

EYE OF TERROR REDUX

PART ONE

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

Graham McNeill and Phil Kelly explain the rules used to run the Studio Eye of Terror campaign so that you can use them to run your own campaigns in this war-ravaged area of the Imperium.

INTRODUCTION

Graham: The Eye of Terror campaign is over... deep breaths everyone... and relax. Well, that was fun, wasn't it? Eight weeks of furious gaming, over a quarter of a million games played by over (appropriately enough) 40,000 generals plotting the destruction or salvation of the sectors surrounding the Eye of Terror. Did you play your part? Did you do your bit for the Imperium or Chaos? Would you like to play more? Then you're in luck. Both Phil and myself were heavily involved in the Eye of Terror campaign, working on the codex and helping develop what was to turn into the largest worldwide campaign Games Workshop has ever run. Armageddon 3 was big, but this... this was gargantuan.

It's been a lot of fun to watch the fruits of our (and many other people's) labours really take off in such a big way. Players jumped at

the chance to play in the campaign and soon alliances, pacts and unsteady truces were being formed through the Internet and in gaming clubs all across the world. But all good things come to an end; *Buffy*, *The X-files*, *Blackadder*, *Space Precinct*... (ok, that last one is a lie – that's something that should never have befouled TV screens in the first place) and now that the dust has settled on the bloody battlefields of Segmentum Obscurus, it's time to sit back and relax after battles well-fought. Or is it? We decided that we wanted more, and thought that it would be cool to continue the destruction unleashed in Abaddon's crusade. After all, it's a raging certainty that there's fighting still going on in and around the Eye of Terror.

Now, while we weren't ever going to be able to recreate something on the same scale as a worldwide online campaign, we didn't feel that that should stop us

from doing something fun. So between us, we sat down to plan a couple of articles based on setting up a reasonably sized campaign system that would allow people to continue the war. Conveniently, it would also allow us to print a great deal of the Event Cards that the 40K team had slaved long into the night to create in time for the campaign, but hadn't been played during the eight weeks of warfare. So, as you can see, there's something new for you all to discover, wrangle over and fight for.

So, without further ado, I'll pass you over to Phil...

Phil: So who amongst those participating in the Eye of Terror campaign wished that their battles could affect the fate of a world, rather than a city block? Who wanted a whole handful of Event Cards to play on their own battles rather than just reading about the occasional card in the newsletters? I think it's probably the majority of us – no matter how much fun you can have as part of a worldwide effort it's still a good feeling to play a lead role rather than be one of the chorus. With that in mind, we've decided to scale down the Eye of Terror campaign so that it can be played amongst a group of gamers rather than an international community. Here's a step-by-step guide on how to run such a campaign.



HOW TO RUN YOUR OWN EYE OF TERROR CAMPAIGN IN TEN EASY STEPS

1) GET HOLD OF THE EYE OF TERROR MAP

If you regularly buy White Dwarf then most likely you'll have a copy of the Eye of Terror map somewhere, (there's a smaller one printed at the end of this article if all else fails). Once you've secured one of these maps, find a nice prominent place to display it, either in your local store, in your gaming club or even, at a pinch, on your bedroom wall. This will become the focal point of the campaign, so make sure the map's accessible.

2) FIND A GM AND A SET OF PLAYERS

You'll need to find one amongst you willing to put in a little extra effort as the person who runs the campaign: the Games Master or GM. This isn't as difficult as it sounds, as the most organised and keenest players often volunteer for this role, or you could get a founder member of your gaming group or even a member of GW staff to take this on. As for players, you'll need an equal amount of Forces of Order players and Forces of Disorder players, to a maximum of twelve per side.

For those with rusty memories, the divide lies like this:

FORCES OF ORDER

Space Marines*
Daemonhunters
Imperial Guard*
Sisters of Battle
Eldar*
Tau**

FORCES OF DISORDER

Chaos Space Marines*
Dark Eldar
Necrons
Tyrannids
Orks*

* Plus ALL variant lists, so the 13th Company would come under Space Marines in the Forces of Order category, similarly the Ulthwé Strike Force under Eldar, etc.

** The Tau have been included in the Forces of Order section for simplicity's sake; after all, it's a bit cruel to banish Tau players to the Eastern Fringe whilst everyone else has all the fun...



▲ As with the Studio Cityfight campaign, the map became the place to scheme and plot.

Once players have chosen their camp, ensure you find out who else is on your side and have a good chat, maybe even discussing the grand strategies you intend to implement. This campaign has a lot of team play, it's the good guys vs the bad guys, so it's important you have team spirit; the side that works together most efficiently will win, just as with the worldwide campaign. Next, sit back and wait for the GM to give the signal for war to begin.

This is as far as the players need go, but a quick peruse over the rest of the article will help the campaign flow smoothly.

3) PHOTOCOPY AND PREPARE THE EVENT CARDS

You may have noticed the mention of special Eye of Terror Event Cards here and there. Although we're planning to publish them next month, these are an integral part of the campaign, and will need to be collected from next month's articles for the campaign to reach its full potential (if you're keen, you can still progress with steps 1, 2, 4 and 5 in preparation for kick-off next month). The GM should simply photocopy them, stick them onto some thin card, and cut them out. It is important that you use a different colour for Forces of Order events and Forces of Disorder events, so that you can shuffle them into two separate decks and deal them out randomly to players of the appropriate alignment at the beginning of the campaign.

PIVOTAL BATTLES

There comes a time in every conflict when one battle, or indeed one bullet, can determine the outcome of an entire war. History is full of these precedents; the attack of the 6th Airborne holding Pegasus Bridge against the panzers in the D-day landings, the schoolteacher-turned-officer who, along with the 20th Maine, held the Confederates' flank attack at bay during Gettysburg, the one-man closing of the gates of the Chateau Hougoumont at Waterloo, the shot that killed Arch-duke Ferdinand and kick-started the First World War... the list goes on.

This is where you come in.

Most of the battles you'll be playing in this campaign will decide the fate of an entire world. Unlike during the worldwide campaign, where every player's results were a drop in a collective ocean, in this scaled down version the actions of one force can determine whether a planet remains loyal to the Imperium or falls to the depredations of Chaos. That force is your army. Next month, Graham's section on narrative themes will give you a few ideas on how to get the feeling of both a storyline and a grandiose backdrop into your games.



4) SHARE OUT THE WARZONES

You will need to share out the warzones of the Eye of Terror among your players. This is the largest chunk of preparatory work for the GM. Now, as anyone who actually played in the campaign will know, some planets were worth more than others, from the strategically vital Cadia to the barren, desolate Sentinel worlds. The following table gives you the names of each warzone, the Imperial control percentages of the warzone before and after the Eye of Terror campaign, and an Instability rating indicating how heavily defended it is.

DECIMAL POINTS? HERESY!

