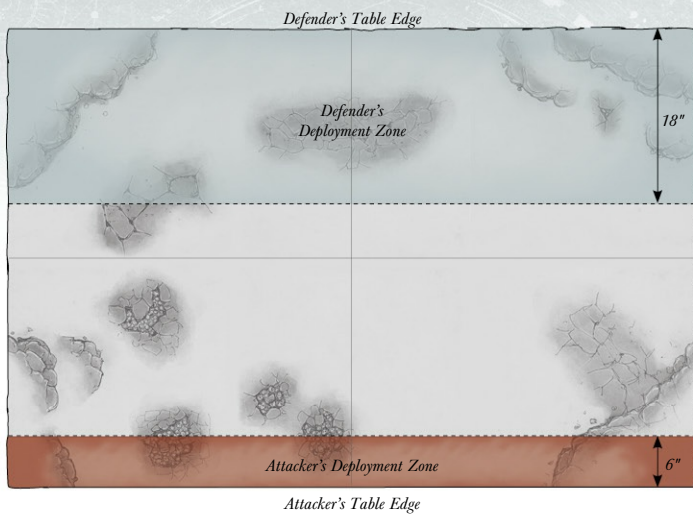
MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Preliminary Bombardment: After both sides have been deployed, but before the first turn begins, the Attacker rolls a dice for each of the Defender's units that are on the board. On a 6, that unit is struck by the last salvo of a rolling bombardment and suffers D6 Strength 8 AP3 hits, which are Randomly Allocated.

Shattered Defences: All buildings in the Defender's army begin the game dilapidated as described in *Warhammer 40,000: The Rules*, and any emplaced weapons cannot be fired.

Jury-rigged Repairs: At the beginning of each of the Defender's turns, roll a dice for each dilapidated building in their army. Add 1 to the result if a unit from the Defender's army is embarked inside the building. On a result of 6 or more, the building is restored to full function – it is no longer dilapidated and any emplaced weapons can be fired normally. However, any Hull Points the building has already lost are not restored.



SIEGE WAR: LAST STAND

Surrounded and besieged, a handful of troops have held out against all the odds, an unmovable thorn in the attacking general's side. But now, the enemy has amassed in overwhelming numbers for their final push, and the defender's reinforcements have been delayed. Until they arrive, the last survivors of the garrison are on their own.

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Both players then choose armies as described in *Warhammer 40,000: The Rules*. The Defender must take at least one fortification in their army.

THE BATTLEFIELD

Use the deployment map included with this mission. The Defender first places their fortification(s) on the board, anywhere in their deployment zone. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can set up any other terrain on the table in a manner of their choosing.

DEPLOYMENT

The players must first determine their Warlord Traits.

The Attacker deploys their forces first anywhere in their deployment zone.

The Defender then deploys up to 3 Infantry units anywhere in their deployment zone – these are the Last Survivors. The remainder of the Defender's army starts the game in reserve.

FIRST TURN

The Attacker goes first unless the Defender can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

At the end of the game, each player scores 1 Victory Point for each enemy unit that has been completely destroyed. The Attacker scores 1 Victory Point for each Hull Point removed from the Defender's fortifications. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

At the end of the game, the Attacker gains D3 additional Victory Points for each of the Defender's Last Survivor units (see below) they have completely destroyed. The Defender scores 2 Victory Points for each Last Survivor unit that has not been completely destroyed at the end of the game.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

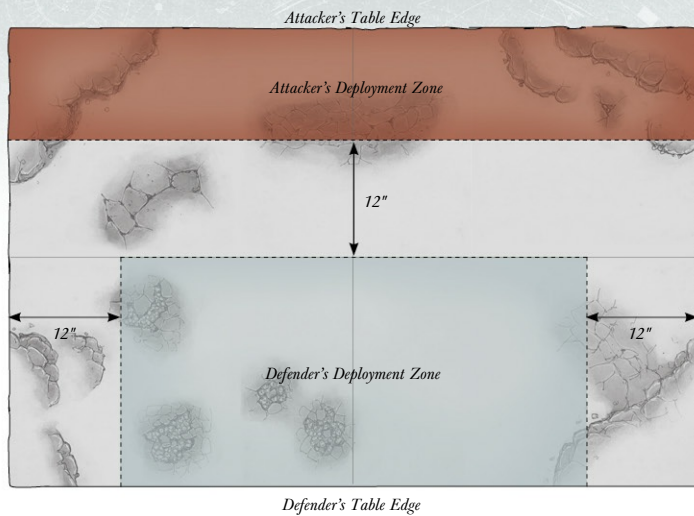
Night Fighting, Reserves.

Last Survivors: The units in the Defender's army that start the game on the board are the Last Survivors. These units have the Stubborn special rule.

Delayed Reserves: The Defender does not make Reserve Rolls as detailed in *Warhammer 40,000: The Rules*. Instead, starting from Turn 2, the Defender's units arrive from reserve according to the following table:

Turn	Reserve Roll required for Defenders to arrive		
	Fast Attack*	Troops, HQ or Elites	Heavy Support or Lord of War
2	4+	5+	6+
3	3+	4+	5+
4	3+	3+	4+
5	Auto	3+	3+
6	-	Auto	3+
7	-	-	Auto

* Flyers, Flying Monstrous Creatures and any unit that is arriving by Deep Strike are counted as Fast Attack units for the purposes of the Delayed Reserves special rule, regardless of their actual Battlefield Role.



SIEGE WAR CAMPAIGN

The Siege War missions presented here can be played sequentially to fight a thrilling campaign, where one player is the Attacker for every mission, and their opponent is the Defender. If you do so, the victor of each mission will receive a bonus in the next mission of the campaign, as detailed on this page. If a game is a draw, neither player receives a bonus in the next mission. Whoever wins the final mission, Last Stand, is then the victor of the Siege War campaign (if this game ends in a draw, we suggest that whoever won the most victories during the previous missions is crowned the overall victor of the campaign).

1 SIEGE WAR: BREAKTHROUGH

Attacker Victory: In Bunker Assault, the Defender must double the distance their Artillery Strikes scatter when using the Targeting Auger.

Defender Victory: In Bunker Assault, the Defender halves the distance their Artillery Strikes scatter when using the Targeting Auger.

2 SIEGE WAR: BUNKER ASSAULT

Attacker Victory: In All-out Attack, the Attacker's units are brought back into play as reinforcements using the Sustained Attack rule on the roll of a 3 or more, rather than a 4 or more.

Defender Victory: In All-out Attack, the Attacker's units are brought back into play as reinforcements using the Sustained Attack rule on the roll of a 5 or more, rather than a 4 or more.

3 SIEGE WAR: ALL-OUT ATTACK

Attacker Victory: In Crossfire, the game lasts for nine game turns instead of eight and all of the Attacker's units have the Fleet special rule.

Defender Victory: In Crossfire, the game lasts for seven game turns instead of eight and the Forced March rule is not used – the Attacker does not double the distance of their units' Run moves during the first turn as a result of this rule.

4 SIEGE WAR: CROSSFIRE

Attacker Victory: In The Big Push, the Attacker's Preliminary Bombardment will hit enemy units on the roll of a 5 or 6, instead of just a 6.

Defender Victory: In The Big Push, the Defender will restore a building to full function using the Jury-rigged Repair special rule on the roll of a 5 or more, instead of a 6 or more.

5 SIEGE WAR: THE BIG PUSH

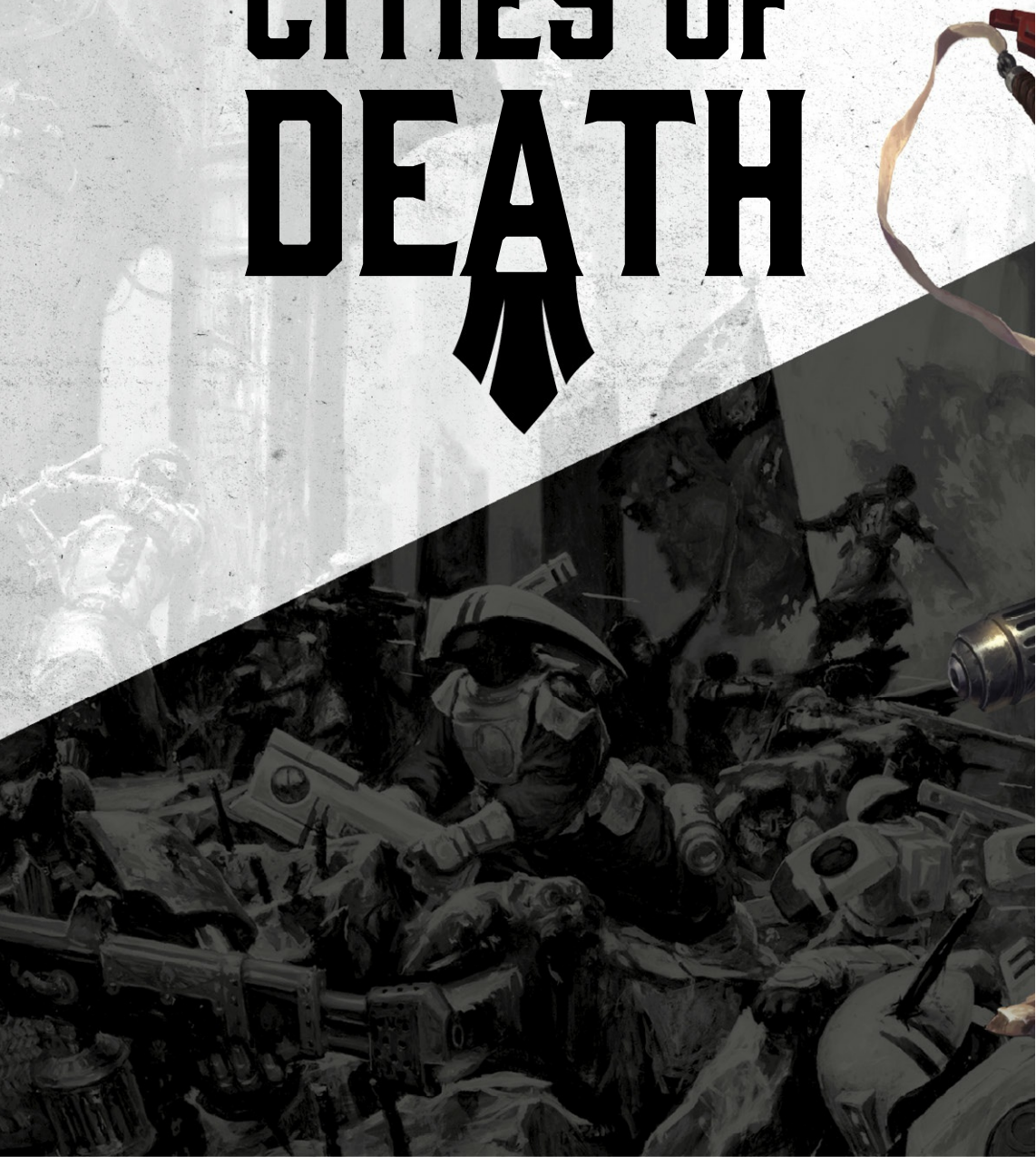
Attacker Victory: In Last Stand, the Attacker can select a single fortification after both sides have deployed. That fortification starts the game dilapidated, as described in *Warhammer 40,000: The Rules*, and cannot fire emplaced weapons.

Defender Victory: In Last Stand, the Defender can re-roll all failed rolls when rolling on the Delayed Reserves table.





CITIES OF DEATH





NO QUARTER

Inured to the horrors of war though the warriors of the 41st millennium are, the prospect of an urban battle is liable to unsettle all but the most battle-hardened combatants. City fighting is bitter, brutal and demands a bloody price. The enemy must be prised from every street, building, stairwell and room. Mercy is never spared, and none is ever expected.

Fighting tends to be scattered and sporadic, and it frequently comprises a series of vicious melees of pistol, blade, grenade and fist. Squads of opposing forces, and often even lone combatants, are obliged to slaughter each other in frenzied brawls staged within the claustrophobic confines of ruined administratum blocks and manufacturums.

Famously, after the Genestealer Hivecult rising on New Gidlam, a burial detachment sifting through the rubble discovered two broken bodies, one a guardsman and the other a cultist. Each was impaled on the bayonet of their opponent, their grim, frantic struggle brought to a premature end by a mortar round which pulverised the building, instantly entombing both.

The shattered streets and buildings are murder holes all, filled with traps both designed and accidental. As one bomb-wrecked wall offers the sanctity of cover, the next conceals treacherous ground or a deadly ambush.

Any edifice retaining upper floors is the perfect perch for snipers who, waiting like vultures, despatch any unfortunate foe who wanders into their crosshairs.





Rotting corpses litter the ruins, their stinking, rat-gnawed presence only fuelling the dread that threatens to consume the combatants from within. Many a jittery private has been the victim of a lapse in focus, breaking cover too soon in their haste to flee a grisly scene.



In this setting, infantry often bear the brunt of the carnage and a wise general will provide hard-hitting support in the form of squadrons of tanks. These rolling bunkers can be employed to help embattled units blast their way through obstacles, demolishing buildings and barricades.

But even enclosed in their metal bulwarks, only the toughest and luckiest tank crews emerge unscathed from city fighting.

Though their armoured carapace can deflect a great deal of damage, a well-placed round will transform a blessed metal haven into a white-hot furnace.

Peering from vision slits encrusted with dust and debris, tank drivers curse and sweat as the vehicle's progress is constantly hindered by mountains of smashed brickwork, mines and roadblocks. Even on half-intact thoroughfares, progress can be agonisingly slow. As such, while armour makes a formidably effective clearance weapon, it also presents the enemy with a ponderous and cumbersome target.

Bipedal war engines, on the other hand, are a different matter. Well-suited to this charnel house, armoured giants are able to stamp across the wrecked edifices, while their smaller, more nimble cousins stalk the lethal alleys, flushing out concealed squads and stragglers.

With its resources, manpower and symbolic significance, every city is a prize – even when in ruins. For the general determined to capture or defend a coveted metropolis, no cost in lives is too high, and no tactic too low.



CITIES OF DEATH MISSIONS

Many of the myriad worlds of the 41st Millennium feature vast cities whose districts are crammed with countless hab-blocks, cathedra, PDF barracks and manufactorums. To fight building-to-building, street-to-street amongst such dense urban jungles requires a different strategy altogether.

