

WARHAMMER 40,000

STORM OF VENGEANCE™



WARHAMMER

40,000

SCENARIO PACK

GAMES
WORKSHOP

STORM OF VENGEANCE



Two mighty Ork warlords, Ghazghkull and Nazdreg, have joined forces to invade the Imperial planet of Piscina IV. It's up to the 3rd Company of the Dark Angels, led by Master Belial, to contain the Orks' initial onslaught and reclaim the world from their savage greenskin foes.

If the Dark Angels fail, the galaxy will quake before an Ork Waaagh of unimaginable power and ferocity.

Storm of Vengeance features a series of historical Warhammer 40,000 battles depicting the Dark Angels' defence of Piscina IV. The battles follow the course of the campaign and culminate in the Orks' final desperate attempt to capture the planet. This campaign pack includes full background to the war, scenario special rules, details of the characters involved, joining the games together and ideas on battle honours and terrain to use. To play this campaign you will need the Warhammer 40,000 rulebook, Cities of Death expansion Codex: Dark Angels and Codex: Orks.

Originally by Jervis Johnson, Gavin Thorpe, Andy Chambers & Andrew Kettlewell
Revised to Warhammer 40,000 4th edition by Owen Rees

THE PISCINA CAMPAIGN

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

GHAZGHKULL AND NAZDREG

Ghazghkull Mag Uruk Thraka is the most dangerous warboss the Imperium has ever faced. In his youth a bolter shell tore off part of his skull during a raid. The warband's Painboy fitted an adamantium skull to Ghazghkull which, Ghazghkull claimed, put him in contact with the Ork gods, Gork and Mork. Using his new power and vision he led the Orks in an invasion of the Hive world of Armageddon and would have defeated the Imperial defenders if not for the timely intervention of the Space Marines. The body of Ghazghkull was never found and he was thought to be dead, but later reports showed that he was at large within the Imperium.

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

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

DA TELLY PORTA (ORKY KNOW-WOTS)

The Orks' conquest of space could not have happened without their grasp of force field technology. The Orks' discovery of this teknojoy came by complete chance, but it is highly likely that the Brainboyz who created the Orks

had something to do with the Orks' natural understanding of the more complex theories.

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

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

The immense telly porta that Nazdreg and his Meks have developed however, can teleport Ork troops over massive distances thus giving defenders no warning of Ork attacks. With this new technology, the alliance of Nazdreg and Ghazghkull poses a great threat not just to the Imperium, but to every race in the galaxy. One of the downsides of the telly portas though is that they have never been used to successfully teleport a Weirdboy. Travel through the warp is far too dangerous for these members of Ork society – the psyker, and often the operators, end up being devoured by daemonic entities or having their heads explode with the pressure of so much psychic energy! This was to seriously hamper the Orks' efforts on Piscina IV on more than one occasion.

PLANETARY DETAILS

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

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

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

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

THE IMPERIAL DEFENDERS

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

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

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

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

THE STORY SO FAR...

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

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

GHAZGHKULL'S PLAN

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

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

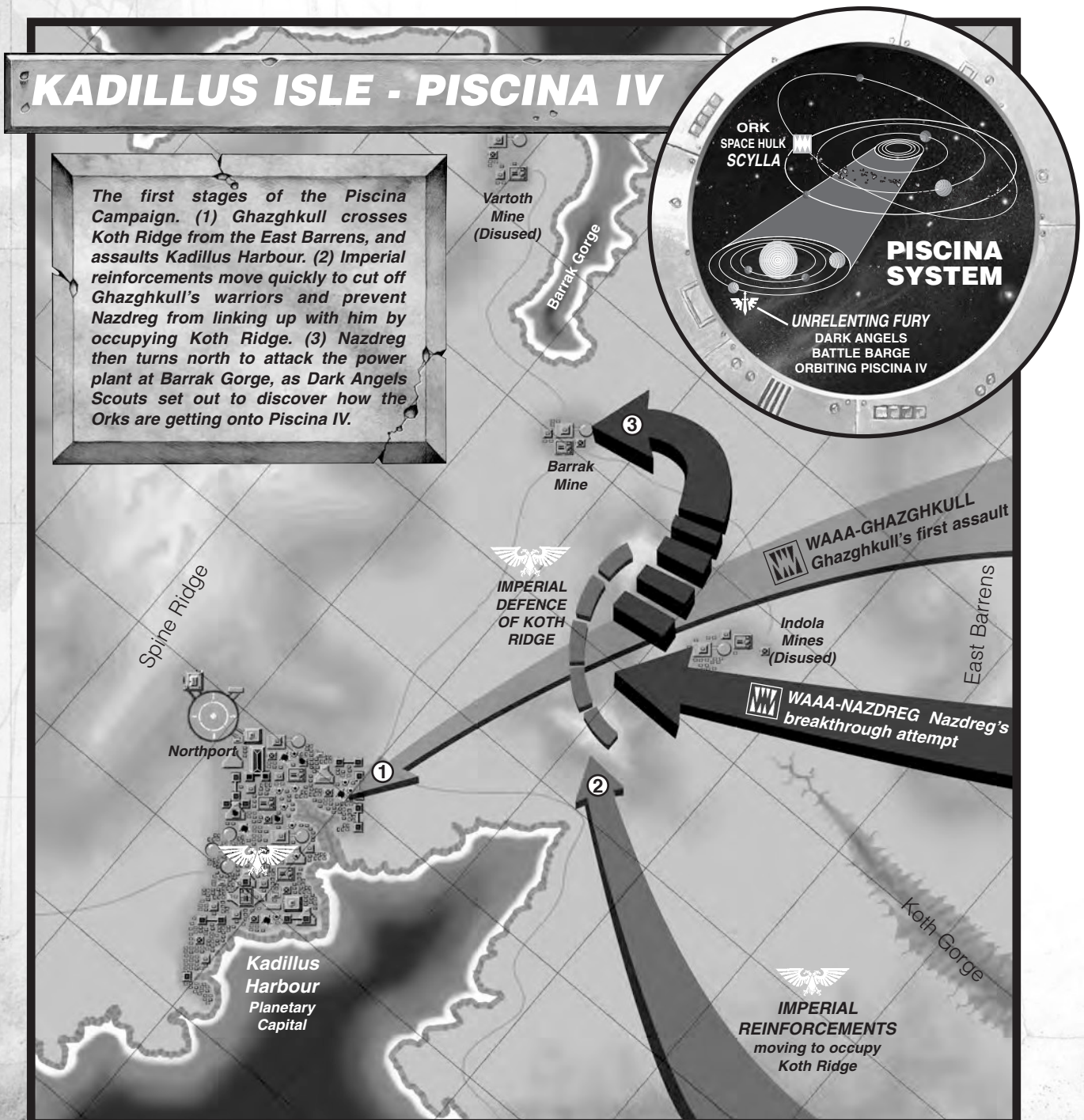
Gathering the Boyz that had survived the telly porta journey together, Ghazghkull explained his plan, which was quite simple and forthright (as all good Orky plans are). He would lead the bulk of the Boyz in an attack on

Kadillus Harbour to capture the power plant located there. Those Boyz that were left behind would defend the landing site against any 'umie attacks – to the last Ork if necessary – until Ghazghkull had captured the power plant. At which point the telly porta could be put back on line and Nazdreg and his Boyz could come along and join in the fun. Ghazghkull's Boyz roared their appreciation of this kunnin' plan, and within minutes Ghazghkull was leading the assault force towards the unsuspecting defenders and inhabitants of Kadillus Harbour.

THE POWER GRID

The control of Piscina IV's power stations was vital to both sides during the campaign. The Orks badly needed

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



INVASION OF PISCINA IV

DAYS 1-5

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

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

This is based on Ghazghkull's assault on the Kadillus Harbour power station. The Dark Angels make a last stand in their temple. There is vicious street fighting across the whole settlement, and the Basilica changes hands many times in bloody firefights. Imperial reinforcements arrive and cut Ghazghkull off from his landing site by occupying Koth Ridge. Ghazghkull is heavily outnumbered, but occupies an ideal defensive position. Imperial troops start reducing the Ork position and manage to link up with the surviving Dark Angels, but it is a slow and costly operation. Play the scenario 1 of the Storm of Vengeance scenarios.

Scenario Two: Dark Cathedral

This allows the players to battle for possession of the Dark Angels' temple in a small close quarter assault. Play the scenario 2 of the Storm of Vengeance scenarios.

DAYS 6-8

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

Scenario Three: Cut and Run

This is a small skirmish in which a Space Marines scouting force must escape the approaching horde of Nazdreg. Play the scenario 3 of the Storm of Vengeance scenarios.