For those of you wondering why there are really really small numbers in the table below, don't be put off. This is because you multiply them by the Victory Points scored from each game you win (a number usually in the hundreds – described in detail in point 7) – To Battle, below). Rounding up, this will give you a nice chunky integer to redeem systems or plunge planets into chaos...

WARZONE	POST EOT CONTROL (%)	INSTABILITY
Cadia	40	0.01
Demios Binary	80	0.01
Medusa	93	0.01
Solar Mariatus	32	0.01
Elnaur Delta	84	0.02
Kasr Holn	53	0.02
Kasr Sonnen	39	0.02
Thracian Primaris	90	0.02
Xersia	88	0.02
Agripinaa	80	0.03
Kantrael	85	0.03
Macharia	*	0.03
Subiaco Diablo	58	0.03
Ulant	15	0.03
Bar-el	40	0.04
Belis Corona	60	0.04
Kasr Partox	29	0.04
Vigilatum	15	0.04
Amistel	14	0.05
Finreht	33	0.05
Nysa Stromlo	20	0.05
Yayor	12	0.05
Aurent	97	0.06
Caliban	100	0.06
Gudrun	20	0.06
Imbrum	4	0.06
Lelithar	0	0.06
Malin's Reach	0	0.06
Morten's Quay	96	0.06
Tabor	27	0.06
Albitem	14	0.07
Belisar	68	0.07
Chinchare	95	0.08
Lethe Eleven	0	0.08
Mordax Prime	0	0.08
Ulthor	0	0.08
Dentor	20	0.1
Eidolon	25	0.1
Narsine	69	0.1
Nemesis Tessera	100	0.1
Scelus	95	0.1
Sentinel Worlds	24	0.1
St Josmane's Hope	*	0.1
Belial IV	79.4	0.1

* this planet was destroyed during the Eye of Terror campaign and should not be allocated when sharing out warzones if playing the post-Eye of Terror campaign.
NOTE: Astute players will realise that many of the warzones at system and sector level have been left out. A battle for the fate of a planet is one thing, but having a single battle deciding the fate of the entire Cadian sector is pushing it. As such, we've chosen to keep the campaign at planetary level.



Each player should have roughly the same total Instability rating of warzones in their control at the start of the campaign. This should only take the GM a short while to sort out. We'd give you a hard and fast chart, but as we have no idea how many players will be in your group, you'll have to follow a few simple steps.

- Take the total Instability rating (2.5) and divide it by the number of players you have. Remember to include the GM in this number – you'll want to be playing some games yourself whilst the campaign progresses (although the GM is honour-bound to adopt impartiality as and when it is necessary – standing in for other player's games, for example). Write this number down (you'll need it later).

- With a piece of scrap paper, prepare a number of sub-lists equal to the number of players, showing the warzones they control and the Instability rating of each one. To do this, simply copy the list of warzones presented in this article onto the sub-lists, one by one, going round as if you were dealing cards instead of names. The list above has been

compiled in Instability rating order to allow you to share them out more or less fairly.

- Once all warzones have been dealt out, add up the Instability ratings of each sub-list, and write them at the bottom of that list in pencil. Then, if there are any imbalances, swap the later, less important warzones around until the players all have as close to an equal Instability rating as possible. This need not be spot on, so don't strain your brain getting every sub-list just right to the last point if you don't want to.

- Rewrite the sub-lists (possibly now a little worse for wear) onto pieces of paper and stick them onto identical pieces of card. These are now the Warzone Cards. **Do not** write down the total Instability ratings on the Warzone Cards.

- Get the players together and lay the Warzone Cards upside down in front of them, letting the players pick a list of warzones in turn. These are their starting planets and systems, which determine the points from where they can invade (this is explained later). The GM gets the



Word Bearers Chaos Space Marines attack an Ultramarine Honour Guard defended position.

last card left. If someone complains he didn't get a good batch of planets, explain that the warzones were dealt out fairly across the lists from the best to the worst, and were picked randomly.

● At this point you will also need to thoroughly shuffle and deal out the special Event Cards, published in next month's White Dwarf. These significantly affect either a game you'll be playing over the course of the campaign, or the amount of rewards you can reap from a successful invasion. Watch this space...

5) STAKING YOUR CLAIM

The next step is for the players to stake out their claims by marking out the planets on the map. You can use different colour pins, preferably the type with a blank area so that each player can write his initials on his pins, and place a pin under each one of the warzones you control. Each of the warzones will have a control percentage determined by the course of the worldwide campaign (the extent to which the Forces of Order control that zone) ranging from Anarchy (0-19%

control) to Faithful (80-100% control). Don't worry about recording the control percentage for that sector at this stage, the GM should make a separate alphabetical list, or use the one supplied in next month's issue.

Note: GMs might find a word processing package, such as Microsoft Word or Excel, ideal for recording and printing out this information. Just remember to get the players to tell the GM the results of your games and any percentage swing they entail – he can't keep track of everything on his own.

6) RULES OF ENGAGEMENT

Now you know who controls which warzones, you can start to invade your fellow players. This is simple enough.

● If you wish to invade a planet in the same system as one that you control, simply challenge the planet's controller to a game, work out a suitable time for the clash, and fight (see 7, below). If you wish to invade a warzone that is not in the same sector as a warzone you control, the invading forces will arrive with at least one third of their units held in





▲ A Dark Angels Dreadnought falls foul to an Ork Killa Kans mob.

Reserve regardless of mission; they have not established a staging post for their invasion and will find perfectly coordinated military actions more difficult as a result.

A few rules for would-be conquerors:

- If you are a Forces of Order player and take a planet to 100% Imperial control as the result of one of your games, you take over that planet. In the same way, if you are a Forces of Disorder player who takes a planet to 0%, that world is now in your clutches. Replace the existing pin with one of your own colour. In this way a decent player can spread his influence throughout the stars.
- There is no limit to the number of invasions that can take place; as there are equal sides it will ensure that the Forces of Order and Disorder fight an equal number of battles even if the individuals concerned play differing numbers of games. There is one exception, however...
- At the GM's discretion, a player can invade a planet belonging to a player from his own side. This represents conflicting or rival forces

attempting to benefit from the general confusion such a sector-wide conflict can generate. It's perfectly in character for the forces of darkness to fall upon each other, for rival Space Marine chapters to revisit an old feud, for Eldar to suddenly switch sides or for the Necrons to turn against Chaos in their quest to gain control over the material realm. Besides, as Graham and I have found, a bit of treachery does tend to liven up a campaign...

7) TO BATTLE!

The next step is to fight a few games.

- If you have access to a reasonable amount of scenery, for instance at a gaming club or at your local Games Workshop store, you might like to use the appropriate scenery set for each of your battles. Check out the key on the Eye of Terror map to determine what type of world you are fighting on; for instance, Fremas has an A in its graphic, denoting it as an agri-world. Then just look through the 40K rulebook for an appropriate Terrain Generator table (pages 125-128), roll up some scenery and get going.

