A N3RFH3RDER420 PROJECT

SETTING SONS ACT I

WAR ZONE BELLEHAVEN

Easter Egg: a one size fits most thematic 40k gaming playlist I made on Spotify:

https://open.spotify.com/playlist/3yYk9Fs4WZkfQR1l9Le6tN?si=b331fb36b1d44def

-***Designers Note-***

While this campaign pack is designed to be largely stand alone, you will need a copy of *Arks of Omen: Abaddon,* and is highly recommended that you have *Warzone Nachmund: Vigilus Alone* for this campaign.

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--Illustrations courtesy of Craiyon.com--

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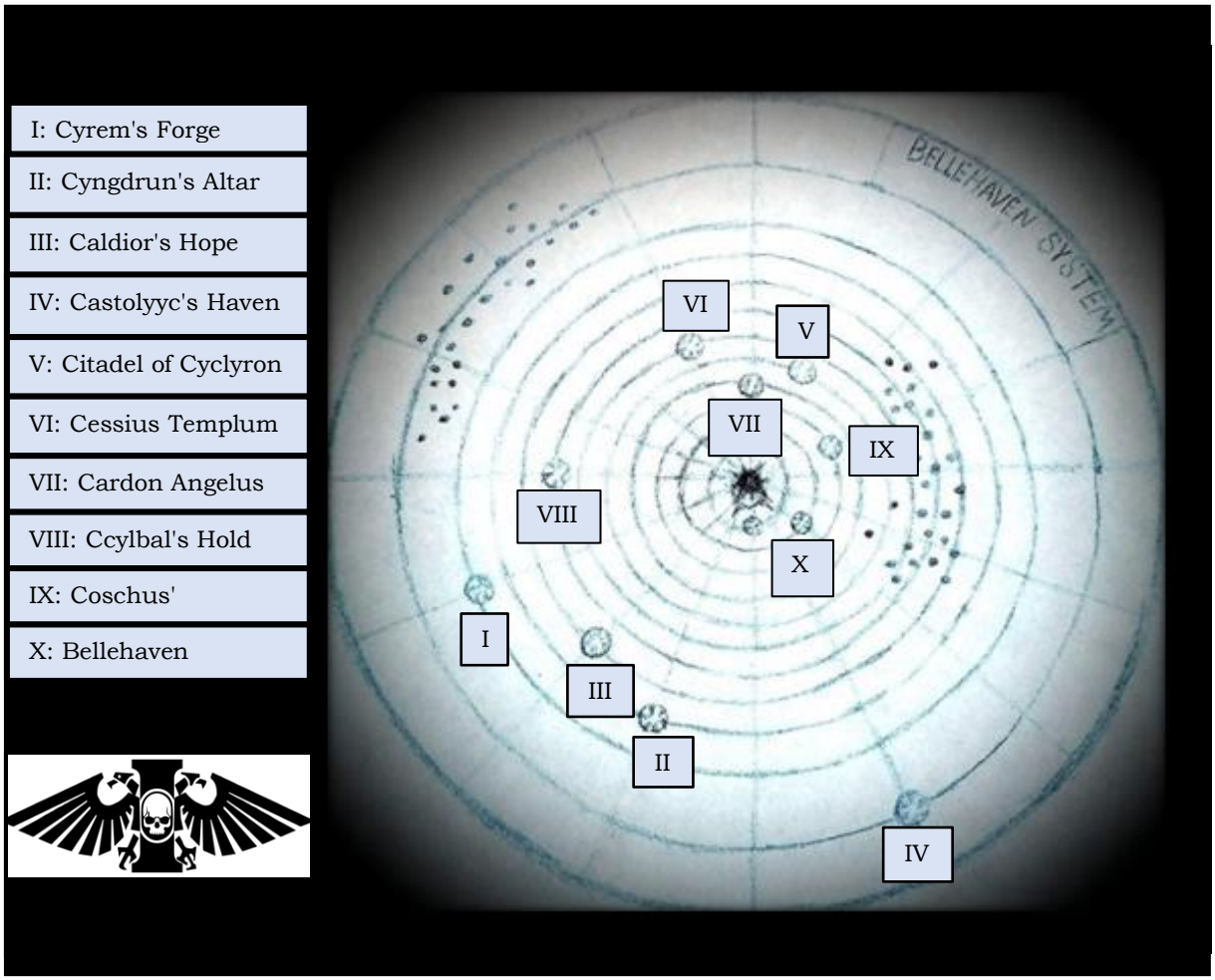
Writing and compiling by N3rfh3rder420

and of course, probably the biggest thank you to you, the player for choosing to check out my project, even if you dont use it!