DAY 9

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

Scenario Four: Hold The Line

Outnumbered but dug in and prepared, the Space Marines must hold off the massive Ork attack until aid arrives. Play the scenario 4 of the Storm of Vengeance scenarios.

DAYS 10-11

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

Scenario Five: Shadow Warriors

Space Marines Scouts must evade the Gretchin sentries and penetrate the Orks' camp. Play the scenario 5 of the Storm of Vengeance scenarios.

DAY 12

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

Scenario Six: Revelations

Against increasing numbers of Orks, the Space Marines must assault the power plant and scan the telly porta. At roughly the same time as the Space Marines' first attack on the landing site, Nazdreg leads a surprise assault on a third Imperial power station at Barrak Gorge and captures it. If he can link up with Ghazghkull they will have enough power to bring their really 'eavy stuff onto the planet. Play the scenario 6 of the Storm of Vengeance scenarios.

Scenario Seven: Battle At Barrak Gorge

Heavily outnumbered the Space Marines must destroy as many of the Orks as they can before they are overwhelmed. Play the scenario 7 of the Storm of Vengeance scenarios.

DAYS 13-14

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

Scenario Eight: Counter-attack!

A rapid force of Space Marines attempt to capture the landing site and then hold off the arriving Ork reinforcements. Play the scenario 8 of the Storm of Vengeance scenarios.

DAY 15

Nazdreg launches a desperate night attack on Koth Ridge. If he can link up with Ghazghkull they'll be able to use all three power stations to bring really heavy

reinforcements to the planet. A bloody, close range battle erupts, but the Ork attack on Koth Ridge fails and the Orks are pursued back to the landing site by Imperial armoured forces.

Scenario Nine: Death by Moonlight

A huge and bloody, close ranged assault pits Nazdreg's horde against the well prepared defenders. Play the scenario 9 of the Storm of Vengeance scenarios.

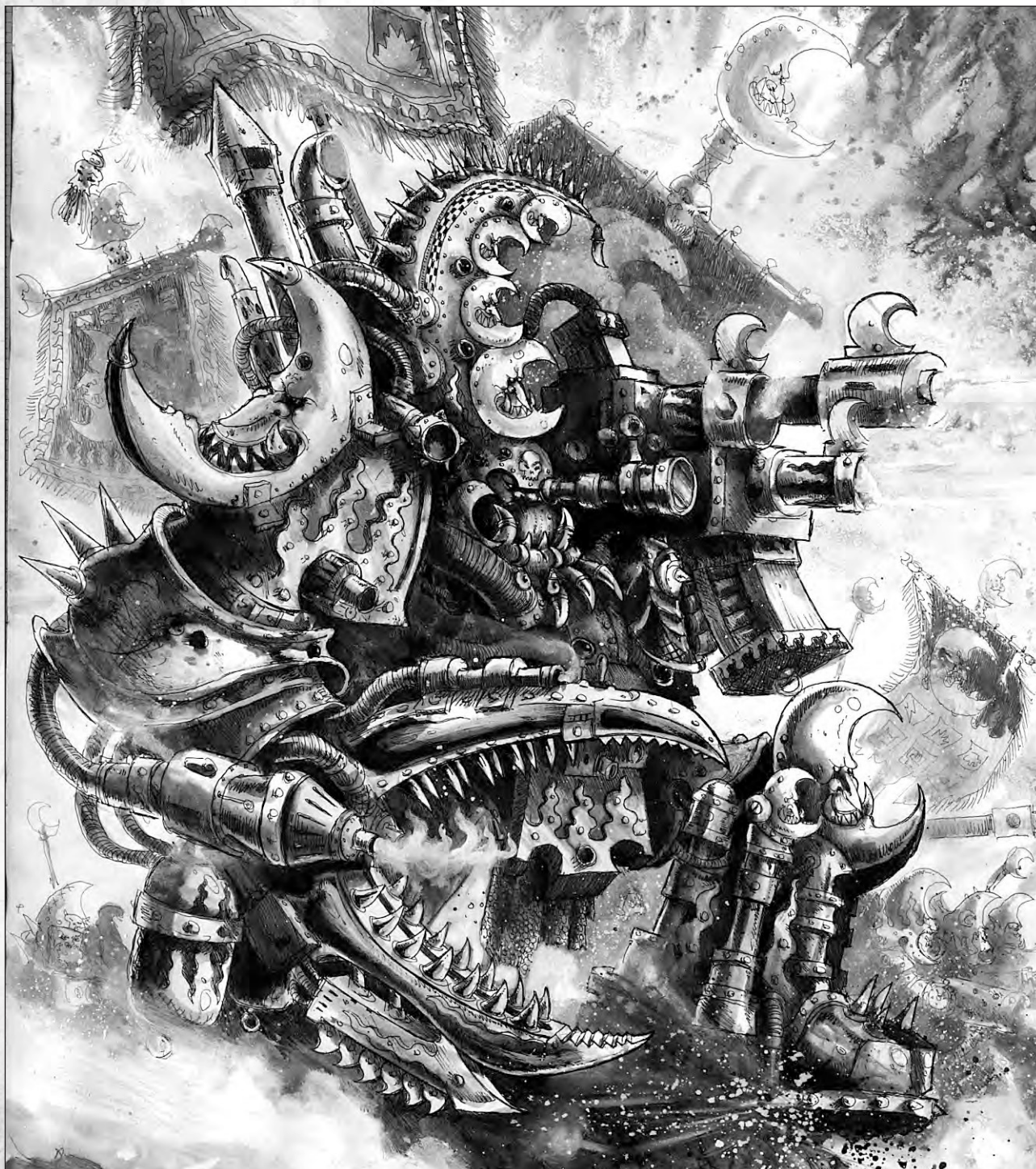
DAY 16+

Realising the game is up, Ghazghkull and Nazdreg return to their space hulk, abandoning the rest of the Boyz on

Piscina to "keep da 'umies bizzy". Although they've lost this battle, what they've learnt about their telly porta means they might still win the war! Twenty days after the campaign began, the rest of the Dark Angels Chapter arrives to systematically destroy the remaining Orks.

Scenario Eight: Purge!

The Dark Angels hunt down the remaining Ork resistance, the Assault on East Barrens being the biggest battle in this period. Play the Breakout scenario from the Warhammer 40,000 rulebook, with the Dark Angels as the Defenders and the Orks as the Attackers.



ORK SPECIAL CHARACTERS

GHAZGHKULL MAG URUK THRAGA

Goff Warlord

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

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

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

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

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

Rules:

Full rules for Ghazghkull can be found in Codex: Orks.



NAZDREG UG URDGRUB

Bad Moon Warlord

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

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

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

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

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

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

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

"Right den!" growled Nazdreg as he started to stand up. At once hordes of Gretchin were there to help him to his feet. The Warlord's massive form towered above everyone else in the shack. "Fuggit, git me shoota," he said while glaring at the other Orks. "We is goin' to show 'em how it's done."

Rules:

Full rules for Nazdreg can be found in Codex: Orks.

DARK ANGELS SPECIAL CHARACTERS

DARK ANGELS MASTER BELIAL

Third Company Master

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

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

Rules:

Use the rules for a Company Master found in Codex: Dark Angels.



VETERAN SERGEANT NAAMAN

Dark Angels Scout Veteran Sergeant

Naaman was instrumental in defeating the Orks on Piscina IV. After the Dark Angels' first scouting attempts were thrust back by the weight of the Orks' advance, it was Naaman alone who escaped Nazdreg's pursuing horde. His trials in the wilderness and battles against the Orks toughened him more than any training ever could and when he reached Koth Ridge, he was the equal of any of his superiors in combat. Led by Naaman, a team of highly trained and equipped Scouts managed to break through the Orks' defences and discover the truth about the attack.

It was Naaman who transmitted vital details to the Techmarines about the telly porta and then called in the forces of the Deathwing to attack the Ork landing site. He fought off vicious Ork attacks to hold up their reinforcements before he was finally killed by an exploding Ork Dreadnought.

Rules:

Use the rules for a Scout Veteran Sergeant found in Codex: Dark Angels.

MASTER OF THE RAVENWING

MASTER OF THE DEATHWING

Notes on Using In-game:

Storm of Vengeance is a historical campaign. Master Belial leads the Dark Angels 3rd Company during this time. In Codex: Dark Angels Belial has gone on to become the Master of the Deathwing.

There will be occasion in this campaign where you might want to use the Ravenwing or Deathwing Masters. Feel free to do so! Simply use the entry in the Codex. It can be assumed they were former Masters of these companies and have very similar qualities.