- Once you have tallied up the Victory Points obtained from your game, you need to determine the percentage shift of that planet as a result of your efforts. This is where the Instability ratings listed above come into play; you'll probably need a handy lexmechanic (or failing that a calculator) for this bit. Remember that a military success on an unstable world will count for a lot, whereas on a fortress world it might count for comparatively little. The effects of the game are determined by a simple formula:

$$\text{DIFFERENCE IN VICTORY} \\ \text{POINTS} \times \text{INSTABILITY} \\ = \text{PERCENTAGE SHIFT}$$

Of course, this is always shifted in favour of the victor. So, for instance, a battle is fought on Kantrael, a heavily defended planet with 0.03% Instability, between Space Marines and Chaos Space Marines. The Chaos Space Marines kick some power-armoured butt in the name of Abaddon and win by an impressive 750 Victory Points. This is multiplied by 0.03, the Instability rating of Kantrael ($750 \times 0.03 = 22.5$).

After rounding fractions up, the control of Kantrael shifts 23% in the favour of the Forces of Disorder. Remember, this percentage can be affected hugely by your event cards. Initially at 85% Imperial control, Kantrael is now at 62% Imperial control; a victory for Chaos.

If the Chaos player had won the same battle by 750 VPs at the comparatively vulnerable Sentinel worlds warzone (with an Instability rating of 0.1), the percentage would have shifted a massive 75% towards Chaos control, taking its initial percentage of 20% way below 0% and therefore conferring control of the Sentinel worlds warzone to the Chaos player. Remember, the larger the game, the more impact it will have.

As you can see, some warzones are a lot trickier to capture than others. No prizes for guessing which is the trickiest system to crack...

8) ONCE MORE UNTO THE BREACH

Once you've worked out the results of your game, it's time to start thinking about invading somewhere else.

- You may not play the same person twice in a row; if this was allowed things could get bogged down rather quickly, with grudge matches springing up all over the place. However, it's perfectly OK for the GM to stand in for a player at any time if that player cannot play a game. In this way, if Steve (a Chaos player) had invaded Cadia (held by Bob, an Imperial Guard player) and fancied another go straight away, he could play the GM instead and apply the result of that game to that warzone in the manner listed above.

- The campaign lasts for eight weeks, after which the GM needs to tot up the scores and find out whether the Imperium has repelled the massive incursions of evil or whether Chaos emerges triumphant.

9) KEEPING SCORE

This is primarily the responsibility of the GM. Each time a battle is fought, the players should determine how this affects the control percentage of the warzone in question. This is done using Step 7, above. The players should then both approach the GM and tell him their results (remember that some of the Event Cards may affect this result – they should be handed over to the GM directly after the game in which they have been played). The GM will then apply that to the alphabetical list of warzones he has prepared*, the

results of which are regularly updated and pinned up by the campaign map. In this way you can easily see just how badly or well the Forces of Order and Disorder are doing in any given warzone.

*Don't fret if you're the GM. Next month we will publish a list of warzones that you can photocopy for just this purpose, with the initial control percentages listed so that these can be updated and replaced with a new one each time a game is played.

10) THE FINAL COUNTDOWN

Once the eight weeks of the campaign is up, it's time for the GM to count the cost and determine who wins the ultimate victory. This should be easy enough to see; the GM will have built up a picture of who is in the lead over the last few weeks. However, players will no doubt be curious as to who amongst them has done the best. We've included a chart to determine just how well the Forces of Order and Disorder have done. Simply total all the numbers you get from cross-referencing the warzones with their final control percentages in your campaign. If the total is 200 or less, the Forces of Order have scored a Major Victory. If the total is between 201 and 400, they have scored a Minor Victory. If the total is between 401 and 600, The Forces of Disorder have scored a Minor Victory, and if they total 600+, Chaos scores a Major Victory. Simple as that!

THAT'S ALL... FOR NOW

And there we have it: how to adapt the Eye of Terror campaign for your own gaming group. Next month we'll be bringing you those Event Cards which can affect each game as you play it, plus the figures and special rules for those of you who want to start the Thirteenth Black Crusade from Day One to see if you can do better Abaddon himself. In other words, the best is yet to come!

Don't forget that there was a massive Internet element to the campaign, and that there is tons of information on each planet and warzone that we just don't have space to publish here. It's also a good place to compare just how each of your planets did historically, and whether or not you did a better job of holding them in the name of the Imperium or Chaos than the world managed as a whole. See you next issue!

IMPERIAL CONTROL TABLE

PERCENTAGE	STATE	DESCRIPTION
80-100	Faithful	Whilst the warzone may contain anti-Imperial factions they are kept under rigorous control and the loyalty of the inhabitants can normally be taken for granted.
60-79	Dependable	The warzone suffers frequent 'incidents' or contains regions where Imperial control does not extend. In the main though the warzone is loyal, albeit with a measure of self-interest.
40-59	In the balance	The warzone is still subject to Imperial law and control but the control is superficial and could break down under pressure. There are strong factions and substantial regions in the warzone that are actively opposed to the Imperium, but are as yet unable to exert control themselves.
20-39	Unreliable	Imperial control has broken down in this warzone, being confined only to some areas or die-hard supporters. The warzone still hasn't been utterly corrupted but it is on that path and Imperial forces should be very wary operating in such a 'zone'.
0-19	Anarchy	All Imperial authority has collapsed and the warzone has fallen into lawlessness, heresy and iconoclasm. There may still be tiny outposts of loyalists but the warzone is on the brink of requiring of the ultimate sanction of Exterminatus.