Flashpoint Bellehaven: Setting Sons Part 1

The wake of the Cicatrix Maledictum shook a great many heretic dregs from the underbelly of the Imperium, seeing the rise of countess heretic cults throughout the galaxy. Bellehaven is one such tragedy. The engagement at Bellehaven had a most mundane beginning, yet one of the more... Unexpected outcomes. Cultists of the archenemy had taken an abnormally large foothold in the star-system. What had appeared as an, albeit large, but relatively normal heretical cult uprising, would take a turn toward the apocalyptic.



The Bellehaven System was born as an Ecclisiarchal colony. It has been in imperial records for roughly 11,000 years. Also known as the "Bed of Saints," for it has attracted the attention of many of them. According to local legend each planet is named for a relevant saint to its local lore – and, as it seems, this tradition continues. It appears as well, that the Ecclisiarchy has decided that

despite its generous holdings in the system that it is not worth the efforts or resources to maintain many of these, as such an undertaking would only be a hemorrhage. It also seems that many of these saints - and mind you I did try to my fullest extent – deeds of sainthood cannot be found within any imperial record - it does leave one... curious. Still... it does give many hope, believing that they hail from a proud and honorable heritage, and who am I to question the validity of such claims?

This short overview does not do justice to the events that took place in the Bellehaven System. The task has been ascribed to me, The Emperors most humble inquisitorial scribe Carrus Varro, to recount these events to the best of my ability from the scattered records from all the various regiments and Orders that took part in these events - I write this from the voidship *Our Pious Martyr* - may he forever purge the Emperor's foes – 111M42 era Indomitus. This is the beginning of the second volume of my records of the purging of the heretics of The Bed of Saints.

The Bellehaven system lies to the galactic east rim of the Sirens Storm off the northwest edge of the Reductus Sector, a violent and dangerous fulcrum between the pariah nexus, Rynn's World and The Sirens Storm. Yet, despite it's dangerous location, the Ecclisiarchy has erected a great many shrine worlds, and have funded several hives for the greater imperium within this system. It does, after all, have powerful connections to his holy Emperor's faith. The once beautiful churches and cathedrals however, have become battered ruins. The once proud spires now lay in heaps, entombing all that once lay beneath.

Even as I sit here reading through these reports, the warriors of the holy Emperor bring his holy wrath to these foul heretics that defile this hallowed system. Battlegroup Orion is a splinter force off crusade fleet Tertius, tasked with reinforcing imperial forces and combating the ongoing and prolific heretical uprisings that seem to be occurring in tandem across all ten planets in the system.

Orders are to meet up with local forces, headed by a pair of inquisitors. Inquisitor Gerhardt Sternfax of the Ordo Hereticus, and Inquisitor Arkhan Vradenheim of the Ordo Xenos, who both had previously been operating independently in the sector. Once the sheer scale of the infestation had become apparent however, outside forces were immediately sent for.

The cults seem to have no outward goal beyond the annihilation of everything and everyone they come across, destruction for the sake of destruction - as it were. Although disorganized and scattered, the battlegroup finds the cults difficult to track and eradicate, as they hide in the mud like vermin. Our forces expected to enter the system, purge these heretics and be done with it, they did not expect to be drawn into a protracted military campaign. As it stands progress has been slow going yet consistent enough, imperial forces engaging the cults seemingly on all fronts. The arrival of outside forces – Emperor be praised – has given our forces a new spearhead to rally behind, and much needed boon to their morale.

The cultists appear to be unafraid of death, in fact they appear to welcome it. Their self-sacrificing tendencies have also proven a daunting... strategy, as the unending waves just continue to charge, burning all in their wake. It is still – at the time of my writing this script – unknown as to how, in such a devout system, so many have fallen to the twisted perversions of the warp... Alas, the fact remains that so often it is hard to tell friend from foe amongst the unwashed masses.

Compounding this with reported large scale disappearances of local Militarum and PDF forces in the Citadel of Cyclyron, or the attacks at Cessius Templum from roving necron from the nearby Pariah Nexus and the wandering bands of green skins from Rynn's World assaulting Ccylbaals Hold, make this as hazardous an undertaking as any in this, the era Indomitus...