For reference, the Master of the Ravenwing during this time was Gideon. The Master of the Deathwing was called Gabriel.

"Onward to honour, brothers. We shall eradicate the Genestealer threat. Onward for the Emperor, our people, and our Chapter. Onward for the Deathwing!"

— Master Gabriel of the Deathwing

"The enemy have been sighted. I am going to engage. In the name of the Emperor; Ravenwing – Attack! Attack! ATTACK!"

— Master Gideon of the Ravewing leads his company on the attack.

CAMPAIGN SCENARIO SPECIAL RULES

DANGEROUS POWER

The power plants of Piscina IV produce their geothermal energy from deep thermal vents drilled into the volcanic beds. This energy is then conducted through a grid of conduits to the cities. Any explosion or destruction of the thermal power stations could easily start a chain reaction in the magma mantle and result in a critical melt-down of the whole planet. Therefore, no ranged fire with a Strength of 5 or more may be used to target models or vehicles within 3" of the power station. If a ranged weapon does not have a Strength value as such, then it may not be used under these conditions, either.



FOXHOLES

In some scenarios the Imperial defenders have had time to dig in defences before the Orks attacked. Therefore all troops starting the game on the tabletop are considered to have dug foxholes and therefore gain a 5+ Invulnerable save regardless of where they are positioned. This save is only available as long as the squad or model does not move. Also, vehicles count as being 'hull down', which is only available as long as the vehicle does not move.

FORCE RESTRICTION

The Dark Angels forces may not contain more than two units of Deathwing or three units of Ravenwing attached to them. They may also not take Land Raiders of any description as these would not be deployed on a routine recruitment mission. The Ork forces are hamstrung by the inability to deploy their heavy weaponry from the Scylla to Piscina IV due to the restrictions of the teleporter technology. Hence they may not take any Battlewagons or Looted vehicles.



SCENARIO 1: IF YA WANT SUMFIN' DONE...

THE ASSAULT ON KADILLUS HARBOUR 4021997.M41

"Let's stomp some 'umies!"

– Ghazghkull Thraka before launching his attack on Kadillus Harbour

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

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



Ghazghkull's control.

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

Gaming

See the scenario in-game sheet on page 22.

HISTORICAL FORCES

Dark Angels Army

Interrogator-Chaplain Uriel

Librarian Charon

Techmarine Hephaestus

Veteran Sergeant Ravager

Ravenwing Land Speeder

Deathwing Squad Malignus

Ravenwing Bike Squad Raptor

Group A (defending the power plant)

Master Chaplain Uriel, Ravenwing Squad Raptor

Group B

Librarian Charon, Deathwing Squad Malignus

Group C

Techmarine Hephaestus, Tactical Squad Ravager

Ork Force

Ghazghkull, Makari

Bad Moon Bigboss Narfrag with mega armour

Goff Skarboyz

Bad Moon Boyz

Death Skull Boyz

Aftermath

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

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

SCENARIO 2: DARK CATHEDRAL

THE SIEGE OF KADILLUS HARBOUR 4024997.M41

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

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

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

Gaming

See the scenario in-game sheet on page 23.

HISTORICAL FORCES

Dark Angels Army

Interrogator-Chaplain Boreas
Tactical Squad Exalta

Ork Force

Goff Bigboss Snargit
Goff Skarboyz
Goff Nobz

Aftermath

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



SCENARIO 3: CUT AND RUN

SPACE MARINE PATROLS ENCOUNTER UNEXPECTED RESISTANCE

4024997.M41

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

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

Gaming

See the scenario in-game sheet on page 24.

HISTORICAL FORCES

Dark Angels Army

Veteran Sergeant Naaman

Ravenwing Bike Squad Aquila
Scout Squad Arcanus

Ork Force

Nazdreg
Mekaniak Grodmek
Painboy Lurksnag
Gretchin Standard Bearer Smirkin
Drillboss Nardrill
Deathskull Lootas
Stormboyz
Blood Axe Kommandos
Bad Moon Boyz
Goff Skarboyz
Gretchin

Aftermath

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



SCENARIO 4: HOLD THE LINE

THE FIRST ASSAULT ON KOTH RIDGE 4056997.M41

The news that there were still large Ork forces to the east of Koth Ridge caught Belial by surprise. The first reports from the bewildered Scouts were fragmentary and confused, and precious time was lost confirming their accuracy. By the time Master Belial had a clear picture of what was going on, the first survivors of the patrols were reaching the Imperial lines – with their Ork pursuers not far behind.

The Ork buggies and bikes that had harried the Space Marines Scouts all the way to Koth Ridge were quickly driven back by the Imperial troops dug in on the ridge. However, Nazdreg – leading his army from the front in typical Orky fashion – was able to ascertain that Koth Ridge was not held in any great strength. He quickly marshalled his forces together and prepared to launch a major assault, with the aim of pushing the Imperial warriors off the ridge and opening a pathway to link up with Ghazghkull at Kadillus Harbour.

Meanwhile, Belial was desperately reorganising his forces, the bulk of which had been committed to the fighting at Kadillus Harbour. Extricating troops from positions so close to the enemy was a tricky business and would take time, but Belial knew that these additional forces would be vital if an Ork attack on Koth Ridge was to be stopped. The question was, could the thinly stretched defenders hold on long enough for a counter-attack to be organised?

Gaming

See the scenario in-game sheet on page 25.

HISTORICAL FORCES

Dark Angels Defenders

Interrogator-Chaplain Sarpedon
Apothecary Nestor
Librarian Acutus
Devastator Squad Scalprum
Deathwing squad Vigilus

Dark Angels Reinforcements

Master Chaplain Uriel (survived his Ghazghkull meeting)
Techmarine Hephaestus
Librarian Charon
Veteran Sergeant Exanimare with jump pack
Assault Squad Exanimare
Ravenwing Bike Squad Validus

Ork Force

Nazdreg
Gretchin Standard Bearer Smirkin
Snakebite Bigboss Scardreg on cyboar
Mekaniak Wurrmek with Shokk Attack Gun
Painboy Lurksnag
Runtherd Gutzmeg with sniffer squig
Snakebite Boyz on boars

Blood Axe Kommandos
Gretchin
Deathskull Lootas
Goff Skarboyz
Goff Boyz
Snotling herds
Freebooters
Ork Dreadnought, Warbike and Warbuggies

Aftermath

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

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

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

The waiting was over."

SCENARIO 5: SHADOW WARRIORS

SPACE MARINE SCOUTS INFILTRATE ORK LINES

4060997.M41

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

– Last words spoken by Grizzit, Gretchin sentry

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

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

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

Gaming

See the scenario in-game sheet on page 26.

HISTORICAL FORCES

Dark Angels Army

Veteran Sergeant Naaman

Scout squad with Veteran Sergeant Damas

Ork Force

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

Aftermath

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

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

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



SCENARIO 6: REVELATIONS

DARK ANGEL SCOUTS & TERMINATORS DISCOVER THE ORKS SECRET 4062997.M41

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

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

The Scouts managed to get past the guards to be close enough to the power plant to use their scanners. They revealed that it was being used to relay energy off the planet. The obvious course of action for the Space Marines was to destroy the power plant – but this could lead to a geo-thermal meltdown which would have dire consequences for the entire planet and everyone on it. It was a dreadful dilemma!

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

Gaming

See the scenario in-game sheet on page 27.

HISTORICAL FORCES

Dark Angels Army
Master Belial

Veteran Sergeant Naaman
Scout squad with Veteran Sergeant Damas
Deathwing Squad Adamanta

Ork Starting Force

Warboss Tufzog
Painboy Urtlug
Mekaniak Shakdreg
Goff boyz
Evil Sunz Boyz
Ork Dreadnought

Ork Main Army

Warboss Ulgrim
Runtherd Gaffmeg with his Gretchin
Snakebite Bigboss Barkskar on cyboar
Snakebite Boyz on boars
Bad Moon Boyz
Kommandos
Goff Skarboyz
Deathskulls Lootas
Freebooterz
Warbikes

Aftermath

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

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

Suddenly a bright blue flash off to his right scared Tufzog's eyeballs, and sent him sprawling across the treacherous ground. As his vision cleared, the flare coalesced to reveal six hulking figures already moving into defensive positions. An icy chill sank in his belly as memories of previous encounters with the huge, white-armoured warriors came back to him. As he watched, a mob of feral Boarboyz veered off to counter this new threat, the rubble around him shook with the thunder of their passing. As one the Space Marines pivoted to face them and opened fire, bolt guns blazed and the air filled with a clamour like the beating of a thousand drums. Twitching like puppets, the Savage Orks were flung from their mounts. When the dust had cleared all that could be seen of the once colourful mob were a few crumpled feathers and the still heaving carcasses of the Orks and their shattered mounts. "Zoggin' hell!" swore Tufzog, this was going to be just a little bit more exciting than he had bargained for."