FORCES OF DISORDER VICTORY POINTS

WARZONE	(0-9%)	(10-19%)	(20-29%)	(30-39%)	(40-49%)	(50-59%)	(60-69%)	(70-79%)	(80-89%)	(90-100%)
Cadia	76	72	63	54	45	36	27	18	9	0
Demios Binary	67	63	54	45	36	27	18	9	0	-10
Medusa	67	63	54	45	36	27	18	9	0	-10
Solar Mariatus	63	58	49	40	31	22	13	4	-5	-14
Elnaur Delta	72	67	58	49	40	31	22	13	4	-5
Kasr Holn	68	64	56	48	40	32	24	16	8	0
Kasr Sonnen	68	64	56	48	40	32	24	16	8	0
Thracian Primaris	64	60	52	44	36	28	20	12	4	-5
Xersia	60	56	48	40	32	24	16	8	0	-9
Agripinaa	52	49	42	35	28	21	14	7	0	-8
Kantrael	52	49	42	35	28	21	14	7	0	-8
Macharia	56	52	45	38	31	24	17	10	3	-4
Subiaco Diablo	42	38	31	24	17	10	3	-4	-11	-18
Ulant	30	27	21	15	9	3	-4	-10	-16	-22
Bar-el	39	36	30	24	18	12	6	0	-7	-13
Belis Corona	45	42	36	30	24	18	12	6	0	-7
Kasr Parlox	51	48	42	36	30	24	18	12	6	0
Vigilatum	51	48	42	36	30	24	18	12	6	0
Amistel	24	21	15	9	3	-4	-10	-16	-22	-28
Finreht	32	30	25	20	15	10	5	0	-6	-11
Nysa Stromlo	27	25	20	15	10	5	0	-6	-11	-16
Yayor	20	17	12	7	2	-3	-8	-13	-18	-23
Aurent	37	35	30	25	20	15	10	5	0	-6
Caliban	45	42	36	30	24	18	12	6	0	-7
Gudrun	24	22	18	14	10	6	2	-3	-7	-11
Imbrium	24	22	18	14	10	6	2	-3	-7	-11
Lelithar	10	8	4	0	-5	-9	-13	-17	-21	-25
Malin's Reach	10	8	4	0	-5	-9	-13	-17	-21	-25
Morten's Quay	30	28	24	20	16	12	8	4	0	-5
Tabor	18	16	13	10	7	4	1	-2	-5	-8
Albitern	16	15	12	9	6	3	0	-4	-7	-10
Belisar	21	19	16	13	10	7	4	1	-2	-5
Chinchare	7	6	4	2	0	-3	-5	-7	-9	-11
Lethe Eleven	12	11	9	7	5	3	1	-2	-4	-6
Mordax Prime	11	10	8	6	4	2	0	-3	-5	-7
Ulthor	7	6	5	4	3	2	1	0	-2	-3
Dentor	5	5	4	3	2	1	0	-2	-3	-4
Eidolon	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Narsine	5	5	4	3	2	1	0	-2	-3	-4
Nemesis Tessera	37	35	30	25	20	15	10	5	0	-6
Scelus	37	35	30	25	20	15	10	5	0	-6
Sentinel Worlds	1	0	-1	-2	-3	-4	-5	-6	-8	-9
St Josmane's Hope	7	6	5	4	3	2	1	0	-2	-3
Belial IV	32	30	25	20	15	10	5	0	-6	-11

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PART TWO

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WARHAMMER 40,000 WORLDWIDE CAMPAIGN

Following on from last month, Phil Kelly & Graham McNeill show you how to structure your campaign's narrative, and provide you with a set of Event Cards to make your campaign more exciting.

Phil: Hello and welcome to the second part of the Eye of Terror campaign revisited, where we show you how to battle for the fate of entire star systems in your local gaming club. Rather than contributing a drop in the ocean as part of the international gaming community, these articles allow you to seize entire planets for yourself, plunging the Imperium into Chaos or

sending Abaddon slinking back into the Eye of Terror with his tail between his legs. Last month we took you through the 10 easy steps necessary to run your own Eye of Terror campaign, and how to pick it up from where the fighting left off back in July. This month we look at how to start the campaign over from the beginning for those generals with a taste for nostalgia or who simply

wish to show how much better they could have done if they had been at the head of the armies involved. We've got a lot of intergalactic strife to cover, so without further ado, on with the show...

REFIGHT!

For those of you who want to refight the Eye of Terror campaign from Day One to see whether you can utterly crush Cadia into dust or save the Cadian Gate with the brave forces of the Imperium, read on. The table opposite gives the initial control percentages of the Eye of Terror warzones. Simply follow the 10 steps listed in last month's White Dwarf but use the following values instead of those published there. Graham has also put together some top-notch special rules to reflect the over-arching themes of the campaign.



▲ Glenn More's Ultrawé Strike Force fight valiantly against the invading Thousand Sons of Keith Robertson.

ADDING NARRATIVE TO YOUR OWN EYE OF TERROR CAMPAIGN

Pre-Campaign Control Percentages

WARZONE	INITIAL CONTROL (%)	INSTABILITY
Cadia	95	0.01
Demios Binary	85	0.01
Medusa	85	0.01
Solar Mariatus	80	0.01
Elnaur Delta	90	0.02
Kasr Holn	95	0.02
Kasr Sonnen	95	0.02
Thracian Primaris	90	0.02
Xersia	85	0.02
Agripinaa	85	0.03
Kantrael	85	0.03
Macharia	90	0.03
Subiaco Diablo	70	0.03
Ulant	60	0.03
Bar-el	75	0.04
Belis Corona	85	0.04
Kasr Parlox	95	0.04
Vigilatum	95	0.04
Amistel	50	0.05
Finreht	75	0.05
Nysa Stromlo	65	0.05
Yayor	50	0.05
Aurent	85	0.06
Caliban	50	0.06
Gudrun	70	0.06
Imbrium	70	0.06
Lelithar	35	0.06
Malin's Reach	35	0.06
Morten's Quay	85	0.06
Tabor	70	0.06
Albitem	65	0.07
Belisar	80	0.07
Chinchare	45	0.08
Lethe Eleven	70	0.08
Mordax Prime	65	0.08
Ulthor	75	0.08
Denfor	65	0.1
Eidolon	5	0.1
Narsine	65	0.1
Nemesis Tessera	95	0.1
Scelus	20	0.1
Sentinel Worlds	20	0.1
St Josmane's Hope	75	0.1
Belial IV	35	0.1

NARRATIVE THEMES

Graham: Ok, so Phil's already explained how the campaign system works and you've got your armies and players all set to get going. It's time to add a little more of the narrative to the campaign. One of the most enjoyable aspects of any campaign is the stories that flourish around the various battles, the personalities that develop and the narratives that grow throughout it. Now, not everyone has time to develop these complicated plots, but they don't need to be that complicated to be interesting. A couple of twists on a normal game of Warhammer

40,000 are all you need to add a bit of a story to your games. The Eye of Terror had a sweeping narrative running through it, which was broken down into eight separate themes for each week and, while we can't hope to replicate the scale of a worldwide campaign in this article, we can add a few special rules to each themed week to add some of the flavour of that particular week to each of your games. Some of these might seem to favour one side over the other, but hey, that's war for you. Don't worry though, as the weeks progress things even out (kind of...)

Note – these special rules apply to all the games you play in that particular week, not just one. For each game played, roll a D6 and see which of the special rules applies to your game.

WEEK 1 – INSURRECTION

As cults and recidivists emerge all across the sector, loyalist armies are stretched to the very limit in containing incidences of assassination, sabotage and ambush. The Forces of Order struggle with fifth columnists and sabotage to their supply lines, finding it difficult to muster coherent forces when targets of opportunity arise.

Special rules

1 – 3: One Forces of Disorder infantry squad chosen from the Elites section may Infiltrate, as described in the Recon Mission in the Warhammer 40K rulebook.

4 – 6: The Forces of Disorder player may force one unit of the Forces of Order's army to deploy from Reserves. This unit will then enter play following the normal rules for Reserves.