Inquisitor Gerhardt Sternfax, of the Ordo Hereticus

The storm of lasfire reverberated throughout the desolate and abandoned streets of The Citadel. The sporadic strobing of muzzle flares punctuated by the smell of overcooked ozone. Inquisitor Sternfax stands in the topmost chamber of a ruined spire, overlooking and observing the conflict below through a scar in the side of the spire his retinue had commandeered for their headquarters. The ember of his glowing pipe bowl illuminated his face in the obscuring shadows as he pondered the battle far below.

The battle on the ground had been a slow grind of attrition over every inch of ground taken. The same could be said for each of the planetary campaigns in the system. The bureaucrats back on Terra all but demanding 'tact' be taken to ensure safe retrieval of 'imperial assets.' This 'discretion' severely inhibiting Sternfax' tactical options – and his mood.

Inquistor Lady Grunette DePortale of the Ordo Hereticus stands stoically in the corner, watching her senior puff his pipe in consternation. Lady DePortale keeps a vigil over the doorway descending into the stairwell beyond as she observes Sternfax. The clipped sound of imperial regulation boots resonates up the staircase, at last signifying the arrival of the long-anticipated runner. The guardsman comes to a staggered halt a few paces into the chamber, winded from the exhaustion of his previous haste.

The trooper snaps a salute before speaking through ragged breaths, "Lord Inquisitor, Corporal Fractun of the Imperial Vox-core. Astropathic communicae in from holy Terra Sir."

"Carry on Trooper..." Puffed Sternfax through teeth clenched around the stem of his pipe.

"Sir, Indomitus Crusade Fleet Tertius is sending reinforcements, Sir. Battlegroup Orion is due to arrive within a galactic standard week." Continued Fractun his posture relaxing further as he relays his burden.

"This is probably the best news I've received in days.... Thank you, Corporal... Lady Grunette, please rally what reserves we have left, it's time to make another push. We need to clear another landing zone for incoming transports. We're going to need those reinforcements to the front as soon as absolutely possible. Emperor willing – this may be exactly what we need to regain control of the situation... - and Corporal, report to my retinue... It seems we must extend our hospitality to you," the right corner of his mouth twitches up slightly, "To 'assist' you with that slouch..."

Cyrem's Forge

Once the seat of power of the Mechanicus in the system, it was later torn asunder by civil strife. The once proud factorum-bastilles, long since stilled and silent, pock the surface like sores on the plagued. For some unbeknownst reason, the Mechanicus has all but abandoned the planet to its atrophy, and has deemed it off-limits to all, save those with the highest of clearance. This, however, does not always deter would be plunderers and tomb raiders. Most of these, however, do not return, and those who do are usually gibbering wretches. This begs the question, what is really going on, down on the planet's surface…?

Caldior's Hope

A hiveworld recently purchased for converting into a shrine world. Cardinal Odus Van-Caldior purchased the planet for a nominal sum, cheaper than restoring the failing hiveshrines. Cardinal Caldior is rumored to be on his way to sainthood through his ongoing efforts – though it seems he has done little but spend money, though, generosity is a quality trait, no?

Due to the somewhat recent acquisition and 'restoration,' it is currently largely reliant on nearby forces for its defense leaving it more vulnerable than the cardinal or the Imperium would care to admit.

Cyngdrun's Altar

The pilgrim Cyngdrun came to the world in what could be called its darkest hour. The planet that would become the altar had almost destroyed itself in civil war. Nuclear and chemical weapons had scoured most of the life from the world. Saint Cyngdrun, as he would later be known, led the few survivors to the peaks of the scarred mountains around the planet, taking the people above the radiation and gases permeating the valleys and recesses below.

Upon Cyngdrun's death, the descendants of those he had preserved erected massive monuments in his honor and renamed the world in his likeness. The world is now a frequent stop for pilgrims and others of the devout.

Castolyyc's Haven

Saint Castolyyc was a protector and shelterer of all the unwashed numbers of the imperium. She allegedly was known for feeding the hungry and sheltering the weary, human and mutant alike. When she came to Holy Bellehaven, she had purchased the agriworld and converted it to a shrineworld - through exorbitant spending no doubt. - On this world she demanded massive, city-sized parks be left largely undeveloped and saved for the orchards of "real" fruit that would span them.