SCENARIO 7: BATTLE AT BARAK GORGE

THE ORK ASSAULT ON THE BARRAK GORGE POWER PLANT

4067997.M41

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

– Last transmission from Interrogator-Chaplain Boreas

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

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

a painfully slow trickle of lightly armed Ork Boyz and Gretchin to the planet.

Unfortunately for the Space Marines, Nazdreg was already engaged in an operation that would, if it succeeded, rectify the situation for the Orks. Over a dozen kilometres to the north of the landing site was another Imperial power plant. It lay close to a disused Imperial mine in a barren location known as Barrak Gorge. During the night, while Sergeant Naaman and the Space Marines Scouts had been infiltrating the Ork lines, Nazdreg had been leading a raiding party northwards to capture this power plant.

Gaming

See the scenario in-game sheet on page 28.

HISTORICAL FORCES

Dark Angels Army

Interrogator-Chaplain Boreas
Veteran Sergeant Zaltys
Ravenwing Land Speeder
Assault Squad Zaltys

Ork Force

Nazdreg
Mekaniak Badmek (joined Nazdreg's flank attack)
Bigboss Gurbad
Goff Skarboyz (joined Nazdreg's flank attack)
Kommandos
Gretchin
Bad Moon Boyz
Scorcher, Warbikes and Wartraks

Aftermath

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



SCENARIO 8: COUNTER-ATTACK

THE DARK ANGELS ATTACK THE ORK LANDING SITE

4074997.M41

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

— First line of the Battle-Hymn of the Dark Angels

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

Belial knew he had to act quickly, or soon there would be so many Orks on the planet that he would not be able to contain them until the rest of the Chapter arrived bringing much needed reinforcements. He first considered using the Thunderhawk Gunship he had available to launch a surprise attack on Barrak Gorge, but a reconnaissance by a patrol of Ravenwing land speeders revealed that the plant was heavily defended. Such an attack would almost certainly fail.

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

Gaming

See the scenario in-game sheet on page 29.

HISTORICAL FORCES

Dark Angels Army

Master Belial
 Librarian Charon
 Techmarine Hephaestus
 Veteran Sergeant Arbalan with jump pack
 Assault Squad Arbalan
 Dreadnought Revered Venerari
 Predator
 Razorback
 Rhino

Ork Force

Nazdreg
 Mekaniak Badmek
 Bigboss Gurbad
 Skarboyz
 Goff Boyz
 Kommandos
 Gretchin

Bad Moon Boyz
 Freebooterz
 Deathskull Lootas
 Schorcher, warbikes and wartraks

Aftermath

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



SCENARIO 9: DEATH BY MOONLIGHT

THE SECOND ASSAULT ON KOTH RIDGE 4082997.M41

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

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

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

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

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

Gaming

See the scenario in-game sheet on page 30.

HISTORICAL FORCES

Dark Angels Army

Interrogator-Chaplain Sarpedon

Librarian Hebron

Devastator Squad Annihilus

Veteran Sergeant Dominus

Tactical Squad Dominus

Scout Squad Erinyes

Veteran Sergeant Menelaus

Assault Squad Menelaus

Ork Force

Nazdreg

Mekaniak Grodmek

Painboy Lurksnag

Bigboss Gurbad

Goff Skarboyz

Kommandos with power axes

Bad Moon Boyz with bolters, 1 plasma gun

Deathskulls Lootas with kustom kombi-weapons

Scorcher and Warbikes

Warbuggy and a Wartrak
Ork Dreadnought

Aftermath

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



PLAYING A CAMPAIGN

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

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

CHARACTER RECOVERY

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

D6 Result:

Effect

1

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

2-4

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

5-6

Sterner Stuff! The character was only temporarily incapacitated: knocked down by the blast, stunned by the blow, or whatever. After the battle is finished they fight their

way back to their own lines in time for the next battle with no significant harm done!

GHAZGHKULL'S WAR

If Ya Want Sumfin' Done...

You should play Scenario 1 exactly as given. If the Orks win, then proceed with the campaign as normal. If the Orks fail to capture the power plant, Nazdreg's forces will sorely miss their reinforcements. Any army in Nazdreg's war must pay double cost for vehicles in the scenarios.

Dark Cathedral

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

If an attacker wins, that army then becomes the defenders and in the next battle they have the surviving troops from their attacking force plus 200 points of reinforcements to defend against the counter-attack. If the defender wins they also start with the survivors and gain 200 points of reinforcements to defend against the next attack. At any time the player whose army is attacking can decide not to attack and the Basilica will stay in enemy hands. You should then proceed to Scenario 3.

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

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

NAZDREG'S WAR

Cut and Run

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

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

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

Shadow Warriors

Play this scenario as written, taking into account any

STORM OF VENGEANCE

changes to the Ork forces due to earlier battles. If the Space Marines do not break through, they must try again (and again, and again...). Once the Space Marines have successfully penetrated the Ork lines, roll a D6. If the score is under the number of attempts it took then Ghazghkull has managed to break out of Kadillus and will attack Koth Ridge as described later. For example, if it took three attempts to break through, Ghazghkull will break out on a roll of 1 or 2.

Revelations

Play this scenario as written, taking into account any changes to the Ork forces due to earlier battles. If the Space Marines are victorious, the Orks lose any bonus they had to their army size due to earlier victories. If the result is a draw, proceed with the campaign as normal. If the Orks win, the Space Marines will not know to cut the power lines and will be overwhelmed when Nazdreg captures Barrak Gorge. The Space Marines therefore lose the campaign (you may like to continue with Epic 40,000 battles).

Battle at Barrak Gorge

Play this scenario as written, taking into account any changes to the Ork forces due to earlier battles. If the Orks win, proceed with the campaign as written. If the Space

Marines score more victory points than the Orks, Nazdreg has 10% less troops to assault Koth Ridge and defend the landing site. In the final two battles, the Ork forces are reduced by 10%.

Counter-Attack

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

Death by Moonlight

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



USING OTHER ARMIES & TERRAIN

Although the main protagonists of the Piscina IV invasion were Orks and Dark Angels Space Marines, the scenarios in this pack can be used with almost any force (in fact, Koth Ridge was mostly defended by Imperial Guard). Since many of the armies used in the scenarios are points based, a certain amount of balance is already present. However, some troops will be better in certain situations regardless of their points cost. The following notes detail how to use Chaos Space Marines and Imperial Guard instead of the two armies originally used, but using the guidance below you could just as well use any other Warhammer 40,000 army instead.

CHAOS SPACE MARINES ATTACKERS

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

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

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

Daemons should also be limited in some fashion, perhaps you should restrict their use to the assaults on Koth Ridge and maybe the Counter-attack scenario. Again, we should say that in some situations troops such as these will be disproportionately effective compared to their points cost. Other than that, it's pretty much anything goes. Will another world of the Imperium fall into the vile hands of Chaos? You'll be able to fight it out for yourselves!

IMPERIAL GUARD DEFENDERS

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

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

In many of the scenarios the Space Marines have no commander, and this equally applies to Command HQs. Rather than an Officer, the army must be led by one of your Junior Officers leading a Platoon. Oh, and Ogryns will probably be really good at the Dark Cathedral scenario, but then that's why the Imperial Guard have them!

PISCINA IV TERRAIN IDEAS

A generally green planet, with one major land mass. The terrain you should use are standard green tables, with hills and woods as normal. Many scenarios will require fortifications and obstacles – this is your chance to really make it look like a warzone with coils of barbed wire, craters and damaged buildings! There are a few special features of terrain which deserve further ideas:

Power Plant

The Power Plants on Piscina IV are an integral part of the story line in Storm of Vengeance. Thankfully they are one piece of terrain which can easily represent these – the Cities of Death Manufactorum. If you get two of these, you can make it non-ruined so it appears as a intact and working power plant.

Teleporter

We glued a small blast template to a 40mm round base, sprayed it Chaos Black and painted it with varying degrees of blue.

The Dark Cathedral

The Dark Angels Basilica in the Dark Cathedral scenario can be represented easily using the Cities of Death Sanctum Imperialis kit. The angels over the windows are well in keep. The Chapel of Sanctuary, with its Dark Angels stained glass window, is another (ready-made) piece of terrain to use.