WEEK 2 – CRUSADE

The Forces of Order reel under the impact of the enemy assault as it is launched in all its fury. All across the warzone, enemy assaults come in a never-ending tide of fire and steel, but isolated pockets of resistance continue to hold the line against all assaults.

Special Rules

1 – 3: Before each game, the Forces of Disorder may call down a Preliminary Bombardment, regardless of the scenario being played.

4 – 6: The Forces of Order army may include up to D3 Bunkers and can include Obstacles, as described in the Warhammer 40,000 rulebook.

WEEK 3 – ELDAR SIGHTED

Eldar forces using the webway strike hard and fast at the advancing Forces of Disorder, destroying supply bases, disrupting communication and assassinating key leaders. In other areas of the fighting, squads of Eldar warriors fight alongside the soldiers of the Forces of Order.

Special Rules

1 – 2: Roll a D6 for each unit from the Forces of Disorder army. On a 6+ that unit must enter play from Reserves.

3 – 4: One, randomly determined, model from the army of the Forces of Disorder with access to its armoury (Independent Characters, Veteran Sergeants etc) has been targeted by Eldar snipers and may not be deployed in the battle. The army will have to do without that character for this battle...

5 – 6: If you have access to Codex: Craftworld Eldar then the Forces of Order player may make one roll once on the Ranger Disruption chart and apply the result to the Forces of Disorder army. If not, then roll again on this chart, ignoring this result if you roll it again.

WEEK 4 – WEB WAR

The ancient enemies, the Dark Eldar and Craftworld Eldar, stalk each other through the myriad, twisting passageways of the Webway, springing ambushes and constantly trying to outmanoeuvre each other. Each force that eludes the other is able to lend its martial skill to a pivotal point in the many battles raging around the Eye of Terror.

Special Rules

1 – 3: Midnight terror attacks from Dark Eldar raiders have left many troops on the front line deathly afraid, unwilling to move from defensive positions for fear of these shadowy killers. Roll a D6 for each Forces of Order unit; on a 5+ that unit begins the game Pinned.

4 – 6: Deadly Eldar strikes behind enemy lines has made the Forces of Disorder wary of ambush and has slowed their advance to little more than a crawl. Roll a D6 for each unit, on a 5+ that unit suffers -1 to its Leadership value for the whole of the game.

WEEK 5 – NAVY

The Imperial Navy, resurgent after an initial mauling, strikes back with all the fury, courage and daring its best commanders are famed for throughout the galaxy. Reinforcements are able to break through enemy blockades and orbiting Imperial ships are able to bombard enemy positions from afar.

Special Rules

1 – 3: Before the game, the Forces of Disorder suffer the effects of a Preliminary Bombardment, as printed in the Warhammer 40,000 rulebook, though units will be hit on a 5+ rather than a 6+.

4 – 6: Orbiting Naval vessels pound the enemy positions with devastating barrages. If you have access to Codex: Daemonhunters, this functions exactly like an Orbital Strike as printed in the Heavy Support section and follows all the rules for this as normal (Available from Reserves, must be plotted to a scenery feature etc). Randomly determine which form of Orbital Strike lands each turn by rolling a D6: 1-2: Lance Strike, 3-4: Melta Torpedo, 5 – 6: Barrage Bomb. If you don't have a copy of Codex: Daemonhunters, roll again on this table, ignoring this result.

WEEK 6 – WARP STORMS

The forward edges of Warp Storm Baphomael rage and seethe, saturating the air with dark magicks and every soul with a gnawing sense of doom. The fragile veil of reality stretches and becomes thin as the power of the Immaterium seeps through into the material realm.

Special Rules

1 – 3: Screaming creatures of the Warp intrude on the waking nightmares of those with even the smallest psychic potential. To those with the curse of psychic ability, they are driven almost to madness by the screaming in their skulls. As a result, any character that employs psychic powers will be affected by an automatic Perils of the Warp attack, regardless of the dice rolled (even if they would normally automatically pass any Psychic test they are required to take). This is in addition to any Perils of the Warp attacks suffered through rolling a double 1 or double 6. Unlucky...

4 – 6: As the veil between reality and the Immaterium weakens, the foul denizens of the Warp find they are able to force themselves more easily into the material world. Players with Daemons held in Reserve and/or an army that includes a Daemonvessel may add or subtract 1 to any Summoning or Possession roll they are required to make.

WEEK 7 – THE BIG PUSH

As more and more areas of space are reconquered by the Imperial Navy, the Space Marines are able to join the fight in meaningful numbers. Like bolts of lightning from a cloudless sky, they strike without warning and without mercy, destroying all before them in a whirlwind of destruction.



Tensions mounted as Nigel Collinson felled Glenn More's Wraithlord.

KEEPING TRACK

Here's a handy alphabetical list of the warzones you can photocopy, enlarge and pin up next to your Eye of Terror map so that each planet's control percentage can be easily found by avid conquerors. You might find it wise to run off a photocopy for each week so that you can see the progress of each world across the campaign!

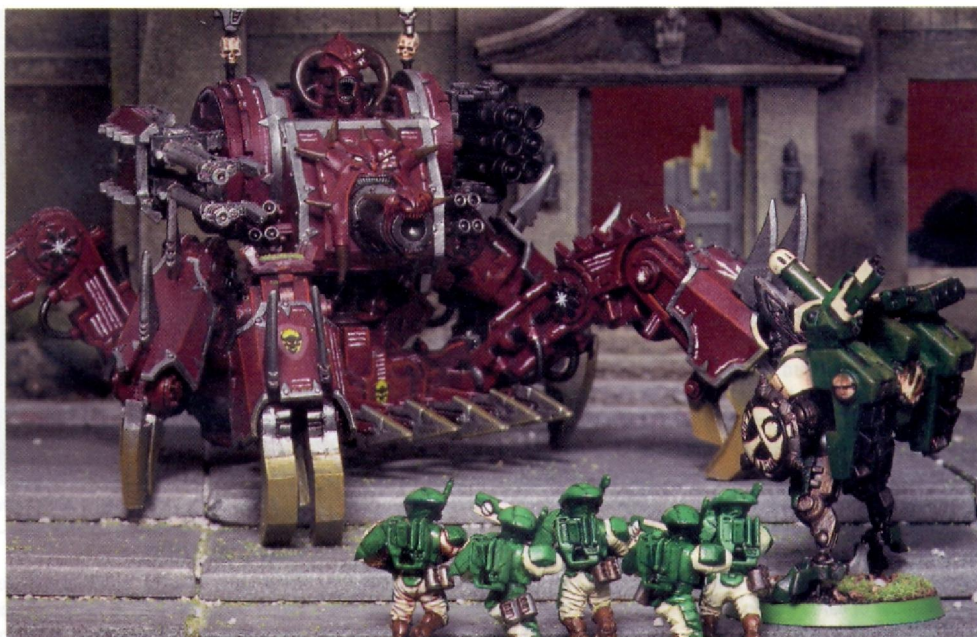
WARZONE	CURRENT CONTROL (%)	EVENT CARDS PLAYED	COMMENTS
Agripinaa			
Albiteria			
Amistel			
Aurent			
Bar-el			
Belial IV			
Belisar			
Belis Corona			
Cadia			
Caliban			
Chinchare			
Demios Binary			
Dentor			
Eidolon			
Elnaur Delta			
Finreht			
Gudrun			
Imbrium			
Kantrael			
Kasr Holn			
Kasr Parfox			
Kasr Sonnen			
Lelithar			
Lethe Eleven			
Macharia			
Malin's Reach			
Medusa			
Mordax Prime			
Morten's Quay			
Narsine			
Nemesis Tessera			
Nysa Stromlo			
Scelus			
Sentinel Worlds			
Solar Mariatus			
St Josmane's Hope			
Subiaco Diablo			
Tabar			
Thracian Primaris			
Ulant			
Ulthor			
Vigilatum			
Xersia			
Yayor			