After Saint Castolyyc's passing, the Ecclisiarchy deemed the upkeep of the world as unworthy of imperial resources, and as such, the parks have fallen into disrepair. The planet has become largely abandoned and overgrown.

Cessius Templum

A temple world built for the pilgrim reverend, Cessius Antos, who came to the system seeking lost or forgotten truths of humanities long ancient past. When he came to this world, he discovered ancient ruins of an origin unknown to him. Temples depicting massive beings of great power lording over their lessers, and later these lessers revolting against these great ones. These scenes could only speak to the great war of unification.

Of late, the planet seems to be under contestation by assaulting bands of necron warriors, likely from the nearby Pariah Nexus although none of the long-range scanners are picking up any signs of the mechanical dead.

Cardon Angelus

The current Ecclisiarchal capitol and hive, this once prosperous port has been on the decline of late due to a millennia of over-tariffing, tithes and taxes.

The Ecclisiarchy has -of yet – not deemed the planets restoration worth the expenditure. As a result, most of the spires stand either as half erected skeletons, or rotting corpses of their former glory. The general populace lives in squalor and poverty, if not complete destitute in ruined ghettos along the dockyards.

Despite the obvious starving of the population, the priests continue to increase costs almost annually - where this funding goes, alas I could not find a record such things do get lost in the bureaucracy. - Rumors of feasting in the Ecclisiarchal palaces however is causing a vast sea of unrest amongst the planet's serf class...

Citadel of Cyclyron

The first acquisition of Ecclisiarchy in the system and thus one of the system's largest population centers, as well as religious sites. However, away from the half-planet sized hivesprawl, known as the Citadel, it is largely unpopulated. Vast shrublands dominate the landscape beyond the hive, but almost no fauna inhabit this hostile landscape.

Recently, reports of citizens disappearing for weeks, then reappearing as if nothing had happened flood the propaganda centers. Additionally entire squads and platoons of Militarum and local pdf have also mysteriously just vanished, equipment and all without a trace, never to be seen again, though desertion within militarum ranks, while severely frowned upon, still happens, despite the commissariat's best motivations.

Ccylbaal's Hold

A fortress-factorum world nestled deep in the planets crust. The rocky crag that is the planets surface has been dug out through vast mining operations, being replaced over millennia with a vast, underground network of hives, each topped with vicious gunspires protruding to the surface. The Mechanicus maintains their seat of power on this world having large workshops throughout these hives. These workshops produce primarily one thing, ammunition.

The fortresses maintain a constant vigil for incoming Xenos threat due to frequent assails by greenskin raiding parties. The moon of this world also houses the Watchfortress Maedar, home of the local deathwatch garrison. The subgeo holdings serve well as a bastion against encroaching Xenos threats.

Coschus' Sanctum

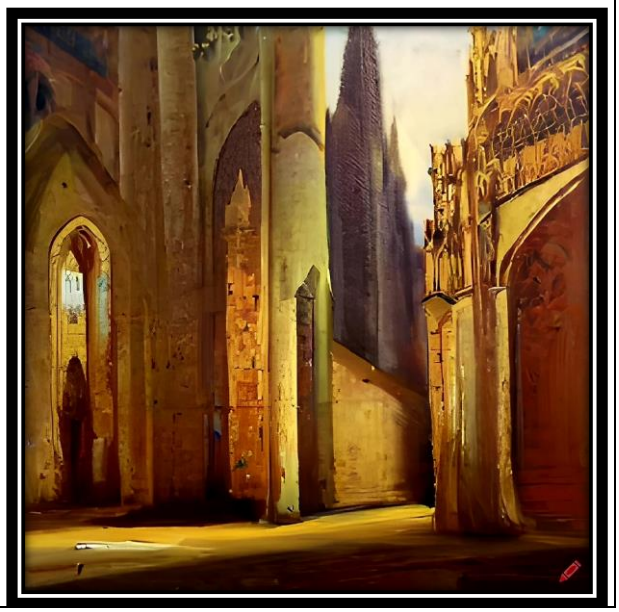
Allegedly, according to the Aeldari – which who knows the validity of the words of a xenos heretica – it was what they call a maidenworld. When the Ecclisiarchy requisitioned it, they dubbed it a paradise world for high-ranking members of the church to retire and withdraw to.