Ruins, Rubble and Buildings.

The Cities of Death buildings are extremely useful in almost all the scenarios for Storm of Vengeance. On almost all the scenarios there are ruined buildings showing or the Cities of Death stratagems in play.

IF YA WANT SUMFIN' DONE...

SCENARIO 1: THE ASSAULT ON KADILLUS HARBOUR - 4021997.M41

Ghazhkull launched a powerful surprise attack on Kadillus-harbour as he had to overrun it quickly before the Imperial defenders realised what was happening. Within an hour more than half the city was overrun. This scenario depicts his advance to capture his main objective, the Kadillus Power Station.

DARK ANGELS BRIEFING

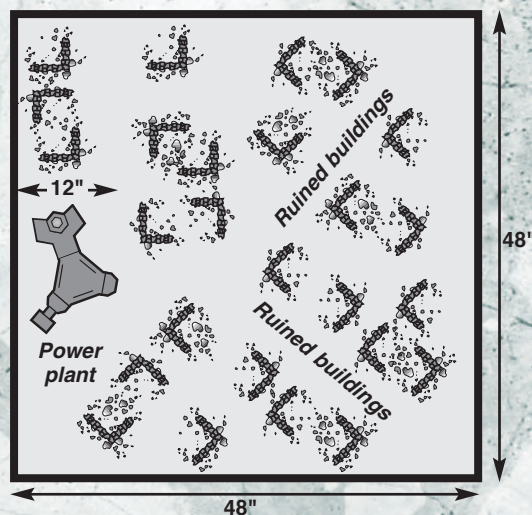
Outnumbered and surprised, you must defend the power plant to the last man, long enough for local reserves to arrive. The Dark Angel forces may not contain any Heavy Support choices. The Dark Angel forces that start on the table must be at least 12" away from each other to reflect the nature of Ghazhkull's surprise attack.

ORK WARBOSS'S BRIEFING

The capture of the power plant is crucial to the entire campaign. With a small elite group, you must storm the power plant and capture it from enemy hands. The forces may not include any Heavy Support choices.

SET-UP

- 1 The Defending player places the power plant building near the centre of the western table edge, within 12" of that edge.
- 2 The Defending player deploys any of his Troops and HQ units within 12" of the power plant. All other Defender unit types come in as Reserves.
- 3 The Attacking player deploys any Troops capable of Infiltrating after the Defender has set up his forces. The Infiltrators may deploy anywhere on the battlefield, as long as they are at least 18" away from the nearest Defenders and the power plant.
- 4 The Attacker gets the 1st turn and moves his entire force from his eastern table edge (opposite from the power plant table edge).



GAME SIZE

Dark Angels (defenders) – Choose a 1,500-point army using the Standard Force Organisation Chart, minus any Heavy Support choices. Then, roll a D6 for each unit. A score of 1-2 means the unit joins force A, a score of 3-4 joins force B, and 5-6 joins force C. The player then chooses one of these three forces to be the force he uses to defend the harbour, representing the rag-tag force defending the power plant. Note: this approach may mean that the Dark Angel side has more points – that's fine.

Orks (attackers) – Choose a 500-point army using the Standard Force Organisation Chart, minus any Heavy Support choices. In addition, you also get Ghazhkull (see Codex: Orks) as a free choice for your army.

SCENARIO SPECIAL RULES

Cityfighting Stratagems, Infiltrators, Random Game Length, Reserves and Deep Strike. Dangerous Power campaign scenario special rule.

MISSION OBJECTIVE

The player who controls the power plant at the end of the game wins the battle. For the Attackers to control the power plant, they must have the closest surviving scoring unit to the building at the end of the game. Any other outcome is a victory for the Defenders (their reinforcements arrive before the Orks can finish their mission).

RECON REPORT

Fight this scenario on a 4' x 4' table. Litter the table with Cities of Death ruins - the fighting up until now has inflicted serious damage to the harbour buildings. Leave enough room on the western table edge for the Defender to place the power plant building terrain.

RESERVES: All Dark Angel reserves enter play from their table edge.

GAME LENGTH: Six Turns (Variable)

LINE OF RETREAT: Troops which are forced to fall back will do so towards nearest board edge of their deployment zone, using the normal Fall Back rules.

DARK CATHEDRAL

SCENARIO 2: THE SIEGE OF KADILLUS HARBOUR - 4075997.M41

After capturing the second power plant and most of Kadillus harbour in his surprise assault, Ghazhkull dug in for the inevitable Imperial counter-attack, which was not long in coming. While the Orks were busily beating back the initial Dark Angel probes in Kadillus harbour, Master Belial took a lateral approach and moved strong forces to Koth Ridge. Thus the Dark Angels stood across Ork supply routes cutting them off from reinforcements. Then began the slow process of clearing the harbour city, house-by-house and street-by-street. The bloodiest battle took place in and around the Dark Angels Basilica, which was a towering structure thus providing a strategic advantage to whoever held it...

ATTACKER'S BRIEFING

The attacking force may be Orks or Dark Angels and must consist entirely of foot troops, dreadnoughts and bikes. No vehicles are allowed. As the attacker your aim is to wipe out every last enemy defender.

DEFENDER'S BRIEFING

The defending force may be Orks or Dark Angels and must consist entirely of foot troops, dreadnoughts and bikes. You must hold the Basilica and wipe out the attacking force quickly.

SET-UP

- 1 Each player rolls a D6 and the winner chooses to be the attacker or defender.
- 2 The attacker secretly writes down three entry points for his troops. These must be on one long board edge and one short board edge (A to F map).
- 3 The attacker announces which two table edges he is deploying from.
- 4 The defender then rolls a D6 for each of his squads, and on a 4+ may elect to deploy that unit in hiding, using hidden set up markers. Otherwise defender deploys troops anywhere on the board.
- 5 Attacker reveals his entry points and moves all his troops from within 6" of any of the three points. The defender then reveals his troops after the attacker's first movement phase, then play continues as normal.
- 6 First turn counts for night fighting rules, after which the flares and fire from fighting lights the place up.

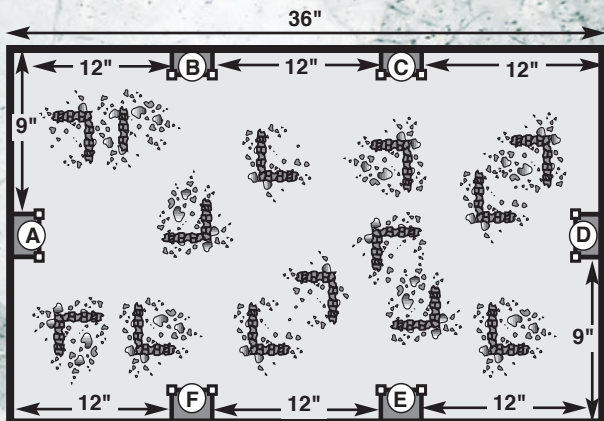
MISSION OBJECTIVE

The opposing forces are aiming to dominate the Cathedral. The player who occupies the most quarters of the board wins. To claim a quarter there must be no enemy scoring units in the same quadrant.

RESERVES: None

GAME LENGTH: Six Turns

LINE OF RETREAT: Attackers troops that are forced to fall back do so towards any exit on the two board edges from which they deployed. The defenders troops fall back towards the nearest of the two board edges opposite.



SCENARIO SPECIAL RULES

Cityfighting Stratagems, Hidden Deployment and Night fighting (first turn only).

GAME SIZE

Both armies choose 500 points as per the standard force organisation chart.

RECON REPORT

You don't need a large table to fight this battle, as it all takes place within the Dark Angels' Basilica. The board size is 36" by 18". The outer walls of the building are in effect the 'table edge', and apart from when the attackers enter play on the first turn, they may not be passed by either side.

We represented these walls with some masking tape in our games and Cities of Death Basilica Administratum sprue for the entrance points, but you can use any suitable material that comes to hand.

The Basilica has taken quite a pounding and much of it has collapsed. Cities of Death terrain should be used to represent this.

CUT AND RUN

SCENARIO 3: PATROLS ENCOUNTER UNEXPECTED RESISTANCE - 4024997.M41

While the Dark Angels battled to push Ghazghkull from Kadillus Harbour, Master Belial sent scouting forces eastward to evaluate the extent of the foe they faced. After pushing through a weak screen of greenskins, the Scouts reported little Ork activity – the bulk of Ghazghkull's horde was fighting in Kadillus Harbour. But, not long after these promising initial reports, things started to go wrong. Scattered accounts of huge Ork reinforcements began to come through and many of the Scout squads disappeared without trace. Disturbed by these events, Belial concentrated his recon forces where it seemed the Orks were massing, on the eastern slopes approaching Koth Ridge.