Special Rules

1 – 2: Attacking behind the lines, Space Marine Scout squads destroy fuel bowzers and supply dumps earmarked for enemy vehicles. Each turn, roll a D6 for each Forces of Disorder vehicle. On a 6+ the vehicle has exhausted its supply of fuel and counts as immobilised from now on.

3 – 4: If you have access to Codex: Space Marines, then the Forces of Order player may choose one Troops selection from the Space Marine Army list, together with all the accompanying options, to accompany his force. Note that you must pay the requisite points for this and that it does not count towards your army's Compulsory Troops choices, you must fill these slots from the 'parent' army list. If you don't have a copy of Codex: Space Marines, then roll again on this table, ignoring this result.

5 – 6: As the lightning assaults of the Space Marines push the Forces of Disorder back, they reoccupy their bridgehead positions and hunker down, desperately awaiting reinforcements. The Forces of Disorder army may include up to D3 Bunkers and can include Obstacles as described in the Warhammer 40,000 rulebook.



▲ The Tau of Steve Cumiskey come up against the might of Matt Hutson's ever-present Word Bearers.

WEEK 8 – APOCALYPSE

Driven on to insane heights of bravery by their masters, the armies of both the Forces of Disorder and Order throw everything they have into the final struggle. Quarter is neither given nor asked for and only the bravest or most insane will survive to tell of the battles fought here.

In this final week, the special rules apply equally to both sides.

Special Rules

1 – Regardless of Mission played, the game lasts for a variable number of turns. Use the Random Game Length special rule, but only begin rolling for the game's end at the end of Turn Six.

2 – Units recycle as described in the Sustained Attack special rule. Though in these games, all units (with the exception of HQ units) can be recycled.

3 – Units still in their deployment zone at the end of their Movement phase will be targeted in the enemy Shooting phase by a Preliminary Bombardment as described in the Warhammer 40,000 rulebook.



▲ Tom Hibberd's Cursed Company meets stiff resistance in the shape of Alun Davies' Viesian Order of Grey Knights.

USING THE EVENT CARDS

Phil: As mentioned last month, the Eye of Terror Event Cards can greatly affect the results of a game. An Event Card might add troops to your arsenal, or magnify a successful result garnered after a hard fought victory. Here's some guidelines for using the Event Cards printed throughout this article.

- Photocopy the Event Cards, enlarging them if you wish, and stick them onto pieces of card – use different coloured card for the Order and Disorder cards. Remember to keep the Forces of Order Event Cards (denoted by an **O** in the bottom right) separate from the Forces of Disorder Event Cards (denoted by a **D**). Then deal them out to the players, ensuring each player has an equal number of cards (if you have some left over then use them yourself as the GM!). They may then play them as detailed on the cards.

- Remember these Event Cards are time specific. The campaign is designed to last eight weeks, so the players should make sure they use their cards in the allotted week, otherwise they will have no effect.

- When a player uses an Event Card, he should play it face up, next to the battle in which it has been played, and follow the instructions detailed on the card. The results of playing the card should be announced to the GM after the game.

- When an Event Card refers to a specific warzone, it must be used when the owning player plays a game set on that warzone unless specified otherwise.

- If you fancy it, players from the same side as each other can freely barter and swap their Event Cards –

this is good fun as part of the grand strategy of the campaign as a whole.

THE BATTLE FOR THE STARS

Readers with a yen for Battlefleet Gothic will likely want to incorporate some good old fashioned spaceship combat into their campaign. What self-respecting BFG player could pass up the opportunity to re-enact Admiral Hadrian Quarren's masterful command of the Battlefield Tempestus, or the scouring of Macharia by the immensely powerful Planet Killer?

You might want to make up a couple of rules for as and when these games are played, for instance, if a player wishes to invade a world on the opposite side of the map to his own, he might first have to play a game of BFG to represent his fleets crossing the segmentum and coming across an enemy fleet. Alternatively, if you're really keen, you could have every game preceded by a BFG battle, with the success or failure of any given force directly affecting the corresponding 40K game. The sky's the limit, but those of you with BFG fleets would do well to check out issue 18 of Battlefleet Gothic magazine.



▲ Darron Bowley's Dark Angels clash against Graham Davey's Chaos hordes.

THAT'S ALL FOLKS

We're quite sure that you'll have more than enough to run a colourful and varied campaign with all the information printed in these articles. Each game should have a location, sometimes rich with history in its own right, a sub-plot or two because of the narrative special rules, and possibly even a special event affecting the fate of the forces battling there. Once you've done a bit of preparation, the stage will be set for eight weeks of solid carnage. Grab some dice, you're going to need them.

Don't forget that there was a massive internet element to the campaign at www.eyeofterror.com. There is tons of information on each planet and warzone that we just don't have space to publish here. It's also a good place to compare just how each of your planets did historically, and whether or not you did a better job of holding them in the name of the Imperium or Chaos than the worldwide gaming community managed as a whole!

Thought Begets Heresy

Skilled demagogues and rabble-rousers are inciting civil unrest throughout the smaller hives of the system. It seems that their evil words are taking root, for the walls of the hives are becoming covered in pro-Chaos graffiti, and soon the tendrils of Chaos have spread far enough that entire continents defect to the Dark Gods.

With every uprising crushed by the Imperium upon a hive world, another cult seems to declare for Chaos. Play this card to double the results of a victory on a hive world in favour of the Forces of Disorder.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effect this event has upon it.

Suffer not the Unclean to Live

In the beleaguered system of Thracian Primaris, the few citizens still faithful to the Emperor rally to the call of the charismatic Hive Confessor Hubs Vacillos. Together with his ever-growing horde of frothing Redemptionists and the armed might of House Cawdor, Vacillos's followers unleash a series of purges.