Large swaths of land have been set aside for the most pious of worshippers, resulting in large estates the size of small countries of Terra past, controlled and policed by local heads of the Ecclisiarchy. The squalor in which the locals live has resulted in skirmishes breaking out amongst the local peasantry, but – as of time of writing - no uprisings as of yet.

Holy Bellehaven

The capital and possibly most populace hiveworld in the system. The vast cities also house a series of Ecclisiarchal basilikae, as well as fortress monasteries of the Adepta Sororitas. With a heavy church presence around the planet, the architecture has taken on aspects of a shrineworld.

Those not affiliated with the church live not quite in poverty, but easily as second class citizens to say the least. It is said the underbellies of said hives attract would be crusaders seeking honor and glory by hunting the mutants, heretics and other vermin in the undercity, proving themselves to be the emperor's favored.



Bellehaven Local Forces

Given the Ecclisiarchy's control of most of the major holdings in the system, it's no surprise that large numbers of Adepta Sororitas make up a vast majority of the localized forces. Although it would be an injustice not to mention the gallant efforts of the local militias, planetary defense forces and local Militarum regiments.

-The following is as accurate a record of the forces garrisoned in the Bellehaven System at the beginning of the conflict as could be ascertained from the records.-

++LOCALIZED SENIOR COMMAND++

Representatives of Astra Militarum
Lord Commander Ovius Yyrrc
Lady Lavor Ivisosa
Commandant Lady Dorothea Dour
Commissar Faustim Curov
Representatives of the Adepta Sororitas
Prioress Geneviah Raven, Priory of the Ebon Oath
Abbess Emilia Agniel, Sisters of Our Revered Pilgrim
Prioress Agniah Storm, Order of the Consecrated Heart
Prioress Ephria Stone, Bearers of the Vermilion Cowl

Representatives of the Adeptus Mechanicus
Archmagos Archeogeoglogor Jzzarv Kolas of Cyrem's Forge.
Representatives of the Adeptus Astartes
Watchmaster Kepharael Achilleas, pitiless knight of the Forsaken Tower, of the Deathwatch Chapter
Umojier Daka'matr, Venerable Flamewalker of the Unsullied Fleet, of the Salamanders Chapter
Representatives of the holy Ordos of the Inquisition
Ordo Hereticus Inquisitor Gerhardt Sternfax
Ordo Hereticus Inquisitor Lady Grunette De Portal, learned stalker of outlaw sorcerers
Ordo Xenos inquisitor Arkhan Vradenheim
Representatives of the Navis Imperialis
Admiral Brigitta Osmoch [Flagship Oberon-class Battleship Forsaken Basilica, referred to by some as the Bastion]

-Scribes note –

While not a part of senior command, as previously stated it would be an injustice not to mention the planetary defenders and local militias. Most notably the Coschus Thundering Cohort, a surprisingly effective yet feudal cavalry militia headed by Ser Mereil Kaniad, and the Caldior's Hope Peacekeepers, under Chief Hengad Obit.

-The following is an accounting of Astra Militarum forces garrisoned within the Bellehaven System.–	-Scribes Note-
Infantry Elements 32 Regiments of Ccylbaal Tunnelblades 45 Regiments of Cybershields of Palar **Artillery Elements** 8 Regiments of Cyclyron War Praefacts 12 Regiments of Corvaean Siege Engineers 10 Regiments of Bellehaven Cannoneers **Armoured Elements** 30 Regiments of Bellehaven Dragoons **Other Elements** 17 Regiments of Bellehaven Holy Freeblades, [Crusaders of the Bellehaven Underhive]	Task force Orion would also arrive to provide much needed support to the localized forces. As of yet, I do not have an accurate account of forces from this task force as of the time of this work. What I can say is the task force thus far has included forces from all major military arms of the imperium. Including but not limited to, additional Astartes chapters, knight houses, titan legions even >>//REDACTED//<<

Xenos Forces of the Bellehaven Campaign

The records of Xenos plaguing the region are probably the most difficult part of this campaign to accurately chronicle, as most records do not scribe these numbers properly. From what I could ascertain via the available records, the system seems to have a fairly deep Xenos infestation. Greenskin marauders raid the Hold, while rumors of Aeldari operating upon Coschus' Sanctum continue to rise. Reports also flood in of Necrons raiding Cessius Templum while avoiding any imperial sensors beforehand. Reports of strange activity within the Citadel also appear troublesome with the sheer number of disappearances. Most of these forces appear to be self-interested, engaging in raids across the system. Though somewhat inconsistent, the interference of these proves to be a bigger problem than one originally might have believed…