DARK ANGELS BRIEFING

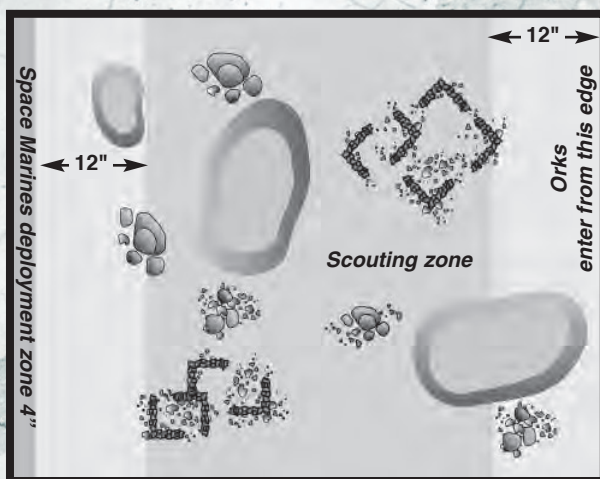
No HQ or Heavy Support choices are available. Your force must contain at least as many scout squads as tactical. Fast Attack choices may be taken as normal.

ORK WARBOSS'S BRIEFING

Your forces may contain any unit within the Campaign restrictions. You must aim to prevent the Dark Angel forces warning their comrades on Koth Ridge.

SET-UP

- 1 Each player rolls a D6 and the winner chooses a short table edge.
- 2 The Ork player rolls a D6 for every troop choice in his army, and on a 4+ may deploy that unit on the board up to 12" from his board edge.
- 3 All other Ork forces are in reserve at the start of the game.
- 4 The Orks get 12 Gretchin as Sentries that are placed anywhere on the board which is not within 12" of the Dark Angels deployment zone.
- 5 The Dark Angel player deploys all his forces up to 4" onto the board.
- 6 If the Dark Angels have any infiltrators, they may make one move after deployment but before the game starts.
- 7 The Dark Angels player gets the first turn.



SCENARIO SPECIAL RULES

Infiltrators, Sentries and Reserves.

RECON REPORT

The table needs to be at least 4' long by 3' wide. We recommend a 4' long by 4' wide board. It should not be bigger than 5' long or 4' wide. Note that the game is played down the length of the table. The terrain is fairly open, consisting of small rocky outcrops, low hills, and two sets of ruined buildings.

RESERVES: Ork reserves may enter from anywhere along their board edge as long as it is not within 12" of any Dark Angel units. Ork reserves may only enter play once the alarm has been raised.

GAME LENGTH: The game lasts until no Space Marines are left on the table.

LINE OF RETREAT: Both sides will fall back towards their own table edges.

MISSION OBJECTIVE

In order to win, the Space Marines must get all of their units with 50% strength or over at least 24" onto the table (the area marked scouting zone on the map), and then at least one model back off their base edge. A Dark Angel unit that has moved into the scouting zone may start back before other units have crossed into the area. The Dark Angel player may nominate one unit to be a support unit, this unit does not have to get into the Scout Zone and their exit from the board will not count towards the victory conditions. The Orks must wipe out all of the Space Marines in order to win, but stopping the Space Marines achieving their objectives (even if some get away) counts as a moral victory.

GAME SIZE

The Dark Angels may choose a 500 point force and the Orks a 750 point warband.

HOLD THE LINE

SCENARIO 4: THE FIRST ASSAULT ON KOTH RIDGE - 4056997.M41

Nazdreg, leading the main Ork forces from the front in typical Orky fashion, commenced the assault on Koth ridge to breakthrough to Kadillus harbour. Master Belial reacted by sending holding forces to strengthen Imperial defences and began the delicate task of extricating his forces which were engaged in combat in Kadillus to further reinforce the Koth ridge.

DARK ANGELS BRIEFING

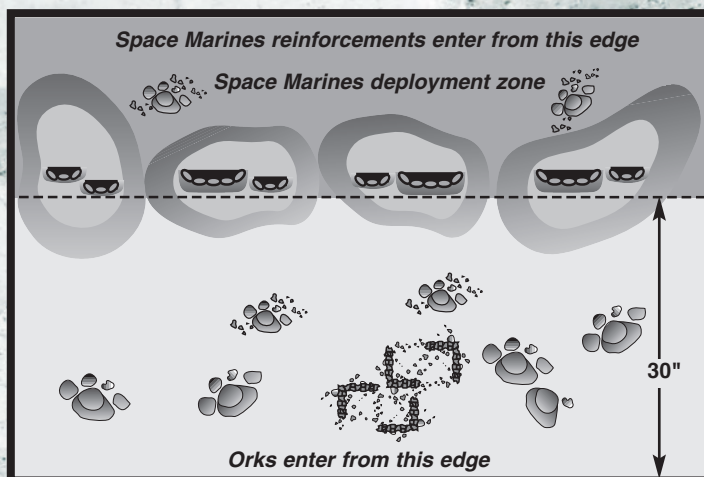
The Dark Angel force is divided in to two equal halves measured by the number of units in each. The holding force may only consist of Troop choices, HQs, Elites and Heavy Support. These may deploy anywhere on the board that is at least 30" away from the Ork board edge. The relief force may consist only of Fast Attack choices, Troops or HQs mounted on vehicles and Deep Striking units. This force is held in reserve.

ORK WARBOSS'S BRIEFING

Your forces must breakthrough to Ghazkull at any cost. There are no scenario restrictions on the army list except that the Ork forces must be led by a mega-armoured nob. This can be the special character Nazdreg Ug Urdgrub (see Codex: Orks).

SET-UP

- 1 Each player rolls a D6 and the winner chooses a long table edge.
- 2 The Dark Angel player deploys his holding forces, no closer than 2D6 +12" from the Ork board edge. The Dark Angel relief forces start in reserve. He may set up fortifications anywhere in this zone and may include up to one bunker.
- 3 If either side has any troops which can infiltrate then they may be deploy these units after all the other units have been placed. They may be placed anywhere on the battlefield which is more than 18" or more from an enemy unit or table edge. If both sides have infiltrators roll a dice: the winner may choose whether to deploy his infiltrators before or after enemy infiltrators.
- 4 The Ork player gets first turn.
- 5 All Ork forces enter play on turn 1 from along their board edge.



SCENARIO SPECIAL RULES

Infiltrators, Reserves, Deep Strike, Concealment, Fortifications, Preliminary Bombardment, Victory Points. Foxholes campaign scenario special rule.

MISSION OBJECTIVE

The Ork players gains 200 victory points for every scoring unit in the Dark Angel deployment zone (the area over 30" away from the Ork deployment zone) at the end of the game. The player with the highest victory points total wins.

RESERVES: All Dark Angel reserves enter play from their table edge.

GAME LENGTH: Six Turns.

LINE OF RETREAT: Troops which are forced to fall back will do so towards nearest board edge of their deployment zone, using the normal Fall Back rules.

RECON REPORT

The Dark Angels occupy an ideal defensive position, namely the hills of Koth Ridge. Apart from this the terrain is fairly open, consisting of small rocky outcrops, low hills, and some ruined buildings. The game needs to be played on a fairly large board (6' x 4' is pretty much the minimum).

GAME SIZE

The historical assault was huge, and could only be properly represented in an Epic 40,000 game (and with a bit of thought this scenario can be converted into an Epic battle). The game requires at least 1,500 points worth of troops per side, but from there the sky's the limit. The players should decide between themselves how many points they wish to use for the game, and each player must pick an army to this point's total.

SHADOW WARRIORS

SCENARIO 5: SPACE MARINE SCOUTS INFILTRATE ORK LINES - 4066997.M41

With Ghazkull contained in Kadillus harbour and Nazdregs' assault on Kothridge held off, Master Belial set about trying to gather intelligence on the strength and logistics of the invading Orks to the East. As tactical probing attacks as well as large scale scouting missions had been beaten back, he selected a small deep penetration detachment to infiltrate through the Ork lines...