Loyalty to the Imperium in the Thracian Primaris system is improved considerably due to the faithful fighting back with flame and firebrand. Play this card after fighting a battle on any warzone in the Thracian Primaris sector; that warzone's loyalty to the Imperium is increased by D6 x 10%.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effect this event has upon it.

Witch Hunt

Inquisitor Karamazov of the Ordo Hereticus has pursued the Apostate Witch-Cardinal Jak Obi to the mining world of Vermaard, determined to bring the accused heretic to justice for his study of the forbidden arts. After obtaining irrefutable proof that Obi is in league with Abaddon, Karamazov launches his attack. With the aid of a conclave of his brother Inquisitors, and a strike force of Adepta Sororitas, the Apostate Cardinal is at last brought to justice.

Play this card to trigger the final showdown between Karamazov and Obi. Choose a world in the Soelus sector; that world has its loyalty percentage boosted by 10 x the number of battles fought in that sector during this week.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Missing Fleet

The Remdas clan, owner-operators of the largest merchant fleet operating in the Chinchare sector have been turned to Chaos. Their entire fleet has gone missing along with most of the clan. Much valuable cargo has gone missing with them. This has left several worlds with dangerous shortages resulting in hoarding and rioting. No trace has been found of the merchant fleet and whilst the individual ships are not known to be heavily armed there are over fifty of them, the largest freighters displacing almost as much mass as an Imperial cruiser.

The Remdas fleet resupplies Chaos vessels operating above Jubal, and then acts as privateers preying on Imperial commerce. This boosts the effects of Chaos victories in the Chinchare warzone. Any battle fought on Chinchare may multiply the amount of percentage shift it incurs by a factor of 3.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Forgotten Debts

The upper spire of Ketryst Hive of Ulant has been destroyed by a thermal explosive. Ketryst Spire houses the Departamento Muniturum's Tithe Assessment Scriptum for the entire sub-sector, including its records vault. Without these records it is impossible to prove exactly what is owed by each Planetary Governor, both in theory and in practice. Whilst the obligations remain this act of sabotage will make it much easier for any Governor to hold back and hoard revenues for their own purposes.

The loss of supplies reduces the effect of any Imperial victories in Ulant as they are unable to follow up their hard-earned successes. Any game fought on Ulant this week can have its results nullified on a roll of a 3+ by playing this card.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

A Dagger in the Dark is Worth A Thousand Swords at Dawn

Mandrake Assassins are in place to strike down key figures in the command structure of the Kantrael system in the Cadian sector. When they strike the Imperial lackeys will be thrown into disorder as their leaders writhe in agony from the kiss of Dark Eldar poisons.

All Chaos victories registered for Kantrael are increased in value until the end of the week. Any results of games fought there must incorporate a bonus +30% to the Forces of Disorder.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

By the Authority of the Immortal Emperor of Mankind

Inquisitor Echran takes control of the 312th Gidrunite Rifles regiment of the Imperial Guard by Inquisitorial authority and restores order on Kantrael. Rebel cadres of the hated 'Traitor 9th' are weeded out and Imperial loyalty bolstered by whatever means necessary.

The Inquisitor improves Imperial control in Kantrael. Any games fought there, and on nearby Fremas, are subject to an extra +20% bonus to the Forces of Order this week.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Keeping the Faith

Imperial Preachers and Confessors are spreading the Light of the Emperor throughout the Belis Corona system, bringing about a great resurgence of faith and renewed pledges of loyalty. Masters of the Imperial Guard are swelled by millions of men and women desperate to join the fight against the forces of Chaos.

As the ranks of the Guard swell with new recruits, morale is at an all-time high and Imperial forces receive a much-needed boost to numbers in the Belis Corona system. Any game fought in the Belis Corona system this turn may incorporate a free platoon of Imperial Guard worth up to 200 points.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question.

Ultimate Sacrifice

Defiant to the last in the face of overwhelming odds, the defenders of the hive city Fyrrus, on the World of Chima Lomas, have set the geo-thermal power synchs to overload the city's plasma exchangers. Triggering an explosion that destroys their entire city, the brave defenders take untold thousands of the enemy with them, at the very moment the invaders' victory is assured.

Play this card when you're ready to make your fearless last stand, and it will seriously set back the Chaos forces upon Chima Lomas, bolstering Imperial control in the Nemesis Tessera sector. Nemesis Tessera loses 5% Imperial control, but any Imperial victories played in that sector for the next three weeks will be worth double the normal percentage shift.

Play this card between Days 8-14 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Ultimate Betrayal

There can be no more tragic a betrayal than when brother turns upon brother. At the height of the defence of Chinchare, a formally loyal regiment turns upon its fellows, turning a heroic stand in the face of adversity into a one-sided massacre. The traitors make good their escape and join the untold millions of the Lost and the Damned.

Play this card when you're ready to reveal your true colours and join the all-conquering hordes of the Despoiler massing upon Orteses, bolstering Chaos forces in the Chinchare sub-sector. A Forces of Disorder player with this card may multiply any result he garners in Chinchare this week by 3.

Play this card between Days 8-14 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Angels On High

Operating independently of Abaddon's main fleets, raiding forces from the Night Lords Legion conduct hit-and-run attacks throughout the Cadian system.

Unknown to them an advanced force of Dark Angels, under the command of Interrogator Chaplain Phaleg, is in the sector following up on reports of Fallen activity. The Dark Angels intercept the Night Lords in the midst of their most significant raid upon Kasr Partox and, exploiting the element of surprise, defeat them utterly.

Chaos Space Marine forces on the fortress world of Kasr Partox meet with surprise resistance; it will be impossible for them to drive home any advantage they might win in this sector. During any game fought in that warzone, the Forces of Order player may force his opponent to re-roll one single D6 per phase.

Play this card between Days 8-14 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Redemption

Vorheiss, Sorcerer of Tzeentch, has been the pawn of Chaos for ten thousand years. With each year he has felt his humanity slip away little by little. While navigating one of the great ships of Abaddon's fleet he feels the death cry of a mortal world echoing through the Warp, another world slaughtered by the Despoiler. In that moment he decides he can no longer walk the path of damnation and looks upon the Light of the Emperor, in the hope of redemption. He is rewarded with the strength to steer the vessel he is navigating into a raging Warp maelstrom thereby ensuring that at least one host of monsters will not reach the Imperial world of Agripinaa.

When you play this card, Chaos Space Marine reinforcements do not arrive upon Agripinaa as planned, throwing their plans awry. Play this card to force all Forces of Disorder units to start the game in Reserve for games played on Agripinaa.