The objectives a commander will be ordered to achieve in the dense terrain of one of the galaxy's countless cities will be different to those they prioritise on a more open battlefield. Every building is a potential strongpoint or bastion, and because of this they will become the focus of much of the fighting. The following rules allow you to use a new set of Cities of Death Objectives that replace the Tactical Objectives found in *Warhammer 40,000: The Rules*, and which reflect the different nature of fighting in an urban environment.

In this section you will find the rules for using 36 Cities of Death Objectives in your games of *Warhammer 40,000* (pg 54-58), and six new Cities of Death missions (pg 60-71). The missions all use Cities of Death Objectives, but each one emphasises a different aspect of fighting in an urban environment. Additionally, you will find rules for linking these missions together in an epic campaign of urban warfare (pg 72). Also included in this section are rules for using Cities of Death Objectives in other games of *Warhammer 40,000* that use Tactical Objectives, such as *Maelstrom of War*.

HOW TO USE CITIES OF DEATH MISSIONS

If a mission has the Cities of Death Objectives mission special rule, it is a Cities of Death mission. To play a Cities of Death mission only requires a handful of modifications to the Preparing for Battle section of *Warhammer 40,000: The Rules*, which are described below.

THE MISSION

If you and your opponent wish to play a Cities of Death mission, then at the start of The Mission step of Preparing for Battle (as described in *Warhammer 40,000: The Rules*), you can roll on the table below, or choose the mission you wish to fight, to determine which mission is used for the battle.

CITIES OF DEATH: MISSION TABLE

D6	MISSION
1	Firesweep
2	High Ground
3	Domination
4	Maximum Attrition
5	Urban Assault
6	Isolated Resistance

CITIES OF DEATH BATTLEFIELDS AND DEPLOYMENT

Instructions for creating Cities of Death battlefields and deploying your forces are included in the Cities of Death missions themselves; you must use these rules instead of those found in *Warhammer 40,000: The Rules*.

CITIES OF DEATH OBJECTIVE MARKERS

You will need 6 Objective Markers that are individually numbered 1 through 6. Unless instructed otherwise, the players should place all 6 Objective Markers on the battlefield, using the rules for Placing Objective Markers in *Warhammer 40,000: The Rules*. These Objective Markers are controlled using the rules for Controlling Objective Markers. Each Objective Marker may also be a Mysterious Objective as described in *Warhammer 40,000: The Rules* if this mission special rule is also in use.

In addition to the restrictions on placing Objective Markers found in *Warhammer 40,000: The Rules*, each Objective Marker must be placed on a building or in ruins terrain. If it is impossible to place all of the Objective Markers because of this restriction, place as many as possible, and discard any that are remaining. Because of this, we recommend that you set up at least six buildings and/or ruins for any mission that has the Cities of Death Objectives special rule.

CITIES OF DEATH OBJECTIVES AND TACTICAL OBJECTIVES

If you are playing a *Warhammer 40,000* mission that has the Tactical Objectives special rule, and you have set up ruins and/or buildings as part of the terrain for the battle, then you and your opponent can agree to use the Cities of Death Objectives special rules if you wish. If you do this, then use the Cities of Death Objectives instead of the Tactical Objectives. Note that if you do this, any Tactical Objectives specific to your Faction cannot be used; you must use the Cities of Death Objectives alone. Missions with the Cities of Death Objectives mission special rules always use Cities of Death Objectives instead of Tactical Objectives.

Note that any rules which affect how Tactical Objectives are generated, achieved and discarded apply to Cities of Death Objectives exactly as if they were Tactical Objectives.

GENERATING CITIES OF DEATH OBJECTIVES

At the beginning of each of your turns, you will need to generate a number of Cities of Death Objectives. If you are playing a mission with the Cities of Death Objectives special rule, it will state how many you should generate, otherwise you will need to agree how many to generate at the start of each turn.

To generate a Cities of Death Objective, roll a D66, consult the table to the right and write the result down. Note that unless the mission itself states otherwise, these rolls are not secret; both players should be able to see what Cities of Death Objectives each other has.

When generating Cities of Death Objectives, keep a note of the numbers you rolled during the game – if you roll the same numbered Cities of Death Objective during the same game, roll again until one you can use is generated. Only roll again if you have already generated that Cities of Death Objective yourself during the game – if your opponent has generated a particular Cities of Death Objective that you have not yet generated, you can still generate that Cities of Death Objective.

Cities of Death Objectives that have been generated are said to be Active until they are either achieved or discarded.

ACHIEVING CITIES OF DEATH OBJECTIVES

You score Victory Points (see *Warhammer 40,000: The Rules*) for achieving Cities of Death Objectives at the end of your turn. Any Victory Points awarded from Cities of Death Objectives are added to any Victory Points awarded from any other source (from Secondary Objectives, for example).

At the end of your turn, you must check to see if you have achieved any of your Active Cities of Death Objectives – the descriptions will tell you how they are achieved and how many Victory Points are scored for completing them. If you can achieve a Cities of Death Objective at the end of your turn you must immediately score Victory Points for it – you cannot choose not to achieve a Cities of Death Objective at the end of your turn. Note that a player can achieve any number of their Active Cities of Death Objectives in the same turn (including multiples of the same named Cities of Death Objective that do not have the same number).

For example, Simon has the Streets of Death and Cripple the Vanguard Cities of Death Objectives. In his first turn, Simon destroys an enemy Fast Attack unit that is on open ground, scoring in this instance 2 Victory Points. If the mission also used the First Blood secondary objective, Simon would score 1 additional Victory Point if this was the first unit destroyed in the game (making the unit's destruction worth a grand total of 3 Victory Points).

DISCARDING CITIES OF DEATH OBJECTIVES

Once a Cities of Death Objective has been achieved, it is discarded. After all Cities of Death Objectives that have been achieved are discarded, the player whose turn it is can select one of their remaining Active Cities of Death Objectives (if any) and choose to discard it – this scores no Victory Points. You may additionally discard any Active Cities of Death Objectives for Objective Markers that are not being used because there are fewer than six buildings on the battlefield – these also score no Victory Points. Discarded Cities of Death Objectives cease being Active and you cannot generate or achieve these objectives for the remainder of the game.

Designer's Note: If you own a deck of Cities of Death cards, you can generate your Cities of Death Objectives by shuffling the deck and drawing the top card instead of rolling a D66. You must do this openly unless the mission instructs you otherwise.

CITIES OF DEATH OBJECTIVES TABLE

Descriptions for each Cities of Death Objective can be found on pages 56-58.

D66	Result	Type
11	Secure Building 1	Capture & Control
12	Secure Building 2	Capture & Control
13	Secure Building 3	Capture & Control
14	Secure Building 4	Capture & Control
15	Secure Building 5	Capture & Control
16	Secure Building 6	Capture & Control
21	Garrison Building 1	Take & Hold
22	Garrison Building 2	Take & Hold
23	Garrison Building 3	Take & Hold
24	Garrison Building 4	Take & Hold
25	Garrison Building 5	Take & Hold
26	Garrison Building 6	Take & Hold
31	Seize Building 1	Storm & Defend
32	Seize Building 2	Storm & Defend
33	Seize Building 3	Storm & Defend
34	Seize Building 4	Storm & Defend
35	Seize Building 5	Storm & Defend
36	Seize Building 6	Storm & Defend
41	Command Centre	Seize Ground
42	Maintain Perimeter	Seize Ground
43	Sally Forth	Seize Ground
44	Capture the Castle	Seize Ground
45	The High Ground	Seize Ground
46	Repel the Enemy	Seize Ground
51	Crushing Firepower	Purge
52	No Shelter	Purge
53	Streets of Death	Purge
54	Surprise Attack	Purge
55	Cripple the Vanguard	Purge
56	No Witnesses	Purge
61	Kingslayer	Annihilation
62	Witch Hunter	Annihilation
63	Scour the Skies	Annihilation
64	Counter-strike	Annihilation
65	Stronghold Denial	Annihilation
66	Big Game Hunter	Annihilation

CITIES OF DEATH OBJECTIVES

This section describes the Cities of Death Objectives that you can use in your games of Warhammer 40,000. Each Cities of Death Objective details a specific task that your forces must accomplish, the conditions that must be met in order to achieve it, and how many Victory Points you will score for doing so. The number next to the Cities of Death Objective's title corresponds to the D66 result rolled to generate it. For more details on generating and using Cities of Death Objectives, see page 54.

11 SECURE BUILDING 1

Type: Capture & Control

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

12 SECURE BUILDING 2

Type: Capture & Control

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

13 SECURE BUILDING 3

Type: Capture & Control

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

14 SECURE BUILDING 4

Type: Capture & Control

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

15 SECURE BUILDING 5

Type: Capture & Control

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

16 SECURE BUILDING 6

Type: Capture & Control

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

21 GARRISON BUILDING 1

Type: Take & Hold

A vital building has been identified in your vicinity. You are ordered to hold it at any cost.

Score 2 Victory Points if you control Objective Marker 1 at the end of two of your turns consecutively.

22 GARRISON BUILDING 2

Type: Take & Hold

A vital building has been identified in your vicinity. You are ordered to hold it at any cost.

Score 2 Victory Points if you control Objective Marker 2 at the end of two of your turns consecutively.

23 GARRISON BUILDING 3

Type: Take & Hold

A vital building has been identified in your vicinity. You are ordered to hold it at any cost.

Score 2 Victory Points if you control Objective Marker 3 at the end of two of your turns consecutively.

24 GARRISON BUILDING 4

Type: Take & Hold

A vital building has been identified in your vicinity. You are ordered to hold it at any cost.

Score 2 Victory Points if you control Objective Marker 4 at the end of two of your turns consecutively.

25 GARRISON BUILDING 5

Type: Take & Hold

A vital building has been identified in your vicinity. You are ordered to hold it at any cost.

Score 2 Victory Points if you control Objective Marker 5 at the end of two of your turns consecutively.

26 GARRISON BUILDING 6

Type: Take & Hold

A vital building has been identified in your vicinity. You are ordered to hold it at any cost.

Score 2 Victory Points if you control Objective Marker 6 at the end of two of your turns consecutively.



31 SEIZE BUILDING 1

Type: Storm & Defend

A vital building is held by the enemy. You are ordered to take it at any cost.

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn. If the enemy controlled the Objective Marker at the start of your turn and you control it at the end of your turn, score D3 Victory Points instead.

32 SEIZE BUILDING 2

Type: Storm & Defend

A vital building is held by the enemy. You are ordered to take it at any cost.

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn. If the enemy controlled the Objective Marker at the start of your turn and you control it at the end of your turn, score D3 Victory Points instead.



33 SEIZE BUILDING 3

Type: Storm & Defend

A vital building is held by the enemy. You are ordered to take it at any cost.

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn. If the enemy controlled the Objective Marker at the start of your turn and you control it at the end of your turn, score D3 Victory Points instead.

34 SEIZE BUILDING 4

Type: Storm & Defend

A vital building is held by the enemy. You are ordered to take it at any cost.

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn. If the enemy controlled the Objective Marker at the start of your turn and you control it at the end of your turn, score D3 Victory Points instead.

35 SEIZE BUILDING 5

Type: Storm & Defend

A vital building is held by the enemy. You are ordered to take it at any cost.

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn. If the enemy controlled the Objective Marker at the start of your turn and you control it at the end of your turn, score D3 Victory Points instead.

36 SEIZE BUILDING 6

Type: Storm & Defend

A vital building is held by the enemy. You are ordered to take it at any cost.

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn. If the enemy controlled the Objective Marker at the start of your turn and you control it at the end of your turn, score D3 Victory Points instead.

41 COMMAND CENTRE

Type: Seize Ground

An enemy command centre has been detected in a building within this war zone. Capturing it will hamper the enemy's efforts to defend this sector.

When this Cities of Death Objective is generated, your opponent must select an Objective Marker. Score 1 Victory Point at the end of your turn if you control the Objective Marker. If you control the Objective Marker at the end of the turn in which this Cities of Death Objective was generated, score D3 Victory Points instead.

42 MAINTAIN PERIMETER

Type: Seize Ground

Establish a perimeter and ensure no enemy gets past your defensive cordon.

Score 1 Victory Point if no more than one enemy scoring unit is within 12" of the centre of the battlefield at the end of your turn. If there are no enemy units within 18" of the centre of the battlefield at the end of your turn, score D3 Victory Points instead.

43 SALLY FORTH

Type: Seize Ground

The enemy thinks we will simply wait for them to attack. Launch an immediate counter-offensive and engage the foe.

Score 1 Victory Point if at least one of your units disembarked from a building, or started the turn in ruins terrain, and successfully charged into close combat during your turn.

44 CAPTURE THE CASTLE

Type: Seize Ground

Strike deep into enemy territory and seize the building around which they anchor their defences.

Score D3 Victory Points if you control the Objective Marker closest to the enemy table edge at the end of your turn. If two or more Objective Markers are equally close, score D3 Victory Points if you control any one of them.

45 THE HIGH GROUND

Type: Seize Ground

By capturing the tallest buildings in this sector, you will be able to dominate huge areas of the city.

Score D3 Victory Points if you control the two Objective Markers that are on the two tallest buildings and/or ruins on the battlefield at the end of your turn. If more than two Objective Markers are on equally tall buildings or ruins, score D3 Victory Points if you control any two of them.

46 REPEL THE ENEMY

Type: Seize Ground

Repulse all of the foe's attacks, and drive them out into the streets so they can be slaughtered.

Score D3+3 Victory Points if not a single enemy scoring unit is embarked within, on the battlements of, or in base contact with any building or ruin on the battlefield at the end of your turn.

51 CRUSHING FIREPOWER

Type: Purge

A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn. If you completely destroyed an enemy unit that had all of its models in buildings or ruins terrain during your Shooting phase, score D3 Victory Points instead.

52 NO SHELTER

Type: Purge

Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.

Score 1 Victory Point if an enemy unit was completely destroyed during the Assault phase of your turn. If you completely destroyed an enemy unit that had all of its models in buildings or ruins terrain during your Assault phase, score D3 Victory Points instead.

53 STREETS OF DEATH

Type: Purge

Force the enemy to cower in their buildings, exterminating any that dare to venture forth onto the streets.

Score 1 Victory Point if an enemy unit that started your turn with one or more models on open ground was completely destroyed during your turn. If between three and five enemy units that started your turn with one or more models on open ground were completely destroyed during your turn, score D3 Victory Points instead. If six or more enemy units that started your turn with one or more models on open ground were completely destroyed during your turn, score D3+3 Victory Points instead.