DARK ANGELS BRIEFING

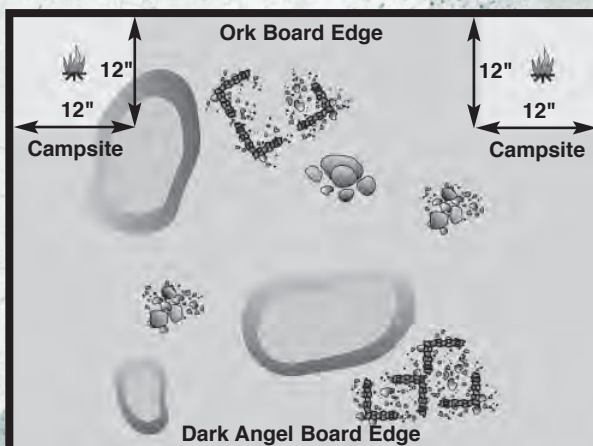
The force consists entirely of foot troops, with at least half of them being scout squads. No HQ, Fast Attack or Heavy Support choices may be taken.

ORK WARBOSS'S BRIEFING

Be alert. The Space Marines scouts must not get through!

SET-UP

- 1 Each player rolls a D6 and the winner chooses a long table edge.
- 2 The Ork player deploys any of his Troop and HQ choices in two areas that are 12" onto the board and 12" in from either side (marked Campsite on map). Any Ork forces not deployed enter the game as reserves.
- 3 The Ork player then sets up his 12 gretchin sentries anywhere on the board that is not within 12" of the Dark Angel board edge, the Dark Angel deployment zone or the short board edges.
- 4 The Dark Angel player may now deploy any units which can infiltrate. They may be placed anywhere on the battlefield which is more than 18" or more from an enemy unit (sentries do not count).
- 5 The Dark Angel player gets the first turn and moves as many of his units as he wishes on to the battlefield from his board edge. The rest come on as reserves.



SCENARIO SPECIAL RULES

Night fighting, Reserves, Sentries and Random Game Length.

RECON REPORT

This battle is best played on a table which is 4' by 4' wide.

RESERVES: All reserves enter play from their respective table edges.

GAME LENGTH: Six Turns.

LINE OF RETREAT: Troops which are forced to fall back will do so towards nearest board edge of their deployment zone, using the normal Fall Back rules.

MISSION OBJECTIVE

The Dark Angel player must get at least one unit above half strength off the Ork board edge to win. If the alarm is raised, the Space Marines must wipe out all the Orks to stop word of their progress from reaching Nazdreg. Any other result is an Ork victory.

GAME SIZE

Both forces have 500 points.

REVELATIONS

SCENARIO 6: THE ORK SECRETS ARE REVEALED - 4062997.M41

The Dark Angel penetration team, having infiltrated past the Ork frontlines, stumbling upon the Orks' base of operations. The extraordinary sight of the power plant supplying the energy for the energy portal was revealed at last. Having identified the mechanics of the device they called in for a deep strike force to assault and remove the power couplings for evaluation. In the meantime the scout force created the diversion needed for the deep strike to succeed.

DARK ANGELS BRIEFING

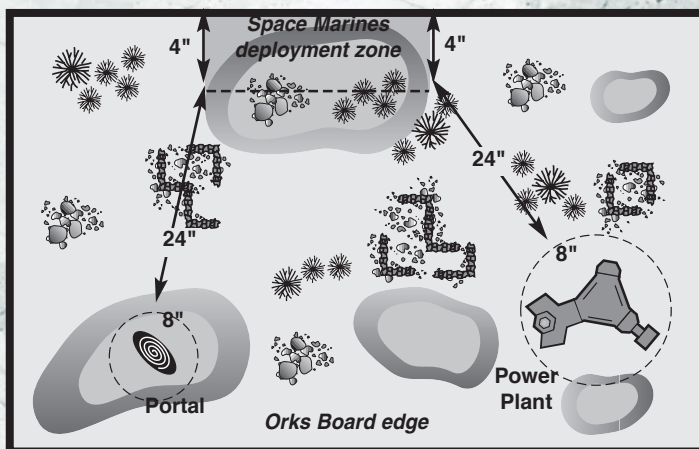
Choose a 1000 point Dark Angels army, with the following limitations: have at least one 10-man Scout Squad and one Deathwing Terminator Squad, while the rest of the army may include one HQ choice in Terminator Armour, Scout Squads, or Deathwing Terminator Squads.

ORK WARBOSS'S BRIEFING

Your forces must defend the power plant and the energy portal and prevent the Space Marines gleaning any information. Choose a 1000 point army using the Standard Force Organisation Chart

SET-UP

- Each player rolls a D6 and the winner chooses a long table edge.
- The Ork player places the two objectives at least 12" away from any board edge, at least 12" away from each other and 24" from the Dark Angel deployment zone.
- The Ork player deploys any of his Troop and HQ choices within 8" of the power plant or energy portal (the objectives).
- Any Ork forces not deployed, enter the game as reserves.
- The Ork player then sets up his 12 gretchin sentries anywhere on the board that is not within 12" of the Dark Angel board edge, the Dark Angel deployment zone or the short board edges.
- The Dark Angels player then sets up his infiltration as noted in the Recon Report. The Deathwing force remains in reserve, and must Deep Strike when they arrive.



MISSION OBJECTIVE

The Dark Angel commander must endeavour to occupy the power plant and the energy portal. To control an objective you must have the closest scoring unit to the objective at the end of the game. If the Dark Angels occupy both objectives the Dark Angels win. If not the Orks win. If both sides hold one objective, then use Victory points to determine the winner.

GAME SIZE

Both forces may choose 1000 points.

RESERVES: All Dark Angel reserves enter play by deep striking. All Ork reserves enter play from their board edge.

GAME LENGTH: Six Turns.

LINE OF RETREAT: Troops which are forced to fall back will do so towards nearest board edge of their deployment zone, using the normal Fall Back rules.

RECON REPORT

The game needs to be played on a fairly large table (5' by 4' is pretty much the minimum). Near one table edge is the captured power plant, and near the other is the energy portal. A round card template, painted appropriately, should represent the energy portal. The position occupied by the Scouts at the start of the battle needs to be represented by a fairly large hill, covered with plenty of rocks and bushes. Within 24" of the energy portal and near to the hill occupied by the Scouts is a small group of ruined buildings. The power plant should be placed about 24" from the hill and to one side as shown. Apart from this the terrain is fairly open, consisting of small rocky outcrops and low hills.

SCENARIO SPECIAL RULES

Sentries, Reserves, Night Fighting, Deep Strike and Victory Points. Dangerous Power campaign scenario special rule.

BATTLE AT BARAK GORGE

SCENARIO 7: THE ORK ASSAULT ON BARRAK GORGE POWER PLANT - 4067997.M41

Sergeant Naaman's sacrifice earned the technical intelligence needed by the Dark Angels to react to the Orks re-supply effort. Having studied the power relays and realising that the power from both plants was being used to teleport reinforcements on to the planet, the Dark Angels cut the power conduits connection the Kadillus power plant to the one at the Ork base. This rapidly reduced the Ork reinforcements to a trickle. However, Nazdreg had already foreseen the problem and was well on his way towards a third power plant at Barrak Gorge. After an overnight march, he hit the surprised Dark Angel defenders at Barrak Gorge with his full might.

DARK ANGELS BRIEFING

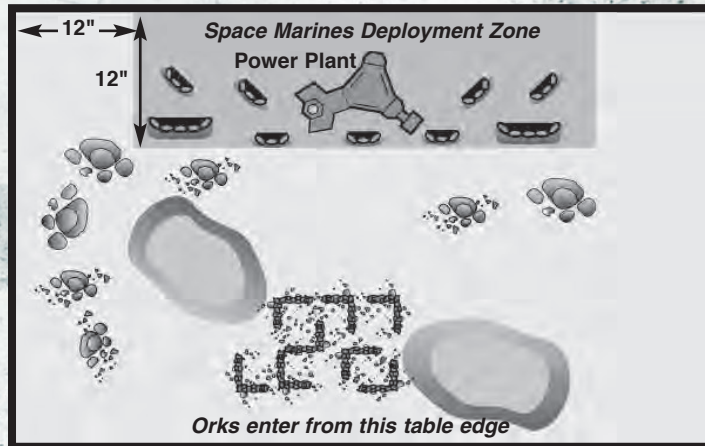
The defending Dark Angels must hold the power plant at any cost. If you have decided upon a suitably large game then a detachment of Imperial Guard may also be included in your army as they were historically present.

ORK WARBOSS'S BRIEFING

The Ork forces must eliminate the defenders and occupy the power plant. The Ork force must be led by a mega-armoured warboss, who may be Nazdreg himself.