The ensemble screams of the penitent resounded throughout the makeshift command center of Inquisitor Gerhardt Sternfax. The Inquisitor's retinue had congealed the repurposed carcass of one of The Citadel's many once great spires, as a sort of temporary Fortress Inquisitae. The nocturne of the cries was as music to Inquisitor Arkhan Vradenheim as he descended the stairs into the sublevels of the structure. The two Deathwatch Astartes, acting as his guard of honor, flanking his shoulders on either side.

The scene below was art! Some might call the interrogation methods of the inquisition grisly, but to the trained, one could see the craftsmanship. The way that each Inquisitor would take the common practice and make it sing with their own signature touch, was nothing short of pure artistry. The interrogators were hard at work practicing their craft, scattered around the various mechanized veritas. The man Arkhan had come to see stood deep in conversation with one of the interrogators, over a Rack, with what one could only assume to be some repentant guardsman.

"--See to it that you do… Well Corporal Fractun, I hope your stay with us has been reinvigorating. Imperial regulation does require a modicum of decorum, proper parade posture is part of that… When you

leave our care, be sure to review your Imperial Infantry Handbook, to avoid another reprieve with us, yes?" Inquisitor Sternfax was saying over the guardsman on the rack. "Give him another crank or two if you would please." Sternfax finished turning to face the stairway, and of consequence, Vradenheheim as well. "Ah, greetings, you must be Vradenheim... you are.... thinner, than I expected."

"And you would be Sternfax. I come here seeking aid from your retinue, Inquisitor."

"I see, and why if I may ask do you need our help? You are of the Ordo Xenos are you not? Do you not have enough men with an entire watchfortress in the system?"

"I will admit that is a part of it, but the reason I sought you instead of some local militarum captain, is that I believe the genecult I have been pursuing is utilizing the cover of the local heretic cults, pretending to be one of them, and unfortunately at the moment, I am not sure which is the genecult, as they appear to have been infected from an archenemy cult."

"I see, so you would have me what, throw my own forces at the waves of heretics until you can piece together which is your target?"

"Correct Inquisitor. I would have you do as you already are, and send more forces to strike at the cultists, so that I may observe and gather necessary intelligence, and once I am assured of my target, I will strike with the surgical precision of a medical-las, to cut off the head of the snake. A win-win if you will..."

Inquisitor Arkhan Vradenheim, of the Ordo Xenos

Heretic Forces of the Bellehaven Campaign

-scribes Note-

The following account of heretical forces in the system is subject to much scrutiny, as it is based solely on accounts and interrogations. As such take it as accurately as you will. Also note the exact number of heretics in each vile cult are unascertainable.

Recorded Heretical Cults [as they have been recorded in reference to themselves]

The Thralls of the Voided Maw
The Cult of Sacrificial Twilight
The Acolytes of the Lacerating Skull
The Guides of the Beckoning Void
The Apostles of the Howling Dark
The Covenant of the Hollow Lord
The Cabal of Sacrificial Sedition
The Cult of Faithless Befoulment
The Keepers of the Umbral Gates
The Witnesses to the Elevenfold Dream
The Lost of the Hidden Path

Lady Inquisitor Grunette DePortale, of the Ordo Hereticus

BELLEHAVEN CAMPAIGN

Over the following pages you will find an in-depth campaign system based on pre-existing, official material. I endeavored to make this homebrew as legal as possible based on things our overlords have already produced, ensuring that it stays -what they consider- balanced, and legal. This means all effects, stratagems etc. All exist somewhere in an official capacity with minimal tweaking (for flavor) if any, most notably renaming and customized flavor text. This system provides resources for conflicts around the cultist uprising in the Bellehaven System. Players will split into teams, and wage war across three separate phases as the conflict escalates. Each phase is scored separately, meaning all forces are in it to the end. This is the first of these phases.

CAMPAIGN MASTER

Flashpoints are best run by a campaign master. The campaign master can be any of the players or a neutral party, but they hold the responsibility of organizing the campaign, keeping track of the campaign's progress and acting as a point of contact for the players as the war wages on. This role can be passed between players for whomever has the time, as things can change in the real world. This is easiest done at the end of a phase, however.