54 SURPRISE ATTACK

Type: Purge

Appear suddenly in the heart of the battle and annihilate your foe before he can react.

Score 1 Victory Point if at least one enemy unit was completely destroyed by a friendly unit that arrived from Reserves during the same turn.

55 CRIPPLE THE VANGUARD

Type: Purge

Destroy the swiftest units in the enemy army and cripple his manoeuvrability.

Score 1 Victory Point if at least one enemy Fast Attack unit was completely destroyed during this turn. If you completely destroyed 3 or more enemy Fast Attack units during your turn, score D3+3 Victory Points instead.

56 NO WITNESSES

Type: Purge

The enemy's leaders cannot be permitted to leave the battlefield alive to report what they have seen.

Score 1 Victory Point if every one of your opponent's models with the Independent Character special rule has been removed as casualties during this or any previous turn.

61 KINGSLAYER

Type: Annihilation

The enemy commander is a powerful and effective leader and should be slain as quickly as possible.

Score D3 Victory Points at the end of your turn if your opponent's Warlord has been removed as a casualty during this or any previous turn.

62 WITCH HUNTER

Type: Annihilation

The presence of enemy psykers can no longer be tolerated. Eliminate them with extreme prejudice.

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.

63 SCOUR THE SKIES

Type: Annihilation

It is vital to maintain air superiority. Enemy aircraft are to be considered targets of high priority.

Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.

64 COUNTER-STRIKE

Type: Annihilation

The foe seeks to circumvent our defences by landing troops amidst our ranks. Show them the folly of their ways.

Score 1 Victory Point at the end of your turn if at least one enemy unit that arrived from Deep Strike Reserve was completely destroyed during your turn. If 3 or more enemy units that arrived from Deep Strike Reserve were completely destroyed during your turn, score D3 Victory Points instead.



65 STRONGHOLD DENIAL

Type: Annihilation

If the enemy should seek to capture a stronghold, reduce it to rubble and rob the foe of his prize.

Score 1 Victory Point at the end of your turn if at least one building was destroyed during your turn. If 3 or more buildings were destroyed during your turn, score D3 Victory Points instead.

66 BIG GAME HUNTER

Type: Annihilation

The larger the foe, the greater the glory...

Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn. If at least one enemy Super-heavy vehicle or Gargantuan Creature was destroyed during your turn, score D3 Victory Points instead.



CITIES OF DEATH: FIRESWEEP

Both sides are moving forward to occupy as much of the city as possible, conducting a room-to-room, building-to-building and street-to-street sweep, when they run into each other. Each force must attempt to complete their objectives, while preventing the enemy from achieving their own.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in *Warhammer 40,000: The Rules*. We recommend that you set up at least six buildings and/or ruins, and that you use more buildings and ruins if they are available. Each player rolls a D6, re-rolling ties. Whoever scores higher decides which quarter of the table they wish to deploy in. The opposing player deploys in the diagonally opposite quarter.

OBJECTIVE MARKERS

After terrain has been set up, but before determining table quarters, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules from *Warhammer 40,000: The Rules*, as modified by the Cities of Death special rules (pg 54).

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits.

Players must deploy using the Standard Deployment Method as described in *Warhammer 40,000: The Rules*.

FIRST TURN

The player that deployed first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

CITIES OF DEATH OBJECTIVES

Each player generates 3 Cities of Death Objectives at the start of their first turn (pg 55).

GAME LENGTH

This mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

Achieve as many Cities of Death Objectives as possible (pg 55). If, at the start of a player's turn, they have fewer than 3 Active Cities of Death Objectives, they must generate a number of new Cities of Death Objectives until they have 3.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

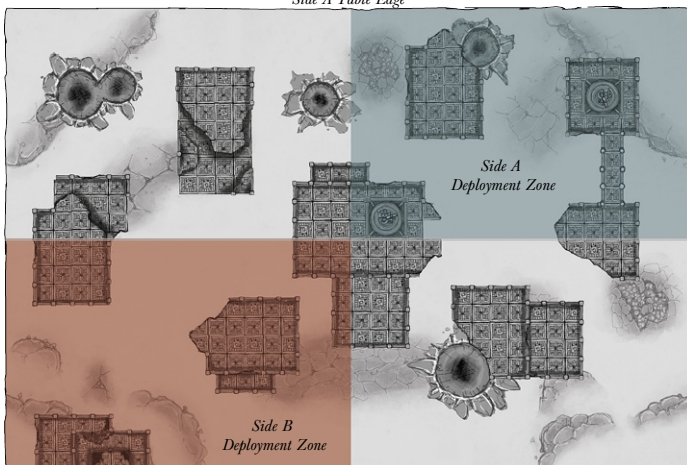
MISSION SPECIAL RULES

Cities of Death Objectives (pg 54), **Mysterious Objectives**, **Night Fighting**, **Reserves**.





Side A Table Edge



Side B Table Edge

CITIES OF DEATH: HIGH GROUND

A strategically vital pair of buildings dominate this area of the city. Each side is determined to capture them once and for all, and battle erupts as the armies converge upon them. The outcome of this skirmish could well decide the result of the wider war, so the stakes are high.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*. We recommend that you set up at least six buildings and/or ruins, and that you use more buildings and ruins if they are available. Use the deployment map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher decides which quarter of the table they wish to deploy in. The opposing player deploys in the diagonally opposite quarter.

OBJECTIVE MARKERS

After terrain has been set up, but before determining table quarters, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules from *Warhammer 40,000: The Rules*, as modified by the Cities of Death special rules (pg 54).

In this mission, Objective Marker 1 must be placed on the tallest building or ruin on the board, and Objective Marker 2 must be placed on the second tallest building or ruin. You can choose where to place the marker if several buildings/ruins are equally tall.

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits.

Players must deploy using the Standard Deployment Method as described in *Warhammer 40,000: The Rules*.

FIRST TURN

The player that deployed first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

CITIES OF DEATH OBJECTIVES

Each player automatically receives the High Ground Cities of Death Objective at the start of their first turn (pg 55). In addition, if they achieve this objective, it becomes Active again instead of being discarded (and therefore can be achieved again at the end of future turns).

GAME LENGTH

This mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

Achieve as many Cities of Death Objectives as possible (pg 55). At the start of each player's turn after the first, they must generate one new Cities of Death Objective.

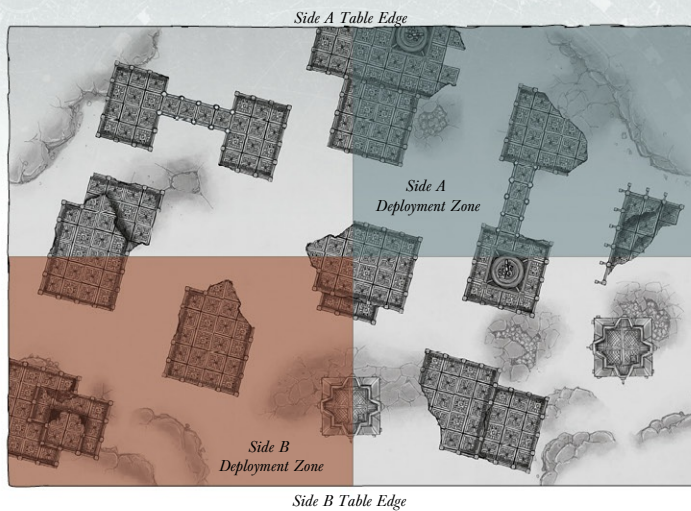
SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Cities of Death Objectives (pg 54), **Mysterious Objectives**, **Night Fighting**, **Reserves**.





CITIES OF DEATH: DOMINATION

Both sides are attempting to dominate this sector of the city by sheer weight of numbers and raw firepower, seizing and controlling every asset they can take. Only when all buildings are securely held can the process of driving the enemy out, once and for all, begin.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in *Warhammer 40,000: The Rules*. We recommend that you set up at least six buildings and/or ruins, and that you use more buildings and ruins if they are available. Each player rolls a D6, re-rolling ties. Whoever scores higher decides which quarter of the table they wish to deploy in. The opposing player deploys in the diagonally opposite quarter.

OBJECTIVE MARKERS

After terrain has been set up, but before determining table quarters, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules from *Warhammer 40,000: The Rules*, as modified by the Cities of Death special rules (pg 54).

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits.

Players must deploy using the Standard Deployment Method as described in *Warhammer 40,000: The Rules*.

FIRST TURN

The player that deployed first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

CITIES OF DEATH OBJECTIVES

Each player generates 3 Cities of Death Objectives at the start of their first turn (pg 55).

In this mission only Capture & Control, Take & Hold and Storm & Defend Cities of Death Objectives are used (pg 55). Generate these objectives by rolling a D36 instead of a D66. To roll a D36, use a D3 to generate the first 'tens' part of the result, and a D6 to generate the second 'digits' part of the result. For example, a roll of 1 on the D3 and a 4 on the D6 would produce a result of 14. If you are using a Cities of Death card deck, then simply exclude all Seize Ground, Purge and Annihilation cards from the deck.

GAME LENGTH

This mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

Achieve as many Cities of Death Objectives as possible (pg 55). If, at the start of a player's turn, they have fewer than 3 Active Cities of Death Objectives, they must generate a number of new Cities of Death Objectives until they have 3.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

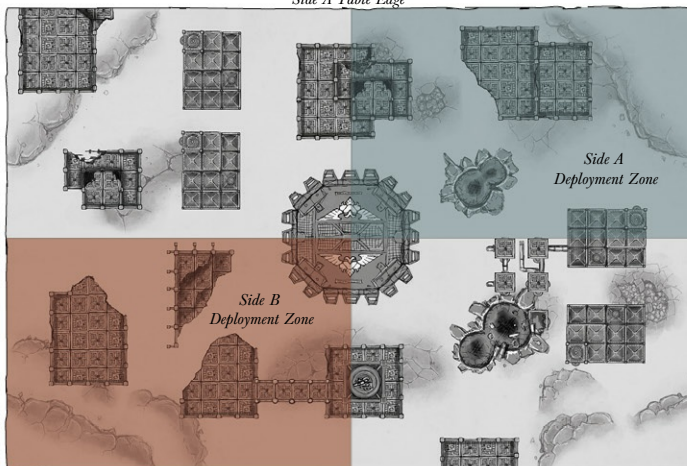
MISSION SPECIAL RULES

Cities of Death Objectives (pg 54), **Mysterious Objectives**, **Night Fighting**, **Reserves**.





Side A Table Edge



Side B Table Edge

CITIES OF DEATH: MAXIMUM ATTRITION

The time for strategy and caution is over – now the city will shake with the thunder of guns. Both sides have massed sufficient numbers to launch an all-out attack against the other, seeking nothing less than the total annihilation of the enemy, no matter the cost.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in *Warhammer 40,000: The Rules*. We recommend that you set up at least six buildings and/or ruins, and that you use more buildings and ruins if they are available. Each player rolls a D6, re-rolling ties. Whoever scores higher decides which quarter of the table they wish to deploy in. The opposing player deploys in the diagonally opposite quarter.

OBJECTIVE MARKERS

After terrain has been set up, but before determining table quarters, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules from *Warhammer 40,000: The Rules*, as modified by the Cities of Death special rules (pg 54).

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits.

Players must deploy using the Standard Deployment Method as described in *Warhammer 40,000: The Rules*.

FIRST TURN

The player that deployed first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

CITIES OF DEATH OBJECTIVES

Each player automatically receives the Crushing Firepower Cities of Death Objective (pg 55) at the start of their first turn. In addition, if they achieve this objective, it becomes Active again instead of being discarded (and therefore can be achieved again at the end of future turns).

GAME LENGTH

This mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

Achieve as many Cities of Death Objectives as possible (pg 55). At the start of each player's turn after the first, they must generate one new Cities of Death Objective.

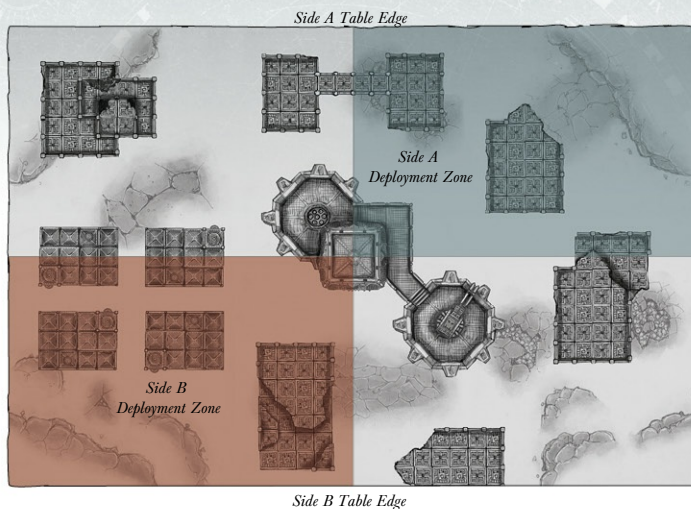
SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Cities of Death Objectives (pg 54), **Mysterious Objectives**, **Night Fighting**, **Reserves**.





CITIES OF DEATH: URBAN ASSAULT

Both armies are launching an assault upon their foes' strongpoint, but must spare sufficient warriors to defend their own, lest they lose more ground than they gain. It may be necessary to penetrate deep into enemy territory to secure a foothold, so the advancing forces must give no quarter.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in *Warhammer 40,000: The Rules*. We recommend that you set up at least six buildings and/or ruins, and that you use more buildings and ruins if they are available. Each player rolls a D6, re-rolling ties. Whoever scores higher decides which quarter of the table they wish to deploy in. The opposing player deploys in the diagonally opposite quarter.

OBJECTIVE MARKERS

After terrain has been set up, but before determining table quarters, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules from *Warhammer 40,000: The Rules*, as modified by the Cities of Death special rules (pg 54).

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits.

Players must deploy using the Standard Deployment Method as described in *Warhammer 40,000: The Rules*.

FIRST TURN

The player that deployed first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

CITIES OF DEATH OBJECTIVES

Each player generates 3 Cities of Death Objectives at the start of their first turn (pg 55).

GAME LENGTH

This mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

Achieve as many Cities of Death Objectives as possible (pg 55). If, at the start of a player's turn, they have fewer than 3 Active Cities of Death Objectives, they must generate a number of new Cities of Death Objectives until they have 3.