Play this card between Days 8-14 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Big Guns Never Tire

Abaddon dispatches three cruiser squadrons to bombard the major cities of Mordax Prime in the Scarus sector, aiming to terrorise the populace and sever Imperial supply lines at the source. The Chaos cruisers Bloodshrike, Cackling Hate and Azrubael break through in a running battle and subject Mordax Prime to a two-hour long pounding with lance strikes, bombardment torpedoes and plasma annihilator batteries. Mass panic kills thousands, and the bombardments themselves incinerate millions more.

Imperial control in the Scarus warzone will be reduced after any game played there by an extra 50%. Furthermore, Forces of Disorder players will always use Orbital Bombardment on games fought in this warzone from now on.

Play this card between days 8-14 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Plague Front

The ships of the Death Guard move into orbit around the world of Amistel and unleash a viral contagion more virulent than anything the Apothecaries of the Space Marines have seen before.

Toxins so virulent that they prevent even the warriors of the Adeptus Astartes from remaining in the field for any length of time rampage across the blasted warzone of Amistel. Play this card to cause a single automatic S3 hit on all models in the Forces of Order's army.

Play this card between Days 8-14 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Secret Way

The Webway contains more paths than even the Eldar have knowledge of, and their Scouts and Pathfinders are embarked upon a never-ending quest to locate lost portals to worlds no Eldar has walked upon since the time of the Fall. A team of Pathfinders has recently found and activated a Webway portal thought lost for millennia, and have used it to strike deep into enemy held territory.

The Eldar fight their way onto the Dorsia in the Scelus sub-sector. Any Eldar player (any Craftworld) fighting in the Scelus warzone may play this card to multiply the percentage shift garnered from a successful game by a factor of 5.

Play this card between Days 15-21 of the Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Daemon in the Infinity Circuit

When an Eldar cruiser responded to an incursion by the Chaos Cruiser Feral Scream in the Eldolon sub-sector they were quickly surrounded by a raider fleet lurking beyond a gas cloud. A coven of Chaos Sorcerers then performed a ritual of summoning whilst actually aboard the Eldar ship.

Worse, the daemon they conjured was bound directly into the ship's Infinity Circuit. The Daemon was able to directly attack the consciousness of any Eldar using the Infinity Circuit, tormenting any occupants of spirit stones affixed to the circuit.

Eldar activities in Xersia are disrupted by the presence of a daemonic entity in their Infinity Circuit. Any Forces of Disorder player may play this card to force any Eldar psykers in the opposing force to suffer a special S4 Perils of the Warp test at the beginning of every game turn.

Play this card between Days 15-21 of your Eye of Terror campaign by informing your Games Master of the warzones in question and what effects this event has upon it. You will be contacted to confirm your instructions are not heretic propaganda.

Sorcerer of the Red Cyclops

While defending the world of Belisimar, soldiers from the 103rd Narsine are attacked by Chaos Space Marines from the Thousand Sons Legion, emerging from a host of shimmering warp gates. All across the world, Imperial forces are driven from their strongpoints.

All across Belisimar, Imperial forces are in retreat, falling back to their rally points to regroup. Play this card to capitalise on the confusion and panic. When this card is played, all Forces of Order tests to regroup are taken at -3 for the rest of the game.

Play this card between Days 15-21 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Grand Pavane

The Eldar march to war and to celebrate this glorious occasion the greatest of the Harlequin troupes assemble to dance the Jhael Shabbar, the Grand Pavane, a paean to death and the courage that allows an Eldar to face their doom in a righteous cause. The Jhael Shabbar is, however, a dance of blood, a dance performed on the battlefield on the bodies of the enemies of the Eldar. It is a statement of intent and a salutary lesson.

Eldar troops in the warzone of Scelus are inspired by the Harlequin's performance to fight with a determined ferocity that few can match. A Forces of Order player may play this card to trigger their bloodlust. You may add up to 200 points of Harlequins or Eldar Aspect Warriors to your force for one game played in the Scelus warzone.

Play this card between Days 15-21 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Defence of Ulthor

The 3rd, 5th and 7th companies of the White Consuls Space Marine Chapter join the defence of Ulthor in the Agripinaa sector. A series of direct strikes against Chaos Space Marines of the Warp Ghosts hurl back the Chaos forces threatening the system.

The White Consuls improve Imperial control in the Agripinaa sector. Play this card to multiply a Forces of Order victory percentage shift by a factor of 2.

Play this card between Days 15-21 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Artefacts

With the Webway the site of running battles between the Eldar and their dark kin, other parties have gained access to the ancient labyrinth between worlds. Agents of Abaddon have visited the Ordo worlds – those ancient, lost homeworlds of the Eldar – and returned to their master with all manner of forbidden artefacts. Abaddon has allowed his Chosen to carry these twisted remnants of a damned people into battle, where their terrible powers have been put to full, horrific effect.

The newly-acquired weapons can be distributed to your champions fighting on Eldolon. You may include up to three extra Daemon weapons in your force for this game, free of charge.

Play this card between Days 22-28 of the Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Incursion

Ahriman, Chief Librarian of the Thousand Sons Trillor Legion, has sought the Black Library for millennia. Many fear that should the sorcerer gain access to this repository of ultimate evil then he would gain the power to cast down the Emperor in an instant and install himself as a deity to rival the Ruinous Powers themselves.

Ahriman's search for the Black Library is one step nearer to completion...

This card is played on the Belial IV sub-sector, and will increase the Forces of Disorders' control over it. Any Forces of Disorder result registered in Belial IV this week may multiply its percentage shift by a factor of 1.5.

Play this card between Days 22-28 of the Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Leviathan Rises from the Warp

At the command of Magnus the Red and by the machinations of Ahriman the warp-beast Leviathan has been summoned into normal space. More massive than any battleship and wreathed in flame Leviathan is a cyclopean daemonic monstrosity. Serpents of Screams follow in his wake, which disrupts not only the Warp but the Webway as well. While Leviathan remains in real space, warp travel to the sub-sector he is in becomes dangerous and the Webway becomes impassable.

When you play this card, all victories against Eldar in the Belial IV system are more effective as the Eldar are unable to use the Webway to escape. Any Chaos player with this card may play it to multiply a percentage shift in Belial IV by a factor of 2. Any Ulthwé Strike Force army must deploy and fight as a standard Ulthwé army in any game this is played upon.

Play this card between Days 22-28 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Blessings

The forces of the Blessed Emperor of Mankind are beset on all fronts by blasphemies and fiends, and only an unshakeable faith will see them survive the horrors they face. An Ecclesiarchal Delegation has visited forces in Ovaris Gulag, and many thousands of troops have been blessed in mass-consecration ceremonies.

The delegation will bestow its blessings upon the troops at Ovaris Gulag when you play this card, bolstering Imperial control over the Nemesis Tessera system. Any Forces of Order player may include an Inquisitor Lord and retainne costing up to 200 points in their force, provided they have no aliens of any kind in their army and are fighting at Nemesis Tessera. The army in question also benefits from D6 re-rolls for that game only.

Play this card between Days 22-28 of the Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.