SET-UP

- 1 Each player rolls a D6 and the winner chooses a long table edge.
- 2 The Dark Angel player places the power plant within 12" of his board edge but at least 12" away from each short board edge.
- 3 The Dark Angel player deploys any of his Troops and Heavy Support choices within 12" of the table edge and 12" in from the short board edges. This is the Space Marine Deployment zone. He must deploy at least one unit. Remaining units enter the game as reserves. He may set up fortifications and obstacles anywhere in this zone. Bunkers may not be used.
- 4 The Ork player may now deploy any units which can infiltrate. They may be placed anywhere on the battlefield which is more than 18" or more from an enemy unit.
- 5 The Ork player gets the first turn and moves all his forces from his table edge on turn one.



RECON REPORT

The game needs to be played on a fairly large table (5' by 4' is pretty much the minimum). Near one table edge is the captured power plant, and near the other is the energy portal. A round painted card template, should represent the energy portal.

RESERVES: All reserves enter play from their respective table edges.

GAME LENGTH: Six Turns (Variable).

LINE OF RETREAT: Troops which are forced to fall back will do so towards nearest board edge of their deployment zone, using the normal Fall Back rules.

MISSION OBJECTIVE

The player who controls the power plant at the end of the game wins. To control the objective you must have the closest scoring unit to the objective at the end of the game.

SCENARIO SPECIAL RULES

Deep Strike, Infiltrators, Reserves, Random Game Length, Fortifications and Obstacles. Campaign rules Dangerous Power and Foxholes.

GAME SIZE

The game requires at least 1,500 points worth of troops per side, but from there the sky's the limit. The players should decide between themselves how many points they wish to use for the game, and each player must pick an army to this point's total.

COUNTER ATTACK

SCENARIO 8: THE DARK ANGELS ATTACK THE ORK LANDING SITE - 4067997.M41

Nazdregs success at Barak Gorge meant that the Orks still had two power plants supplying energy to the teleportas! Master Belial had to act swiftly to diminish the flow of Ork reinforcements to the planet in anticipation of the arrival of the rest of the chapter. Master Belial launched an audacious assault, using forces stripped from Kadillus and Koth ridge smashing his way through the thinly stretched Ork lines and heading towards the landing site.

DARK ANGELS BRIEFING

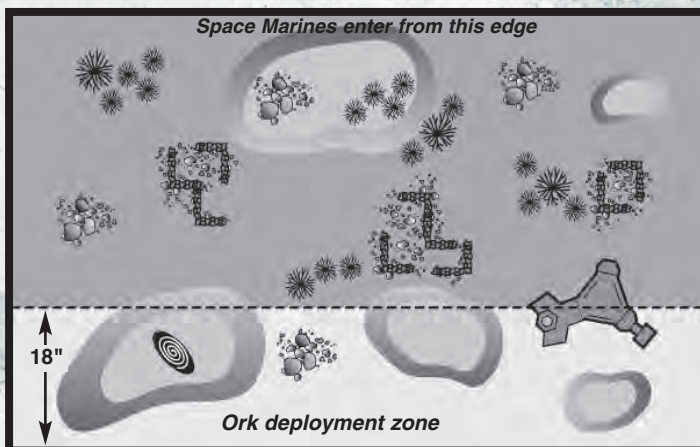
The Dark angels force must capture the power plant and the energy portal to prevent Ork reinforcements arriving continuously.

ORK WARBOSS'S BRIEFING

Your forces must defend the power plant and the energy portal and prevent the Marines occupying them at any cost.

SET-UP

- 1 Each player rolls a D6 and the winner chooses a long table edge.
- 2 The Ork player's deployment zone is 18" from the board edge. The Ork player places the objectives at least 12" from any board edge and 16" from each other. The Ork player now deploys his Troop and Heavy Support choices. Any that he does not want to place on the board as well as any Elite, Fast Attack and Heavy Support choices can enter play from the Orks board edge as reserves.
- 3 The Dark Angel player may now deploy any units which can infiltrate. They may be placed anywhere on the battlefield which is more than 18" or more from an enemy unit.
- 4 The Dark Angels player gets the first turn and moves all of his forces from his table edge on the first turn.



SCENARIO SPECIAL RULES

Deep Strike, Infiltrators, Reserves, Random Game Length, Fortifications and Obstacles. Campaign rules Dangerous Power and Foxholes.

MISSION OBJECTIVE

The player who controls the power plant or the energy portal, by having the closest scoring unit, at the end of the game gains +150 points extra for each of them. The highest Victory Points score wins.

GAME SIZE

Each player may choose 1,500 points worth of forces.

RESERVES: Defenders reserves enter play from his board edge.

GAME LENGTH: Six Turns

LINE OF RETREAT: Troops which are forced to fall back will do so towards nearest board edge of their deployment zone, using the normal Fall Back rules.

RECON REPORT

This game needs to be played on a fairly large table (5' by 4' is pretty much the minimum). Near one table edge is the captured power plant, and near the other is the energy portal. The position occupied by the Scouts at the start of the battle needs to be represented by a On the eastern edge of the table is a fairly large hill, covered with plenty of rocks and bushes. Within 24" of the energy portal and near to the hill is a small group of ruined buildings. Apart from this the terrain is fairly open, consisting of small rocky outcrops and low hills. Note that this is the same setup used for Scenario 6, Revelations.

DEATH BY MOONLIGHT

SCENARIO 9: THE SECOND ASSAULT ON KOTH RIDGE - 4082997.M41

The second assault on Koth Ridge was the last major battle of the Piscina IV campaign. Ork Warlords Ghazghkull Thraka and Nazdreg Ug Urdgrub joined forces to attack the planet, only to find it held by the Dark Angels. They were able first to halt the Ork attack and then disable the tellyporta device the Orks were using to get reinforcements to the planet. The Orks were left with one chance to rescue their position: if they could repair the energy conduit to the power plant in Kadillus Harbour, they could reactivate the tellyporta and bring in some really heavy reinforcements. To do so, they'd have to break through the defenders on Koth Ridge. Under cover of darkness they started to move into position to launch a final, desperate, attack. The only problem was that the ridge was held by the Dark Angels!

DARK ANGELS BRIEFING

The Dark Angels force must defend Koth Ridge and hold the line until dawn. As Master Belial was encamped around the Ork landing site, no Master may be taken in the army.

ORK WARBOSS'S BRIEFING

Your forces must clear a corridor on Koth Ridge to reactivate the energy conduit in Kadillus Harbour.

SET-UP

- 1 Dark Angels deployment: The Dark Angels set up first and may deploy their forces anywhere within 6" of the centre line, along Koth Ridge.
- 2 Ork deployment: The Orks set up second. Orks on foot may be deployed anywhere from their own table edge to a line 2D6+6" from the centre line of the table (ie, 8-18" from the centre). Any Ork vehicles, Dreadnoughts, warbikes, Boar Boyz and support weapons enter on the Orks' first turn. They may enter at any point along the Orks' table edge, but the entry point must be at least 12" from the sides.
- 3 The Dark Angels player gets the first turn.



GAME SIZE

Each player may choose at least 1,500 points worth of forces.

SCENARIO SPECIAL RULES

Hidden Set-Up, Random Game Length, Night Fighting, Obstacles, Fortifications and Foxholes.

A NOTE ON LARGE GAMES

The assault on Koth Ridge was a huge battle, great for use as a special mega-battle. Just gather as many players as you can and set aside at least a day for the battle! If you do this, it's worth noting that in the actual battle Imperial Guard troops defended much of the ridge against the Orks, and if you wish you can use them to help defend it on this occasion as well by allowing the Dark Angels player to field a detachment of Imperial Guard.

MISSION OBJECTIVE

To win, the Orks must be able to trace a straight line from their table edge to the Dark Angels' edge. This line must pass within 8" of at least one Ork model and not pass within 8" of any enemy model.

RECON REPORT

This game really needs a large table (5' x 4' is pretty much the minimum). As you can see from the map the Dark Angels occupy an ideal defensive position, namely the hills of Koth Ridge across the middle of the table. This aside, the terrain is fairly open, consisting of small rocky outcrops, low hills, and ruined buildings.

RESERVES: Attackers reserves enter play from his board edge.

GAME LENGTH: Six Turns (Variable)

LINE OF RETREAT: Troops which are forced to fall back will do so towards nearest board edge of their deployment zone, using the normal Fall Back rules.



Piscina IV Campaign Honours

ARMY BADGE

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



BATTLE HONOURS

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



*Assault on
East Barrens*



*Defence of
Koth Ridge*



*Siege of
Kadillus*



*Battle of
Barrak Gorge*

DARK ANGELS BACK BANNERS

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



**Lexicanium
CHARON**



**Interrogator – Chaplain
BOREAS**



**Company Master
BELIAL**