The Victory Points received for completing Capture & Control, Take & Hold and Storm & Defend objectives (i.e. results 11-36 on the Cities of Death Objectives table) **are doubled if the Objective Marker is fully within the enemy's deployment zone.**

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

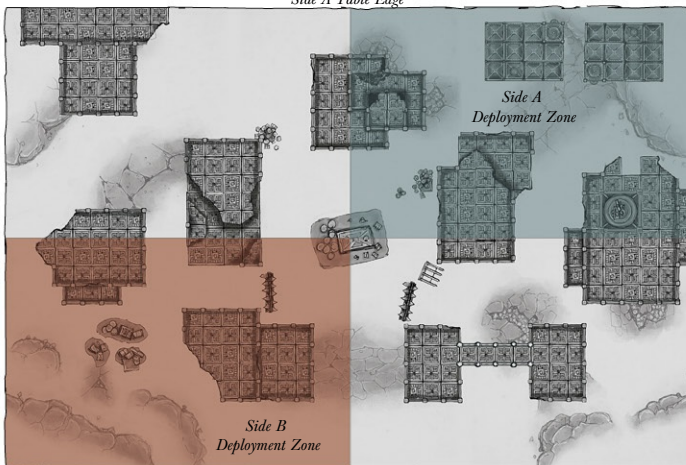
MISSION SPECIAL RULES

Cities of Death Objectives (pg 54), **Mysterious Objectives, Night Fighting, Reserves.**





Side A Table Edge



Side B Table Edge

CITIES OF DEATH: ISOLATED RESISTANCE

The forces of both sides are scattered in pockets across the battlefield, making it impossible for either warlord to make a decisive advance. Each army needs to clear out surrounding buildings and establish a strong battle line before the enemy can gather in strength and push them back.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in *Warhammer 40,000: The Rules*. We recommend that you set up at least six buildings and/or ruins, and that you use more buildings and ruins if they are available.

OBJECTIVE MARKERS

After terrain has been set up, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules from *Warhammer 40,000: The Rules*, as modified by the Cities of Death special rules (pg 54).

DEPLOYMENT

Players take it in turns to deploy one unit. The unit must have the Troops Battlefield Role, if one is available. The unit must deploy either in or within 3" of a building with an Objective Marker. The building chosen cannot be one that has already been chosen in this way for another unit. If this makes it impossible to deploy a unit, it cannot deploy.

After both players have deployed the maximum number of units they possibly can (i.e. up to three units each), all remaining units are placed in Reserves.

FIRST TURN

Roll-off to see which player takes the first turn.

CITIES OF DEATH OBJECTIVES

Each player generates 3 Cities of Death Objectives at the start of their first turn (pg 55).

GAME LENGTH

This mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

Achieve as many Cities of Death Objectives as possible (pg 55). If, at the start of a player's turn, they have fewer than 3 Active Cities of Death Objectives, they must generate a number of new Cities of Death Objectives until they have 3.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Cities of Death Objectives (pg 54), **Mysterious Objectives**, **Night Fighting**, **Reserves**.

Lines of Retreat: Any units that Fall Back must do so towards the nearest table edge.

Scattered Reserves: When a unit arrives from Reserves, you must roll a D6 and consult the deployment map to determine the table edge from which it must arrive. Units that can Deep Strike may deploy using the Deep Strike rules, but any other special rules, Warlord Traits etc, that allow a player to change where a Reserves unit arrives cannot be used in this mission.





Table Edge 4-5



CITIES OF DEATH CAMPAIGN

The Cities of Death missions presented here can be played sequentially to fight a thrilling campaign, where one player is the Attacker for every mission, and their opponent is the Defender. If you do so, the victor of each mission will receive a bonus in the next mission of the campaign, as detailed on this page. If a game is a draw, neither player receives a bonus in the next mission. Whoever wins the final mission, Isolated Resistance, is then the victor of the Cities of Death campaign (if this game ends in a draw, we suggest that whoever won the most victories during the previous missions is crowned the overall victor of the campaign).

1 CITIES OF DEATH: FIRESWEEP

Attacker Victory: In High Ground, the Attacker's models add 1 to their Ballistic Skill when shooting at units that are entirely on a lower elevation than they are.

Defender Victory: In High Ground, the Defender's models add 1 to their cover saves when they are being shot at by a unit that is entirely on a lower elevation than they are.

The bonus in either victory scenario does not apply to Flyers or Flying Monstrous Creatures.

2 CITIES OF DEATH: HIGH GROUND

Attacker Victory: In Domination, the Attacker generates 6 Tactical Objective cards at the start of their first turn, instead of only 3.

Defender Victory: In Domination, if the Defender has fewer than 4 Active Cities of Death Objectives at the start of any of their turns after the first, they must generate a number of new Cities of Death Objectives until they have 4.

3 CITIES OF DEATH: DOMINATION

Attacker Victory: In Maximum Attrition, the Attacker scores a bonus D3 Victory Points each time they achieve the Crushing Firepower Objective.

Defender Victory: In Maximum Attrition, the Defender scores 1 bonus Victory Point each time they achieve one or more Purge Objective during their turn.

4 CITIES OF DEATH: MAXIMUM ATTRITION

Attacker Victory: In Urban Assault, the Attacker scores 1 bonus Victory Point each time they achieve a Storm & Defend objective.

Defender Victory: In Urban Assault, the Defender scores 1 bonus Victory Point each time they achieve a Take & Hold Objective.

5 CITIES OF DEATH: URBAN ASSAULT

Attacker Victory: In Isolated Resistance, the Attacker can re-roll all failed Reserve Rolls.

Defender Victory: In Isolated Resistance, the Defender can roll two dice each time a unit arrives from Reserves, and pick which result to use when determining which board edge the unit being rolled for arrives from due to the Scattered Reserves rule.





PLANETARY ONSLAUGHT CAMPAIGN

Earlier in this book are the rules for playing three different campaigns. If you and your opponents are ready for a truly epic crusade, you can play all three sequentially to fight a legendary series of battles to decide the fate of an entire world. In such a contest, the Planetstrike campaign is simply the first phase of the war, where the invader lands their forces on the planet while the defender tries to repel them. The second phase of the Planetary Onslaught campaign comprises the Siege War missions, where the attacker must attempt to break past the defender's fortifications to gain access to their cities. The subsequent phase is represented by the third and final stage of the war, Cities of Death, where the ultimate fate of the planet will be decided.

PLAYING A PLANETARY ONSLAUGHT CAMPAIGN

To play a Planetary Onslaught campaign, one player takes the role of Attacker for every mission, and their opponent is the Defender. Don't swap roles between the three phases of the campaign. Then play each phase of the campaign as three mini-campaigns, in order, using the additional rules presented below. The individual phases of the Planetary Onslaught campaign are as follows:

Phase 1: Planetstrike (pg 28)

Phase 2: Siege War (pg 48)

Phase 3: Cities of Death (pg 72)

SUPREME WARLORD

When playing through a Planetary Onslaught campaign, select one character model from your collection to be your Supreme Warlord, and generate a Warlord Trait for them. Ideally, this should be from that Warlord's own Faction.

Your Supreme Warlord has been chosen for their skill at global conquest or defence. As a result, at the beginning of the Planetstrike phase, generate one additional Warlord Trait for your Supreme Warlord. This must be from the appropriate Planetstrike Attacker or Planetstrike Defender tables on pg 14. Note that in later phases of the campaign some of these Warlord Traits, such as Burner of Worlds and Strategic Attacker/Defender, will not have any effect.

As your Supreme Warlord battles through the different phases of the campaign, they will gain more experience. At the beginning of both the Siege War and Cities of Death phases, generate one more Warlord Trait for your Supreme Warlord. The first must be from the Personal Traits table when starting the Siege War phase, and the second from the Tactical Traits table when starting the Cities of Death phase (see *Warhammer 40,000: The Rules*). In each case, if you won the previous phase of the campaign, you do not need to generate your trait randomly – you can simply choose the trait you want your Supreme Warlord to gain.

If your Supreme Warlord is removed as a casualty during any of your games, roll a dice after the battle. On a 2 or more, that

Supreme Warlord is assumed to have made a full recovery and will be ready for battle in time for the next mission in the campaign. On a 1, however, their wounds are serious and will take more time to heal – your Supreme Warlord cannot be used in the next mission in the campaign and you will need to use a different model as your Warlord (roll for a Warlord Trait for the replacement Warlord as normal).

WINNING THE CAMPAIGN

During each phase of the campaign, the victor of each mission will receive a bonus in the next mission as normal, as detailed on pg 28, 48 and 72. Again, if a game is a draw, neither player receives a bonus in the next mission.

WINNING PHASE 1 (PLANETSTRIKE)

Whoever wins the final Planetstrike mission (Planetquake) receives 1 Campaign Point and the appropriate bonus listed below. If this game ends in a draw, we suggest that whoever won the most victories during the Planetstrike phase of the campaign gains the Campaign Point and the bonus. If there is no clear winner, both players get 1 Campaign Point and their respective bonus.

The bonus always has an effect during the next mission of the campaign, but can possibly have an effect during later battles of phase 2 as well.

Attacker Bonus: In Breakthrough, you can make 3 Firestorm Attacks, even though it is not a Planetstrike Mission. Make these attacks after your army has deployed. If your Supreme Warlord is on the battlefield and they have the Burner of Worlds or Strategic Attacker traits, make 1 additional Firestorm attack.

In all subsequent Siege War missions, roll a dice before the game begins: on the roll of 4 or more you can use this bonus in that mission as well.

Defender Bonus: In Breakthrough, you can select a single building. That building's Armour Value is increased by 1 on each facing (to a maximum of 15) for the remainder of the battle. If your Supreme Warlord is on the battlefield and they have the Strategic Defender trait, this building also has a 6+ invulnerable save.

In all subsequent Siege War missions, roll a dice before the game begins: on the roll of 4 or more you can use this bonus in that mission as well.

WINNING PHASE 2 (SIEGE WAR)

Whoever wins the final Siege War mission (Last Stand) receives 1 Campaign Point and the appropriate bonus listed on the next page. If this game ends in a draw, we suggest that whoever won the most victories during the Siege War phase of the campaign gains the Campaign Point and the bonus. If there is no clear winner, both players get 1 Campaign Point and their respective bonus.



The bonus always has an effect during the next mission of the campaign, but can possibly have an effect during later battles of phase 3 as well.

Attacker and Defender Bonus: In Firesweep, the player with this bonus generates an additional D3 Objectives at the start of their first turn.

In all subsequent Cities of Death missions, roll a dice before the game begins: on the roll of 4 or more you can use this bonus in that mission as well.

WINNING PHASE 3 (CITIES OF DEATH)

Whoever wins the final Cities of Death mission (Isolated Resistance) will receive 2 Campaign Points. If this game ends in a draw, we suggest that whoever won the most victories during the Cities of Death phase of the campaign gains the Campaign Points. Otherwise, both players get 2 Campaign Points.

WINNING THE PLANETARY ONSLAUGHT CAMPAIGN

At the end of phase 3, the players should compare their Campaign Point (CP) total and consult the table below to determine who is crowned the victor, and what kind of victory they have won:

CAMPAIGN POINTS	RESULT
Attacker has 2 more CPs than Defender	Planet Killer: The Attacker has won a major victory. They have crushed all that dared stand before them and now an entire world lies dead and burning by their hand. The planets in the surrounding star systems tremble at your approach, fearing they will be next.
Attacker has 1 more CPs than Defender	World Butcher: The Attacker has won a minor victory. They have shattered a world's defences and slaughtered its armies, but only at a bloody cost.
Attacker and Defender have same number of CPs	Bloody Stalemate: The campaign is a draw. Despite all efforts, neither side has managed to defeat the other to claim outright victory.
Defender has 1 more CP than Attacker	World Sentinel: The Defender has won a minor victory. Though your world bears terrible scars and your armies have all but been shattered, you have successfully defended the planet from annihilation.
Defender has 2 more CPs than Attacker	Custodian Supreme: The Defender has won a major victory. The invaders were blasted from the skies, smashed against your fortress walls and slaughtered in your streets. It will be a lifetime before anyone else is foolish enough to even think about invading your planet again.





DATASHEETS



FORTIFICATION DATASHEETS

Sometimes warriors and war machines are not sufficient to hold a vital patch of battlefield, for both are easily swept away by a concentrated assault. With this in mind, many commanders anchor their battle lines with impregnable fortresses, lines of barricades and armoured bunkers.

All fortifications and fortification networks have a datasheet that has all the information you'll need to use them in your games. Each datasheet uses up a single fortification slot on the Force Organisation chart.

- 1 **Faction:** This denotes the Datasheet's Faction – in the vast majority of cases Fortifications have no Faction, and so can be included in any Detachment. However, there are a handful of Datasheets in this book with the Tau Empire Faction – these Fortifications can only be included as part of a Tau Empire Detachment.
- 2 **Points Value:** This is the points value of the fortification.
- 3 **Composition:** This tells you what building(s) and/or section(s) of battlefield terrain make up the fortification. If the composition is a Fortification Network, there will be a list stating the fortifications that must be purchased, and which can optionally be purchased, as part of the network.
- 4 **Terrain Type:** This tells you what part of the terrain rules you'll need to refer to when using your fortification. If the fortification is a building, its Armour Value and the presence of battlements will be listed here.
- 5 **Access and Fire Points:** If the fortification has any Access Points or Fire Points, they will be listed here.
- 6 **Special Rules:** Any special rules that apply to the fortification are detailed here.
- 7 **Weapons:** If your fortification has weapons as part of its basic composition, they will be listed here. Profiles for these weapons can be found in the Fortification Armoury section on page 110.
- 8 **Options:** This section lists any additional weapons, wargear or upgrades the fortification can purchase.



DESIGNER'S NOTE:

You will notice that several Datasheets in this book also appear in *Warhammer 40,000: The Rules as Terrain* Datasheets. If you have such a terrain feature in your collection you can choose to use it using the usual rules, in which case you should use the Terrain Datasheets from *Warhammer 40,000: The Rules*, or you can include it as part of your army as a Fortification, in which case use the Datasheet from this book. In the latter case, this represents your troops using, for example, a derelict ruin they have reinforced and barricaded as a makeshift defensive stronghold from which to make a desperate last stand.





AEGIS DEFENCE LINE

50
POINTS



Aegis Defence Lines are barricades built from crenellated armoured sections that link together into a solid shield wall. Their simple design means that they can be built and deployed at great speed, lending them the nickname 'instant fortresses'. Aegis Defence Lines are ideally suited for commanders wishing to hold ground in enemy territory or establish defensive perimeters until such a time when larger, more permanent fortifications can be constructed. In addition to providing cover for armed infantry units, an Aegis Defence Line can also add firepower of its own, with the capacity to include either an Icarus lascannon or a quad-gun in its construction. These weapons transform an otherwise passive but redoubtable fortification into a deadly obstacle that must be taken out of action before it can be cleared.

COMPOSITION:

Up to 4 long and 4 short Aegis Defence Line sections. Each section of defence line must be placed in contact with at least one other section.

TERRAIN TYPE:

Battlefield debris (defence line).

A model in cover behind a defence line has a 4+ cover save. If a unit Goes to Ground, then models from the unit gain +2 to the cover save from the defence line rather than +1. Models that are in base contact with a defence line are treated as being in base contact with any enemy models who are directly opposite them and in base contact with the other side of that defence line.

Units charging an enemy that is behind a defence line count as charging through difficult terrain.

OPTIONS:

- May take items from the **Obstacles** and **Battlements & Battlefield** lists (pg 110).



IMPERIAL BASTION



An Imperial Bastion is an imposing edifice built from foot-thick ferrocrete and the remains of faithful servants of the Imperium. As they are relatively easy to construct, some planets boast networks of Imperial Bastions that span entire continents. Built to withstand orbital strikes and artillery bombardments, there are few weapons capable of razing them in a single blow. It is with good reason that such fortresses often form the cornerstone of a planet's defensive strategy. Bastions afford their defenders commanding fields of fire. A unit garrisoned within the protective walls can unleash murderous volleys with little fear of reprisal. Heavy bolters jut from every wall, spitting death at any foes that dare approach. Few who brave an Imperial Bastion's guns ever reach its walls alive.

COMPOSITION:

1 Imperial Bastion.

TERRAIN TYPE:

Medium building (Armour Value 14 and 4 Hull Points) with battlements.

TRANSPORT CAPACITY:

An Imperial Bastion has a Transport Capacity of 20.

ACCESS POINTS & FIRE POINTS:

As per model.

WEAPONS:

Four emplaced heavy bolters (pg 111).

OPTIONS:

- May take items from the **Buildings, Obstacles and Battlements & Battlefield** lists (pg 110).

DESIGNER'S NOTE:

Chaos Bastion: The rules and options presented for an Imperial Bastion can also be used to represent a Chaos Bastion.



IMPERIAL STRONGPOINT

POINTS
AS PER
MODELS



A single Imperial Bastion is an imposing monolith of reinforced ferrocrete and ceramite plating, an edifice built to withstand sustained artillery barrages and shrug off all but the most powerful of siege weapons. An Imperial Strongpoint consists of several such fortifications protected by an outer perimeter of Aegis Defence Lines. The fortifications' already formidable firepower is typically bolstered by an array of Icarus-pattern weapons, as effective at knocking enemy aircraft out of the skies as the bastions' heavy bolters are at cutting down infantry on the ground. When fully manned, an Imperial Strongpoint and its garrison have enough firepower to stop an opposing army dead in its tracks, and there is no foe that can overcome its defences without suffering horrendous losses.

COMPOSITION:

Fortification Network consisting of:

- 1-3 Imperial Bastions (pg 80)
- 1-5 Aegis Defence Lines (pg 79)
- 0-1 Skyshield Landing Pad (pg 101)
- 0-1 Honoured Imperium (pg 102)

Please refer to each fortification's individual datasheet for its terrain type, fire & access points, weapons, special rules, options and weapon profiles.





WALL OF MARTYRS IMPERIAL DEFENCE LINE



Across the length and breadth of the Imperium, Mankind must defend itself from the predations of aliens and heretics. The Wall of Martyrs Defence Line is very often the first line of defence, a proud bulwark that can be used to resist the onslaught of such foes. The bleached bones of long-dead warriors of the Imperium are literally built into the foundations of Wall of Martyrs Defence Lines, and the thrice-blessed blood of saintly heroes is often used by members of the Ecclesiarchy to sanctify their armoured shields. No wonder, then, that when the soldiers of the Imperium stand within these hallowed defence lines, their hearts are steeled against the worst horrors of the galaxy. So infused with righteousness, these troops stalwartly refuse to take a single step back whilst the Emperor's enemies remain.

COMPOSITION:

Up to 2 Wall of Martyrs Imperial Defence Line sections and up to 4 Imperial Defence Line end sections. Each section of defence line must be placed in contact with at least one other section.

TERRAIN TYPE:

Battlefield debris (defence line).

SPECIAL RULES:

Stalwart Defence: Models have the Stubborn special rule whilst within a Walls of Martyrs Imperial Defence Line or Defence Emplacement section.

OPTIONS:

- May take items from the **Obstacles** list (pg 110).





WALL OF MARTYRS IMPERIAL DEFENCE EMPLACEMENT



Wall of Martyrs Imperial Defence Emplacements are constructed using the same hallowed materials as the Wall of Martyrs Defence Lines, but are built to accommodate infantry teams manning heavy weaponry in support of their battlefield comrades. Protected by the raised walls of the emplacement, those within are not easily daunted, and will stand against far more powerful foes without flinching or giving ground. With a large armoured firing port overlooking a wide angle of approach, no assailant can hope to charge a manned defence emplacement without being cut down by a hail of clattering autocannon and heavy bolter fire. Soon the ground in front of the emplacement is carpeted with the rent and bloody corpses of those foolhardy enough to approach too close.

COMPOSITION:

Up to 3 Wall of Martyrs Imperial Defence Emplacement sections and up to 2 Imperial Defence Line end sections. Each section must be placed in contact with at least one other section.

TERRAIN TYPE:

Battlefield debris (defence line).

SPECIAL RULES:

Improved Arc of Fire: Any model within a Defence Emplacement section re-rolls failed To Hit rolls when resolving Overwatch if using a weapon with the Heavy type.

Stalwart Defence: Models have the Stubborn special rule whilst within a Walls of Martyrs Imperial Defence Line or Defence Emplacement section.

OPTIONS:

- May take items from the **Obstacles** list (pg 110).



WALL OF MARTYRS IMPERIAL BUNKER

55
POINTS



Imperial Bunkers are built to protect troops as they defend strategic battlefield locations. These bulwarks can withstand an impressive amount of firepower, but they typically lack automated weapons systems of their own. As such, they must be garrisoned to provide effective defence, yet – as many enemy commanders have learned to their cost – a single fire team protected behind a bunker's walls can reap a disproportionately heavy toll on approaching forces. Many Imperial Bunkers are built as forward observation posts and are often equipped with extensive vox units and comms arrays. Typically constructed on sites with commanding views, these bunkers are especially valued by frontline Imperial Guard officers who prefer to issue orders, direct artillery strikes and coordinate troop deployments from relative safety.

COMPOSITION:

1 Wall of Martyrs Imperial Bunker.

TERRAIN TYPE:

Medium building (Armour Value 14 and 4 Hull Points) with battlements.

TRANSPORT CAPACITY:

A Wall of Martyrs Imperial Bunker has a Transport Capacity of 20.

ACCESS POINTS & FIRE POINTS:

As per model.

SPECIAL RULES:

Wide Fire Points: Up to four occupying models can fire out of each of this building's fire points.

OPTIONS:

- May take items from the **Buildings, Obstacles and Battlements & Battlefield** lists (pg 110).



WALL OF MARTYRS FIRESTORM REDOUBT

200
POINTS



Individual Firestorm Redoubts are primarily constructed to protect strategically important objectives from aerial attack and to provide a base for a garrison of troops. With its fully automated batteries of quad Icarus lascannons, objectives will be protected from sudden aerial bombardment until reinforcements arrive. The Firestorm Redoubt combines devastatingly effective armaments with a sturdy bunker complex. Whilst typically equipped to provide anti-aircraft support, some instead sport a range of heavy gatling guns and battle cannons to guard against more typical attacks. In either case, Firestorm Redoubts are usually constructed at regular intervals along Wall of Martyrs Imperial Defence Lines, providing an interlinking curtain of firepower that is next to impossible for enemy forces to get past.

COMPOSITION:

1 Wall of Martyrs
Firestorm Redoubt.

TERRAIN TYPE:

Medium building (Armour
Value 14 and 4 Hull Points)
with battlements.

TRANSPORT

CAPACITY:

A Wall of Martyrs Firestorm
Redoubt has a Transport
Capacity of 20.

ACCESS POINTS & FIRE POINTS:

As per model.

WEAPONS:

Two emplaced quad Icarus lascannons (pg 111).

SPECIAL RULES:

Fully Automated: Emplaced weapons on a Firestorm Redoubt can only fire using the automated fire rule: models occupying a Firestorm Redoubt cannot use the manual fire rule to fire its emplaced weapons.

Primary Target: Emplaced weapons on a Firestorm Redoubt that have the Skyfire special rule must fire at the nearest enemy Flyer or Flying Monstrous Creature unit within range and line of sight. If no enemy unit of either of these types is within range or line of sight, that emplaced weapon must instead fire at the nearest enemy unit within range and line of sight.

Very Wide Fire Point: Up to six occupying models can fire out of this building's fire point.

OPTIONS:

- May take items from the **Buildings, Obstacles and Battlements & Battlefield** lists (pg 110).
- May replace any quad Icarus lascannon with:
 - Punisher gatling cannon (pg 111) *free*
 - Battle cannon (pg 111) *10 pts each*



WALL OF MARTYRS VENGEANCE WEAPON BATTERY



Vengeance Weapon Batteries are heavily-armoured automated defence units. Each Vengeance Weapon Battery sports a powerful cannon in a rotating turret, which is controlled by a simple automated firing system. The thick plascrete walls of the battery make it invulnerable to all but the most powerful of weapons. Such is their durability that a Vengeance Weapon Battery will often remain operational long after any flesh and blood defenders have been killed or fled the battlefield. Vengeance Weapon Batteries are usually armed with either a battle cannon, capable of taking on heavily armoured targets, a punisher gatling cannon, capable of scything down entire units of infantry with a single volley, or a quad Icarus lascannon, punching aircraft out of the skies with every salvo.

COMPOSITION:

1 Vengeance Weapon Battery. If an additional Vengeance Weapon Battery is purchased (see opposite), each is deployed as a separate fortification.

TERRAIN TYPE:

Small Impassable Building (Armour Value 14 and 3 Hull Points).

WEAPONS:

One emplaced punisher gatling cannon (pg 111).

SPECIAL RULES:

Sentry Defence System: A building with this special rule can use automated fire against enemy units, even if it is unoccupied. The weapons are emplaced and cannot be used as gun emplacements – another model may not fire them. In addition, enemy units can shoot at and charge a building with this special rule, even if it is unoccupied.

OPTIONS:

- May add one additional Vengeance Weapon Battery.....75 pts
- May replace any punisher gatling cannon with:
 - Battle cannon (pg 111).....10 pts/model
 - Quad Icarus lascannon (pg 111).....free
- Each Vengeance Weapon Battery may take items from the **Obstacles** list (pg 110).



WALL OF MARTYRS IMPERIAL DEFENCE NETWORK

POINTS
AS PER
MODEL



A Wall of Martyrs Imperial Defence Network often forms the lynchpin of an army's defensive strategy and is typically built to protect key battlefield objectives. Comprising several armoured fortifications and interconnected by arterial trenches, defence lines and weapon emplacements, it can take a fully equipped army several months of gruelling siege war to blast, bombard, dig and burn a truly determined opponent out from these defensive positions. At its heart will be a single fortification, typically an Imperial Bunker, which acts as a command post for the entire defensive network. Imperial generals can utilise the bunker to coordinate the deployment of reinforcements whilst simultaneously directing the firepower of heavy weapon emplacements to repulse the foe's advance.

COMPOSITION:

Fortification Network consisting of:

- 1-3 Wall of Martyrs Imperial Bunkers (pg 84)
- 1-4 Wall of Martyrs Imperial Defence Lines (pg 82)
- 1-3 Wall of Martyrs Imperial Defence Emplacements (pg 83)
- 0-2 Wall of Martyrs Firestorm Redoubts (pg 85)
- 0-2 Wall of Martyrs Vengeance Weapons Battery (pg 86)

Please refer to each fortification's individual datasheet for its terrain type, fire & access points, weapons, special rules, options and weapon profiles.





MACRO-CANNON AQUILA STRONGPOINT



Macro-cannon Aquila Strongpoints are massive fortifications, often used as bastions in Imperial defensive battle lines. Each consists of a munitions silo topped with a large turret that houses the huge macro-cannon that gives the strongpoint its name. The munitions silo allows the Aquila macro-cannon to fire special quake shells, each of which measures several feet in length and has a powerful charge that causes it to reach hyper-sonic velocity when it is fired. Any skyborne machine caught in the path of this devastating weapon is brought crashing to the ground in short order, and flying xenos creatures are sent screeching from the skies as their flesh is torn apart by the sheer power of the sonic vibrations it emits.

COMPOSITION:

1 main strongpoint and 1 bunker annex.

TERRAIN TYPE:

Multiple part building. The main strongpoint is a large building (Armour Value 15 and 5 Hull Points). The bunker annex is a medium building (Armour Value 15 and 4 Hull Points). Both parts have battlements.

TRANSPORT CAPACITY:

The main strongpoint has a Transport Capacity of 30. The bunker annex has a Transport Capacity of 20.

ACCESS POINTS & FIRE POINTS:

As per model.

WEAPONS:

The main strongpoint has one emplaced Aquila macro-cannon (pg 111).

SPECIAL RULES:

- **Mighty Bulwark**

OPTIONS:

- May add up to four emplaced heavy bolters (these can be allocated to any part(s) of the fortification)10 pts each
- May take items from the **Buildings** and **Obstacles** lists (pg 110).





VORTEX MISSILE AQUILA STRONGPOINT



One of the most devastating and dreaded weapons in the Imperium's vast armoury is the vortex missile. A Vortex Missile Strongpoint houses several of the fearsomely destructive warheads and is filled with complex targeting arrays to guide each vortex missile to its unfortunate target. When the missile strikes down, a large void is torn in the fabric of space-time, creating a swirling maelstrom that utterly destroys anything that lies within its radius of effect. A defence line or garrison fortified with one of these strongpoints is formidable indeed, and likely guarding a prize of immense value. Only the most audacious, ambitious or heartless general will order his troops to a battlefield where one of these has been constructed, for the cost in lives will surely be high.

COMPOSITION:

1 main strongpoint and 1 bunker annex.

TERRAIN TYPE:

Multiple part building. The main strongpoint is a large building (Armour Value 15 and 5 Hull Points). The bunker annex is a medium building (Armour Value 15 and 4 Hull Points). Both parts have battlements.

ACCESS POINTS & FIRE POINTS:

As per model.

TRANSPORT CAPACITY:

The main strongpoint has a Transport Capacity of 30. The bunker annex has a Transport Capacity of 20.

WEAPONS:

The main strongpoint has one emplaced vortex missile battery (pg 111).

SPECIAL RULES:

• Mighty Bulwark

Missile Battery: The emplaced vortex missile battery may fire a maximum of seven vortex missiles over the course of the battle. Only one missile may be fired per Shooting phase.

Containment Failure: If the main strongpoint suffers a Total Collapse or Detonation! result, roll one dice for each remaining vortex missile. On a roll of 1-2, the missile explodes. Place the vortex's blast marker on the centre of the main strongpoint, and then scatter it 2D6".

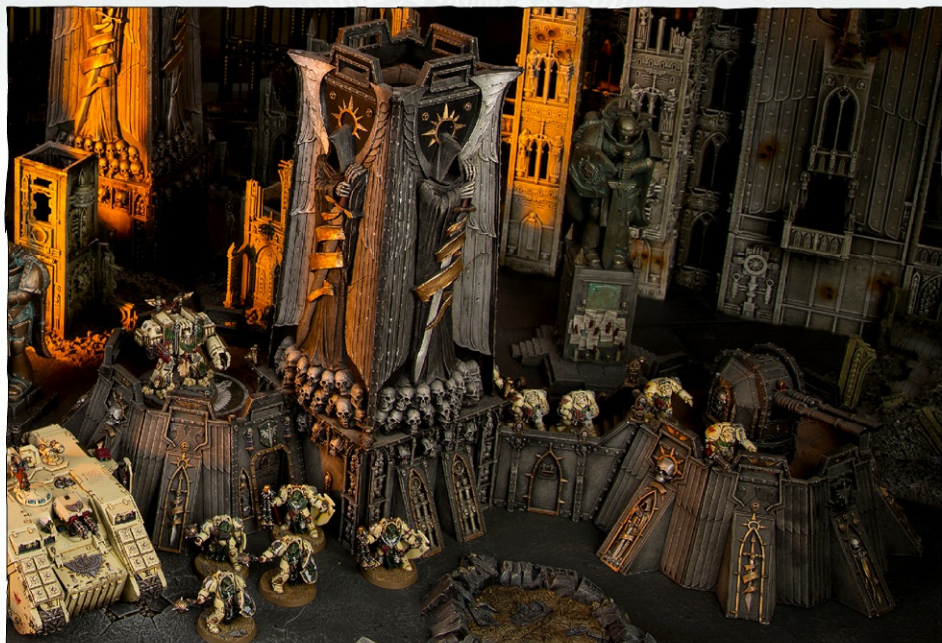
OPTIONS:

- May add up to four emplaced heavy bolters (these can be allocated to any part(s) of the fortification)10 pts each
- May take items from the **Buildings** and **Obstacles** lists (pg 110).



FORTRESS OF REDEMPTION

220
POINTS



A Fortress of Redemption is a towering bulwark against the ravages of planetary invasion. Each is virtually impervious to conventional firepower and the lower levels, bunker annexes and sub-crypts can house entire platoons of battle-ready warriors. First used by the Dark Angels Legion during the days of the Great Crusade, they have since been used by every military force in the Imperium and proven invaluable to its defence. The gothic grandeur of the unyielding edifice is matched only by its uncompromising and efficient lethality. Nestled within its armoured walls, a Fortress of Redemption houses an Icarus lascannon capable of destroying enemy ships in low orbit, a missile silo and a profusion of heavy bolters to repel ground-based invaders.

COMPOSITION:

1 main tower,
2 bunker annexes and
1 connecting walkway.

TERRAIN TYPE:

Multiple part building. The main tower is a medium building (Armour Value 14 and 4 Hull Points) with battlements. The bunker annexes are both small buildings (Armour Value 14 and 3 Hull Points) with battlements. The connecting walkway is a small building (Armour Value 14 and 3 Hull Points) with battlements.

TRANSPORT CAPACITY:

The main tower has a Transport Capacity of 20. Each bunker annex has a Transport Capacity of 10. The connecting walkway has a Transport Capacity of 20.

ACCESS POINTS & FIRE POINTS:

As per model.

WEAPONS:

One bunker annex has an emplaced missile silo with fragstorm missiles (pg 111) and the other bunker annex has an emplaced twin Icarus lascannon (pg 111).

SPECIAL RULES:

Remote Fire: A Fortress of Redemption can be upgraded to have this special rule. If it is, any of the fortification's emplaced weapons can be fired (using either automated or manual fire) by models occupying the main tower, even if the building housing the emplaced weapons itself is unoccupied. This rule cannot be used to fire emplaced weapons on any part of the fortification occupied by an enemy unit.

OPTIONS:

- May take items from the **Buildings and Obstacles** lists (pg 110).
- May upgrade the Fortress of Redemption to have the Remote Fire special rule (see above)10 pts
- May upgrade the missile silo to have krakstorm missiles in addition to fragstorm missiles (pg 111).....30 pts
- May add up to four emplaced heavy bolters (pg 111) (these can be allocated to any section(s) of the fortification)10 pts each



VOID SHIELD GENERATOR

50
POINTS



Void shields are normally localised force fields reserved for protecting the monolithic Titans of the Adeptus Mechanicus, but static generators can be erected to serve as an aegis for other targets of vital import. The largest Void Shield Generators can even project an invisible bubble of power across a large area of the battlefield, sheltering both troops and strategically vital battlefield locations by absorbing or deflecting the energy of incoming munitions, whilst multiple layers of shielding often protect particularly valuable targets. An especially powerful attack can temporarily overload a void shield, but so long as the building housing the generator itself remains intact, it is rarely long before back-up systems restore power and the shield flares into life once more.

COMPOSITION:

1 Void Shield Generator.

TERRAIN TYPE:

Impassable Building (Armour Value 13 and 4 Hull Points) with battlements.

SPECIAL RULES:

Projected Void Shields: A Void Shield Generator has a single projected void shield. It can be upgraded to include additional layers of void shielding.

Each projected void shield has a 12" area of effect (measured from any point on the Void Shield Generator building) known as a Void Shield Zone. Any shooting attack that originates from outside a Void Shield Zone and hits a unit that is wholly within the Void Shield Zone instead hits the projected void shield. If a unit is wholly within 12" of multiple Void Shield Generators, and so within more than one Void Shield Zone when it is hit,

randomly determine which of the buildings' projected void shields is hit.

Projected void shields have no effect against witchfire powers that do not have a Strength value (e.g. *Psychic Shriek*, *Haemorrhage*, *Purge Soul* etc.).

Each projected void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a projected void shield causes it to collapse. If all the projected void shields have collapsed, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for each projected void shield that has collapsed; each roll of 5+ instantly restores one shield.

OPTIONS:

- May take up to two additional projected void shields.....25 pts each
- May take items from the **Obstacles** list (pg 110).



VOID RELAY NETWORK

POINTS
AS PER
MODEL



Areas of vital strategic importance and sites of deep spiritual significance are sometimes protected by not just one, but several Void Shield Generators, their arcane technologies blanketing whole swathes of the area with overlapping force fields. Powering such a defence network requires a prodigious amount of energy and each generator building needs to be fed directly by an external power source. As a result, such a network can put an incredible strain on a planet's local assets, siphoning resources from huge areas of its surface. However, the military gains of such an endeavour almost always outweigh the cost, and neither the Administratum nor the Ecclesiarchy are known for their compassion towards local economic considerations.

COMPOSITION:

Fortification Network consisting of:

- 1-3 Promethium Relay Pipes (pg 103)
- 1-3 Void Shield Generators (pg 92)
- 0-1 Honoured Imperium (pg 102)

Please refer to each fortification's individual datasheet for its terrain type, fire & access points, weapons, special rules, options and weapon profiles.





BASILICA ADMINISTRATUM



The Basilica Administratum is the cornerstone upon which the military might of the Imperium is built. Though the Adepts and autosavants that toil night and day within its alcoves are not heroes in the conventional sense, with a stroke of their quills they can send a battlefleet to new stars or doom a planet to a slow death. Without their ceaseless focus even the Adeptus Astartes would falter and the enemies of the Imperium thrive. It is the wish of many such a functionary that when fate finally takes him, his skull will be interred in the Basilica's walls. There, his spirit can continue his thankless task into eternity, guiding the Emperor's armies in death as he did in life and ensuring no unwelcome surprises can mar their progress to victory.

COMPOSITION:

1 Basilica Administratum.

TERRAIN TYPE:

Ruins.

Ruins are difficult terrain. Models in ruins receive a 4+ cover save, regardless of whether or not they are 25% obscured.

SPECIAL RULES:

The Eternal Progress to Victory: A unit that identifies a Mysterious Objective (see *Warhammer 40,000: The Rules*) that is in a Basilica Administratum can choose to re-roll the dice to determine what it is.

DESIGNER'S NOTE:

The Shrine of the Aquila, Manufactorum, Basilica Administratum and Sanctum Imperialis models in the Citadel scenery range are designed so that it is easy to put them together in new configurations, or to combine several sets together to make large structures. If you do so, these ruins follow the rules for scratch-built terrain (see *Warhammer 40,000: The Rules*).



MANUFACTURUM



The Manufacturums that stud the industrial zones of the Imperium are forbidding but functional buildings. They are so rugged in construction that even in the most war-torn district the shells of these once-thriving factories stand tall. The spirit of industry lingers within them still, and benediction lies close at hand for the Machine God's blessed flock. When hopeful souls seek the grace of the Ommissiah near a Manufacturum's walls, they find its embedded cogskulls clicking and chattering a stream of sacred code that soothes troubled machine spirits and complements battlefield rituals of reconstruction. Some believe that merely to fight within the bounds of a Manufacturum is to protect one's wargear against malfunction and mischance.

COMPOSITION:

1 Manufacturum.

TERRAIN TYPE:

Ruins.

Ruins are difficult terrain. Models in ruins receive a 4+ cover save, regardless of whether or not they are 25% obscured.

SPECIAL RULES:

The Ommissiah's Benediction: Models in a Manufacturum that are firing weapons with the Gets Hot special rule re-roll failed saving throws for Wounds inflicted upon themselves as a result of the Gets Hots special rule.

DESIGNER'S NOTE:

The Shrine of the Aquila, Manufacturum, Basilica Administratum and Sanctum Imperialis models in the Citadel scenery range are designed so that it is easy to put them together in new configurations, or to combine several sets together to make large structures. If you do so, these ruins follow the rules for scratch-built terrain (see *Warhammer 40,000: The Rules*).



SANCTUM IMPERIALIS



Though the Sanctum Imperialis appears as dark and gothic in construction as any of the Imperium's hallowed buildings, it is in truth a beacon to the devout. Statues of saints adorn it in great number, and the holy eagle of the God-Emperor himself guards its walls and portals, against evil spirits and sorceries. In the tumult of battle, the spiritual light radiated by such a building becomes more literal. When the citizens of the Imperium need it most, a ghostly nimbus emanates not only from the autolumins at its gate, but also from the stone lanterns and censers borne by the figures in its walls. It is said that this is the light of the Emperor himself, and that it can drive away both physical and spiritual darkness.

COMPOSITION:

1 Sanctum Imperialis.

TERRAIN TYPE:

Ruins.

Ruins are difficult terrain. Models in ruins receive a 4+ cover save, regardless of whether or not they are 25% obscured.

SPECIAL RULES:

Benevolent Light: Models in a Sanctum Imperialis have the Adamantium Will and Night Vision special rules.

DESIGNER'S NOTE:

The Shrine of the Aquila, Manufactorum, Basilica Administratum and Sanctum Imperialis models in the Citadel scenery range are designed so that it is easy to put them together in new configurations, or to combine several sets together to make large structures. If you do so, these ruins follow the rules for scratch-built terrain (see *Warhammer 40,000: The Rules*).



SHRINE OF THE AQUILA

20
POINTS



Though it is a battle-torn relic of a more glorious age, the Shrine of the Aquila still bears the signature relief that gives the sacred building its name. Gazing impassively upon the tempest of battle is a stylised eagle, its metallic form cast from the molten remains of space-faring vessels that once defended humanity. Far more than mere statuary, the sacred symbol serves as an inspiration for those nearby. Those Imperial troops that fight under the Aquila's ceaseless vigil find a new determination swelling in their hearts, knowing that they are the last in a line of heroes that stretches across the stars. Conversely, heretics, iconoclasts and foul xenos alike fight all the harder to spill the blood of the faithful in its shadow.

COMPOSITION:

1 Shrine of the Aquila.

TERRAIN TYPE:

Ruins.

Ruins are difficult terrain. Models in ruins receive a 4+ cover save, regardless of whether or not they are 25% obscured.

SPECIAL RULES:

The Eagle's Gaze: If a unit from The Armies of the Imperium (as defined in *Warhammer 40,000: The Rules*) has any of its models within a Shrine of the Aquila, it re-rolls failed Morale checks. Any other model that is in a Shrine of the Aquila has the Hatred (Armies of the Imperium) special rule.

DESIGNER'S NOTE:

The Shrine of the Aquila, Manufactory, Basilica Administratum and Sanctum Imperialis models in the Citadel scenery range are designed so that it is easy to put them together in new configurations, or to combine several sets together to make large structures. If you do so, these ruins follow the rules for scratch-built terrain (see *Warhammer 40,000: The Rules*).



MUNITORIUM ARMOURED CONTAINER CACHE

40
POINTS



Whether dropped in from orbit, delivered by ships and low-atmosphere aircraft or hauled in great land trains, Munitorium Armoured Containers are the most efficient way to get ammunition and equipment to the forces of the Imperium and a ubiquitous sight across the war zones of the 41st Millennium. Each container can be fitted with two storm bolters to keep away hostile forces attempting to steal the precious cargo inside, and the thick armoured walls offer protection to infantry under fire. Ammunition crates provide vital resources to a dug-in force, while fuel drums filled with volatile promethium give flamer weapons increased potency. Some containers carry additional equipment, but caution should always be exercised when opening them, in case there is something far more deadly lurking inside...

COMPOSITION:

1 Munitorium Armoured Container, 4 Munitorium Supply Crates and 3 Munitorium Promethium Barrels.

TERRAIN TYPE:

Munitorium Armoured Containers are Battlefield Debris (Armoured Container). Munitorium Supply Crates are Battlefield Debris (Ammunition Dump). Munitorium Promethium Barrels are Battlefield Debris (Fuel Drums). All parts of a Munitorium Armoured Container Cache must be placed wholly within 12" of each other.

Fuel Drums: A model in cover behind a fuel drum has a 5+ cover save. However, each time a unit successfully makes this cover save on the roll of a 6, immediately roll another D6. If the result of this roll is a 1, the unit that made the cover save immediately suffers an additional D3 Strength 4 AP5 hits with the Ignores Cover special rule. These additional hits use Random Allocation, and vehicles are hit on the armour facing nearest to the Fuel Drum.

Any Flamer weapon (as defined in *Warhammer 40,000: The Rules*) fired by a non-vehicle model within 2" of a fuel drum in the Shooting phase can change its weapon type from Assault to Heavy, or from Pistol to Heavy. If it does so, the weapon gains the Torrent special rule until the end of that phase.

Armoured Container: A model in cover behind an armoured container has a 4+ cover save. One non-vehicle model in base contact with an armoured container can fire all of the container's storm bolters instead of firing their own weapon, following the normal rules for shooting. The armoured container can be shot at and attacked in close combat. It is hit automatically in close combat and has the following profile:

WS	BS	S	T	W	I	A	Ld	Sv
-	-	-	7	6	-	-	-	3+

'A FORTRESS IS A LIVING THING: THE COMMANDER ITS BRAIN, THE WALLS ITS BONES, THE TROOPS ITS BLOOD, THEIR WEAPONS ITS FISTS. THIS TELLS US TWO THINGS: IF ONE ORGAN FAILS, THE WHOLE DIES. AND IF THE WHOLE DIES, NO SINGLE ORGAN CAN SURVIVE ALONE.'

-Mordin Barr

Ammunition Dump: A model in cover behind an ammunition dump has a 5+ cover save. Any model within 2" of an ammunition dump re-rolls failed To Hit rolls of 1 in the Shooting phase.

WEAPONS:

An armoured container can be equipped with up to two storm bolters (pg 111) at no additional points cost.

SPECIAL RULES:

Mysterious Containers: The first time a unit moves or deploys in base contact with a Munitorum Armoured Container, roll a D6 and consult the following table to discover its contents. You can use Munitorum Armoured Containers to represent Objective Markers. If you do so, this table replaces the Mysterious Objectives in *Warhammer 40,000: The Rules*.

D6 Result

- Xenos Creature:** The container was transporting a rare and deadly xenos creature that immediately lashes out in anger as it escapes. All units within 6" of the armoured container take D6 Strength 4 AP6 hits with the Ignores Cover special rule. Wounds are Randomly Allocated.
- Nothing of Note:** The container contains vital supplies of red berets en route to an Astra Militarum regiment, but has no additional effect on the game.
- Uplifting Primers:** The container was transporting boxes of the Imperial Infantryman's Uplifting Primer. All units from the Armies of the Imperium add 1 to their Leadership whilst they are within 6" of this armoured container.

4 Archeotech Ammunition: The container was shipping crates of rare and powerful ammunition. Add one to the Strength of all Assault and Rapid Fire weapons fired by models that are within 6" of this armoured container.

5 Shield Generator: A shield generator hums to life once the container is opened. All models have a 4+ invulnerable save whilst they are within 6" of this armoured container.

6 Orbital Comms Array: Inside the container is simply a nav-map and a flashing red button. The player who identified this container can immediately call down an orbital strike anywhere on the battlefield, after which the armoured container has no additional effect on the game. The orbital strike has the following profile:

Range	S	AP	Type
Infinite	10	1	Ordnance 1, Barrage, Large Blast, Orbital Comms

Orbital Comms: If an arrow is rolled on the scatter dice when firing an orbital strike, the shot scatters 4D6", regardless of the identifying model's Ballistic Skill.

OPTIONS:

- May include up to two additional Munitorum Armoured Container Caches (each Cache is set up separately)40 pts each





TWISTED COPSE



The realm of the Emperor is a toxic place indeed. If some omniscient power were to perceive the Imperium as a whole, it might reach the conclusion that both Mankind and its enemies are hell-bent on eradicating all life forms beyond their own. Yet somehow nature clings on still. Though most of its mighty jungles and forests have been reduced to scattered tangles of trees and patches of scorched undergrowth by the deathly forces unleashed upon them, few have succumbed entirely. Be they decimated to feed the furnace of battle, discoloured by pollution, or host to parasitic organisms that gnaw them hollow, those copses and groves not yet shattered by the maniac grind of war still stand amongst endless acres of corpse-strewn mud.

COMPOSITION:

1 Citadel Wood.

TERRAIN TYPE:

Difficult terrain.

SPECIAL RULES:

Dense Thicket: With the exception of vehicles and monstrous creatures, a model on the base of a Citadel Wood model receives a 5+ cover save, regardless of whether or not it is 25% obscured.





SKYSHIELD LANDING PAD



Landing pads are used to protect aircraft as they unload supplies or evacuate troops to or from the front lines. The Skyshield Landing Pad used by the Imperial Navy was originally purpose-built to accommodate Valkyrie and Vendetta gunships. However, it has proven robust enough to serve the larger Stormravens and Thunderhawks used by the Adeptus Astartes. With its armoured sides unfurled, Skyshields activate a series of locator beacons that guide incoming aircraft as they make their final approach. Once the craft touches down, the Skyshield's armour plating transforms into a protective configuration and force field generators shimmer to life, protecting the vulnerable gunship from incoming fire as it refuels, rearms or deploys its passengers.

COMPOSITION:

1 Skyshield Landing Pad.

TERRAIN TYPE:

Unusual. The top surface of the Skyshield Landing Pad is open ground. To move onto or off the landing pad counts as moving through difficult terrain.

SPECIAL RULES:

Landing Pad Configuration: A Skyshield Landing Pad has certain rules depending on its current configuration, shielded or unfurled, as described opposite.

At the beginning of the Movement phase, before rolling for Reserves, a model in base contact with a Skyshield Landing Pad can change the structure's configuration from Shielded to Unfurled (or vice versa). If there are models from both sides in base contact with the landing pad, its configuration cannot be changed.

- **Shielded:** Units on top of a shielded Skyshield Landing Pad have a 4+ invulnerable save against shooting attacks.
- **Unfurled:** If a unit Deep Strikes on top of an unfurled Skyshield Landing Pad, it will never scatter. Jump units, Jet Pack units, Jetbikes and Skimmers do not need to take Dangerous Terrain tests for moving on to or off an unfurled Skyshield Landing Pad.

Ready for Takeoff: When deploying your army, you can deploy one of your Flyers with the Hover type on top of each of your Skyshield Landing Pads, even though Flyers normally have to start the game in Reserve. Flyers that deploy in this way start the game hovering and cannot Zoom in the first game turn.

OPTIONS:

- May take items from the **Obstacles** list (pg 110).



HONOURED IMPERIUM



The history of the Imperium is replete with heroic warriors – individuals whose noble deeds and sacrifice on the battlefield are the stuff of legends. A few of these heroes have even been declared saints, with great statues and buildings raised in their honour. Millennia of war have reduced many of these edifices to cratered ruins, artillery shells transforming marble sculpture to shattered rubble. Sometimes, however, remnants of ancient statuary remain more or less intact amidst the devastation, their survival seen as a blessing from the Emperor. No citizen of the Imperium who looks upon these honoured monuments is not moved by their holy provenance, and soldiers fighting in the shadow of these memorials are inspired to near-insane levels of courage as they endeavour to emulate the heroes' legendary deeds.

COMPOSITION:

1 Imperial Statue and 2 pieces of Imperial Rubble.

TERRAIN TYPE:

The Imperial Statue is battlefield debris (Imperial statuary). Both pieces of Imperial Rubble are battlefield debris (rubble). The three pieces of battlefield debris must be placed wholly within 12" of each other.

SPECIAL RULES:

Sacred Ground: All models from the Armies of the Imperium (as defined in *Warhammer 40,000: The Rules*) have the Stubborn special rule whilst within 2" of Imperial Rubble.

OPTIONS:

- May take items from the **Obstacles** list (pg 110).





PROMETHIUM RELAY PIPES

40
POINTS



The vast manufactorums found on most worlds of the Imperium require enormous quantities of power to feed their industrial hearts. Of all the many fuels that supply these relentless complexes across the galaxy, promethium remains the most commonly utilised, often channelled and pumped to its destination via heavily armoured relay pipes. Promethium relay pipes are such a common sight in the 41st Millennium that weapon-specialists have long since learned how to tap into their release valves and siphon off a fraction of unrefined fuel to intensify the fury of their flame-throwers. Promethium relay pipes can also serve as effective cover from incoming weapons fire, though sheltering behind pipes filled with highly flammable liquids can sometimes have unfortunate side effects...

COMPOSITION:

Up to 3 long and 4 short Promethium Relay Pipe sections. Each section must be placed in contact with at least one other section.

TERRAIN TYPE:

Battlefield debris (fuel pipes).

SPECIAL RULES:

Fuel Siphon: Any flamer weapon (as defined in *Warhammer 40,000: The Rules*) fired by a non-vehicle model within 2" of a Promethium Relay Pipe in the Shooting phase can change its weapon type from Assault to Heavy, or from Pistol to Heavy. If it does so, the weapon gains the Torrent special rule until the end of that phase.

OPTIONS:

- May take items from the **Obstacles** list (pg 110).

Fuel Pipes: With the exception of vehicles and monstrous creatures, a model in cover behind a fuel pipe has a 4+ cover save. However, each time a unit successfully makes this cover save on the roll of a 6, immediately roll a further D6. On a roll of 1, the shot has caused an explosion and the unit that made that cover save immediately suffers an additional D6 Strength 4 AP5 hits with the Ignores Cover special rule. These additional hits use Random Allocation, and vehicles are hit on the armour facing nearest to the Promethium Relay Pipes.



TIDEWALL SHIELDLINE

60
POINTS



Shielded behind the glowing energy barriers of the Tidewall Shieldline, the warriors of the Fire caste punish their foes from a position of relative safety. Their guns blaze, punching enemy warriors off their feet, while the foe's return fire ricochets from fields of crackling power or even rebounds back into their own lines with lethal force. Able to hover across the battlefield on thrumming grav repulsor engines, these mobile barricades present Fire caste commanders with an impressive range of strategic options. From fighting retreats that take their cover with them, to wrong-footing or funnelling enemy forces into prepared kill-zones, the Tidewall Shieldline is an invaluable strategic tool for both defence and misdirection.

COMPOSITION:

1 Tidewall Shieldline.

TERRAIN TYPE:

Battlefield debris (defence line).

A model in cover behind a defence line has a 4+ cover save. If a unit Goes to Ground, then models from the unit gain +2 to the cover save from the defence line rather than +1. Models that are in base contact with a defence line are treated as being in base contact with any enemy models who are directly opposite them and in base contact with the other side of that defence line. Units charging an enemy that is behind a defence line count as charging through difficult terrain.

SPECIAL RULES:

Firebase: Re-roll To Hit rolls of 1 for shooting attacks made by models with the Tau Empire Faction that are on a Tidewall Shieldline.

Mobile Defence Position: If you take a Tidewall Shieldline as part of your army, you may move it up to 6" in the Movement phase. It cannot move if there are any enemy models on it or if any friendly models on it are locked in combat, and it may only carry friendly models if all members of their unit are on the Tidewall Shieldline. Models carried with it are treated as being stationary for the purposes of firing weapons, but cannot move themselves in the same phase. Tidewall Shieldlines can only move over open ground, and cannot move within 1" of enemy models.

Tidewall Field: Roll a dice each time a successful cover save is made for a model within 1" of a Tidewall Shieldline's energy barrier, so long as the barrier is between the attacker and the target. On a roll of 6 the attacking unit suffers 1 Randomly Allocated Wound or glancing hit with the Ignores Cover special rule, resolved at the same AP as the attacking weapon.



TIDEWALL DRONEPORT



Drifting into position with a bass rumble of repulsor jets, the Tidewall Droneport serves as a mobile bunker for the warriors of the Fire caste amid the mayhem of battle. Not only do these ingenious platforms provide their occupants with heavy cover from which to fight, their manoeuvrability makes them ideal lures for a Kaayon battle plan. The structure's greatest strategic asset, however, is its arsenal of nested Drones. These potent machines begin most battles powered down, passively downloading combat telemetry from their parent platform. However, at the command of the platform's garrison the Drones detach, darting out to provide covering fire, mark targets for missile strikes, or employ built-in shield generators to provide further protection to the Tau manning the defence line.

COMPOSITION:

1 Tidewall Droneport.

TERRAIN TYPE:

Battlefield debris (defence line).

WEAPONS:

A Tidewall Droneport has four Drones chosen in any combination from the following list:

- Gun Drone
- Marker Drone
- Shield Drone

SPECIAL RULES:

Drone Control Systems: The four Drones start the game attached to the platform. They cannot perform any actions or be attacked while they remain attached. If the platform is occupied by any model with the Tau Empire Faction, then the Drones can be activated at the start of the occupying model's Movement phase. When activated, the Drones immediately detach themselves from the platform in the same manner as Drones detaching from a vehicle (see *Codex: Tau Empire*). They are treated as part of the army that activated them for the rest of the battle, even if their platform is later abandoned.

Firebase: Re-roll To Hit rolls of 1 for shooting attacks made by models with the Tau Empire Faction that are on a Tidewall Droneport.

Mobile Defence Position: If you take a Tidewall Droneport as part of your army, you may move it up to 6" in the Movement phase. It cannot move if there are any enemy models on it or if any friendly models on it are locked in combat, and it may only carry friendly models if all members of their unit are on the Tidewall Droneport. Models carried with it are treated as being stationary for the purposes of firing weapons, but cannot move themselves in the same phase. Tidewall Droneports can only move over open ground, and cannot move within 1" of enemy models.



TIDEWALL GUNRIG

85
POINTS



The battlefield reverberates to the fearsome whip-crack of rail-weaponry as the Tidewall Gunrig opens fire. Manned by hard-eyed Fire caste warriors, these mobile turrets mount devastating twin-linked railguns that are more than capable of ripping apart tanks and monstrous beasts with volleys of hyper-sonic rounds. The combination of manoeuvrability and tremendous firepower possessed by these moving weapon platforms makes them exceptionally dangerous to their foes. Whether hovering inexorably into battle with their guns blazing, backing slowly away from the enemy while systematically eliminating their heaviest armour, or rising from concealment to catch the foe in a lethal crossfire, Tidewall Gunrigs are an indispensable part of the Fire caste arsenal.

COMPOSITION:

1 Tidewall Gunrig. The Tidewall Gunrig consists of a defence platform with an attached gun battery.

TERRAIN TYPE:

The defence platform is battlefield debris (defence line), and the attached gun battery is battlefield debris (gun emplacement).

WEAPONS:

The gun battery is a twin-linked railgun that can fire solid shot and submunitions (pg 111).

SPECIAL RULES:

Firebase: Re-roll To Hit rolls of 1 for shooting attacks made by models with the Tau Empire Faction that are on a Tidewall Gunrig.

Identification Protocols: The twin-linked railgun may only be fired by models with the Tau Empire Faction that are on the Tidewall Gunrig.

Mobile Defence Position: If you take a Tidewall Gunrig as part of your army, you may move it up to 6" in the Movement phase. It cannot move if there are any enemy models on it or if any friendly models on it are locked in combat, and it may only carry friendly models if all members of their unit are on the Tidewall Gunrig. Models carried with it are treated as being stationary for the purposes of firing weapons (this includes the Tidewall Gunrig's railgun), but cannot move themselves in the same phase. Tidewall Gunrigs can only move over open ground, and cannot move within 1" of enemy models.



TIDEWALL RAMPART



It is a foolish foe indeed who attempts an assault against a Tidewall Rampart; the sheer firepower and resilience of this mobile fortification is enough to see whole squadrons of tanks or phalanxes of enemy warriors annihilated in short order. Central to the role of this strongpoint is its Tidewall Gunrig, whose twin-linked railgun tirelessly scans for nearby foes. To augment the offensive lethality of this potent weapon, Tau warriors deployed within the rampart can transfer telemetry data from its Droneport to ensure optimal accuracy and target prioritisation. Meanwhile, the fortification's networked AI actively boosts the energy barrier projected by its Tidewall Shieldlines, ensuring that enemy fire is turned back upon the foe.

COMPOSITION:

Fortification Network consisting of:

- 2 or more Tidewall Shieldlines (pg 104)
- 1-2 Tidewall Gunrigs (pg 106)
- 1-2 Tidewall Droneports (pg 105)

Please refer to each fortification's individual datasheet for its terrain type, weapons and special rules.

SET-UP:

When setting up a Tidewall Rampart, all of the Shieldlines must be set up in a continuous line, each touching at least one other Shieldline in the network. Each Gunrig must then be set up within 6" of one of the network's Shieldlines, and each Droneport must be set up within 6" of one of the network's Gunrigs.

If you wish to move the Tidewall Rampart, then it must finish the move in the same configuration as it started.

SPECIAL RULES:

The following special rules apply to the models in the Tidewall Rampart, in addition to the special rules on their datasheets:

Field Network: Roll a dice each time a successful cover save is made for a model on a Tidewall Gunrig or Droneport if one of the Shieldlines' barriers is between the attacker and the target. On a roll of 6 the attacking unit suffers 1 Randomly Allocated Wound or glancing hit with the Ignores Cover special rule, resolved at the same AP as the attacking weapon.

Telemetry Relay: In the Shooting phase, a model with the Tau Empire Faction that is on a Tidewall Droneport can upload telemetry data for an enemy unit within its line of sight instead of shooting. If it does so, models firing the network's Tidewall Gunrigs against that enemy unit add 1 to their Ballistic Skill and gain the Tank Hunter and Monster Hunter special rules until the end of the phase.



TIDEWALL GUNFORT

255
POINTS



Enemies caught in the sights of the Tidewall Gunfort stand little chance of survival. The defensive formation's Tidewall Gunrigs are linked by a localised tactical network, allowing each weapon platform to triangulate optimised firing solutions with merciless efficiency and select the ideal ammunition to use against their target. Clouds of submunitions burst amid enemy infantry waves, their blast-clouds meticulously overlapping to cut apart the maximum number of enemies. Meanwhile, armoured vehicles find themselves struck again and again, each hyper-sonic railgun round striking the exact same point on the target's hull. A single railgun round is difficult enough to shrug off without sustaining crippling damage – three striking at once is a death sentence for all but the heaviest enemy vehicles.

COMPOSITION:

Fortification Network consisting of:

- 3 Tidewall Gunrigs (pg 106)

Please refer to each fortification's individual datasheet for its terrain type, weapons and special rules.

SET-UP:

When setting up a Tidewall Gunfort, each Tidewall Gunrig must be placed within 6" of the network's other two Gunrigs.

If you wish to move the Gunfort, then it must finish the move in the same configuration as it started.

SPECIAL RULES:

The following special rules apply to the Tidewall Gunrigs that make up the Tidewall Gunfort, in addition to the special rules on their datasheet:

Coordinated Strike: Once per turn, a model firing a railgun from a Tidewall Gunfort can make a coordinated strike. If it does so, all of the railguns from the Gunfort fire at the same target unit using the model's Ballistic Skill, and may not be fired separately in the same shooting phase. Railguns firing in a coordinated strike add 1 to their Strength if using submunitions, and receive the Armourbane special rule if using solid shot.



TIDEWALL DEFENCE NETWORK

POINTS
AS PER
MODELS



Enemy warriors flow around the Tidewall Defence Network, breaking like waves against a rocky shore. Shielded within their energised redoubts and bunkers, the Tau defenders stand firm against this tide, calmly recalibrating the alignment of their Shieldlines, Droneports and Gunrigs to best channel the enemy into deadly crossfires or leave them exposed to other elements of the Tau force. All of the network's defenders can operate any part of it, redirecting railgun fire or detaching Drones from their nests to join the fight as the tactical situation demands. When several Tidewall Defence Networks deploy at once, they form a floating fortress that hovers inexorably across a planet's surface, obliterating any foes that cross its path.

COMPOSITION:

Fortification Network consisting of:

- 4 Tidewall Shieldlines (pg 104)
- 1 Tidewall Gunrig (pg 106) or Tidewall Droneport (pg 105)

Please refer to each fortification's individual datasheet for its terrain type, weapons and special rules.

SET-UP:

When setting up a Tidewall Defence Network, place the Tidewall Shieldlines so they form the sides of a square (the gaps at the corners of this square should be no greater than 3"), and then place the Gunrig or Droneport in the centre of the Shieldline square.

If you wish to move the Tidewall Defence Network, then it must finish the move in the same configuration as it started.

SPECIAL RULES:

The following special rules apply to the models in the Tidewall Defence Network, in addition to the special rules on their datasheets:

Indomitable Position: Models with the Tau Empire Faction have the Stubborn special rule whilst on a Tidewall Shieldline from a Tidewall Defence Network.

Information Relay: Models with the Tau Empire Faction on a Tidewall Shieldline from a Tidewall Defence Network can operate the railgun or activate the Drones on its central platform.

FORTIFICATION ARMOURY

Some fortifications can purchase upgrades by paying an additional points cost. The fortifications that can purchase upgrades, and the types of upgrades they can access, are stated on that fortification's datasheet.

BUILDINGS

The following upgrades can only be purchased for fortifications that are buildings. A small building can purchase a single upgrade, a medium building can purchase up to two, while a large building can purchase up to three. A single building can only have one of each upgrade. The first time a unit (friend or foe) occupies a building with upgrades, the owning player must declare all upgrades the building has. Unless otherwise stated, these upgrades do not apply to a building's battlements.

MULTIPLE PART BUILDINGS AND UPGRADES

An upgrade purchased for one part of a multiple part building only applies to the part it was purchased for, not to the entire multiple part building. If you wish to upgrade the entire multiple part building with the same upgrade, you will need to pay the appropriate points cost for each part. Each part of a multiple part building (excluding battlements) can have different upgrades.

AMMO STORE..... 15 PTS

Extra crates of ammunition have been stockpiled within this fortification, ready to be distributed to garrisoning troops.

A unit occupying this building re-rolls To Hit rolls of a 1 when firing out of the building's fire points. Note this does not apply to a model manually firing an emplaced weapon.

BOOBY TRAPS..... 20 PTS

This fortification has been rigged with a surprise for the first unwitting patrol to stumble across it.

The first unit to occupy this building (friend or foe) immediately suffers 2D6 Strength 4 AP5 hits with the Ignores Cover special rule.

OBSTACLES

Makeshift barricades can provide a vital outer perimeter.

Obstacle upgrades are small sections (each up to 6" in length) of battlefield debris. A fortification can purchase up to six sections of obstacles, in any combination, from the list below. These are placed at the same time as the fortification they were bought alongside and must be placed wholly within 6" of their fortification. The rules for these upgrades can be found in *Warhammer 40,000: The Rules*.

TANGLEWIRE..... 5 PTS/SECTION
BARRICADES..... 10 PTS/SECTION
TANK TRAPS..... 15 PTS/SECTION

ESCAPE HATCH..... 25 PTS

This fortification maintains a concealed escape route.

When this building is first occupied, the owning player can place an escape hatch marker anywhere within 12" of the building that is not impassable terrain or within another building. The escape hatch marker is an additional Access Point for the building, but models using it cannot use the Repel the Enemy rule. The escape hatch has no other effect during the game (it cannot be targeted, assaulted etc.).

MAGOS MACHINE SPIRIT..... 30 PTS

The fortification itself is semi-intelligent, imbued with a machine spirit with an improved control over its arsenal.

This building's automated fire is resolved using BS3.

SEARCHLIGHTS..... 5 PTS

Searchlights are often fitted to fortifications to spot approaching enemies who lurk in the dark.

A building's searchlights follow the same rules as vehicle searchlights, as detailed in *Warhammer 40,000: The Rules*.

VOID SHIELD..... 25 PTS

The fortification houses an ancient void shield.

Whilst a building has a void shield, any hits scored by shooting attacks against the building, models embarked within it or upon its battlements will instead hit the void shield. A void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a void shield causes it to collapse. After this, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for the collapsed void shield; a roll of 5+ instantly restores it.

BATTELEMENTS & BATTLEFIELD

Weapons and wargear litter the battlefields of the 41st Millennium.

Battlements & Battlefield upgrades are single pieces of battlefield debris. Each fortification can purchase a single Battlements & Battlefield upgrade from the list below. These are placed either on the fortification's battlements (if it is a building with battlements) or anywhere on the tabletop that is wholly within 6" of their fortification. The rules for these upgrades can be found in *Warhammer 40,000: The Rules*.

AMMUNITION DUMP..... 20 PTS
COMMS RELAY..... 20 PTS
GUN EMPLACEMENT WITH
ICARUS LASCANNON..... 35 PTS
GUN EMPLACEMENT
WITH QUAD-GUN..... 50 PTS

RANGED WEAPONS

AQUILA MACRO-CANNON

The ground-shaking macro-cannon fires devastating shells that can reshape the very landscape and obliterate the toughest of foes.

	Range	S	AP	Type
Macro shell	72"	D	1	Primary Weapon 2, Large Blast
Quake shell	180"	10/7/5	1/4/6	Primary Weapon 1, Apocalyptic Mega-blast, Sonic Boom

Sonic Boom: After firing a quake shell, draw a straight line between the Aquila macro-cannon and the central hole of the apocalyptic mega-blast template. Roll a dice for each Flyer, Flying Monstrous Creature, or Flying Gargantuan Creature model crossed by this line. On a roll of 1, a Flyer will Crash and Burn, while a Flying Monstrous Creature or Flying Gargantuan Creature will take D3 Wounds with no saving throws allowed.

BATTLE CANNON

The explosive rounds of a battle cannon are capable of devastating infantry regiments and annihilating enemy tanks with equal ease.

Range	S	AP	Type
72"	8	3	Ordnance 1, Large Blast

BOLTGUN EMBLACEMENTS

When mounted on a fortification, bolt weapons are highly effective at laying down a fusillade of fire to suppress and lay low attackers.

	Range	S	AP	Type
Heavy bolter	36"	5	4	Heavy 3
Storm bolter	24"	4	5	Assault 2

ICARUS LASCANNONS

Las weapons are packets of explosive laser energy – the larger the gun, the more powerful the shot. The greater range of the Icarus-pattern variant, combined with its ability to bring down enemy air support, makes it an ideal emplacement for the Imperium.

	Range	S	AP	Type
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Twin Icarus lascannons	96"	9	2	Heavy 1, Interceptor, Skyfire, Twin-linked
Quad Icarus lascannons	96"	9	2	Heavy 2, Interceptor, Skyfire, Twin-linked

MISSILE SILO

Raining destruction upon the enemies of the Imperium, the missile silo within a Fortress of Redemption has the reach and lethality to ensure any attacking infantry are reduced to ashes long before they reach the edifice's hallowed walls.

	Range	S	AP	Type
Fragstorm missile	18-96"	4	5	Ordnance 1, Barrage, Large Blast
Krakstorm missile	18-96"	8	3	Ordnance 1, Barrage, Large Blast

PUNISHER GATLING CANNON

An unsuited anti-infantry weapon that epitomises the Departmento Munitorum's approach to warfare, the punisher slaughters its targets through the application of its overwhelming rate of fire.

Range	S	AP	Type
24"	5	-	Heavy 20

QUAD-GUN

A mainstay of the Imperium's fortifications, quad-guns specialise in reliably bringing down airborne targets with precise, high-velocity caseless shot.

Range	S	AP	Type
48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked

TWIN-LINKED RAILGUN

Tau rail weapons use linear accelerator technology to fire a solid projectile at hypervelocity. They are capable of punching through the thickest of armour and of taking down the largest of enemies.

	Range	S	AP	Type
Solid shot	72"	10	1	Heavy 1, Twin-linked
Submunition	72"	6	4	Heavy 1, Large Blast, Twin-linked

VORTEX MISSILE BATTERY

Guided by complex targeting computers, vortex missiles rip a hole in space-time that swallows up anyone and anything unfortunate enough to be within their proximity.

Range	S	AP	Type
Infinite	D	1	Ordnance 1, Large Blast, Vortex



WE THINK YOU'D LIKE...

BRING AERIAL ARMAGEDDON TO YOUR FOES WITH NEW RULES FOR
FLYERS IN YOUR GAMES OF WARHAMMER 40,000