FORGING ALLIANCES

After the campaign master has been chosen, It is time to divide into alliances. This campaign is largely intended to be played in two alliances, namely Imperium, and Chaos. This however does not have to be the case for this campaign to play out effectively.

NUMBER OF PLAYERS	NUMBER OF ALLIANCES
2-9	2-3
10-15	3
16+	4

Whenever possible, it is best to divide as evenly as possible among your group, taking into account availability of each player. For example, it could prove inadvisable to put all of your groups' most active players into one alliance. It is recommended that each player come up with their own narrative hooks and motivations behind their alliances. In dire circumstances even the bitterest of foes can cooperate... for a time.

WAYS TO PLAY

The campaign master should determine the type of play for the campaign – open, matched or narrative. It is important that this is determined at the outset so that players can plan accordingly. This campaign is created with Crusade and Narrative Missions in mind, however whether you want the freedom of open play or the grueling test of honor that is matched play, this campaign will support it, and work with any (if not, most) missions available.

CAMPAIGN LENGTH

This campaign is split into three phases, intended for a two-month (though this can very as your players decide) period per phase. Each phase will bring new rules and additions. At the end of each phase, the alliance that was victorious is determined based on conflicts fought throughout the designated period. At the end of the campaign, the alliance that has performed the best across all three phases is crowned the winner.

-Designers Note-

The included Legendary Missions work well as thematic conclusions to their associated phases, and narratively make sense for them to be played by multiple groups of players, however they may only be played once by each player.

CAMPAIGN PHASES

During each Campaign phase, players are encouraged to arrange games with each other as they normally would, using whatever mission pack they choose. Only missions played between players from opposed alliances will factor into Campaign and Experience (if playing crusade) results. It's best to try to keep players playing the same (or as close to as possible) number of games to keep things balanced.

THE CAMPAIGN TRACKER

The first phase of the Bellehaven campaign uses the tracker found below. This tracker features 4 war zones, each crucial to victory in this phase. Every war zone has a victory track and will require a marker to indicate the current status of that war zone. Each victory will move the tracker up or down depending on which alliance won the game. At the end of the campaign phase each alliance will gain a number of warzone points based on war zones held at the end of the phase.

To affect the tracker, the game you play must take place in the corresponding **theatre of war. Boarding Action** games can be counted by the victor as a victory in whichever of the war zones they wish, to represent the fact a void battle can take place anywhere.

The campaign master will reveal which alliance was victorious in each **war zone**. At the end of each phase, the alliance with the most **warzone points** is declared the victor for that phase. In the event that two or more alliances have an equal number of warzone points, then they are all declared victors. The victors of a phase will earn a number of **strategic victory points** that will count towards the overall campaign's winner. At the beginning of each Campaign phase, each alliance's warzone points are reduced to zero, putting all teams on equal footing for the next phase.

Cyrem's Forge	**Cyngdrun's Altar**	**Caldior's Hope**	**Castolyyc's Haven**
Imperium Held	Imperium Held	Imperium Held	Imperium Held
Contested	Contested	Contested	Contested
Chaos Held	Chaos Held	Chaos Held	Chaos Held

At the end of the campaign phase, each alliance gains **1** warzone point for each **contested** war zone, and **2** warzone points for each war zone **held** by their respective alliances. If a planet is **held,** it is considered **Controlled.**

CAMPAIGN PHASE	STRATEGIC VICTORY POINTS EARNED
1-2	1
3	2

At the end of the third phase, the winning alliance is that which has the highest number of **strategic victory points**.

BELLEHAVEN THEATRES OF WAR

Theatres of war are thematic locations set within the flashpoint that will provide new Rules to represent battlefield conditions within that locale. Theatres of war are a fantastic way to add an extra level of narrative, as well as add new exciting challenges to your battles. You and your opponent may either select a Bellehaven theatre of war to use for your battle, or you can randomly select one from those available. **It is advised you make a visible note at your game space** of the active effects that you can place for all players involved, so as to more easily remember the effects. In this campaign, it is also recommended that you place your terrain before mission objectives (or even deciding mission, this allows for more thematic games) though is not required. If your terrain placement would block objective markers, try being creative with placement, I.e. placing them on a second floor, or simply just slightly adjusting the terrain feature in a way all players are in agreement on.

1	Boarding Action
2	Screaming Wastes of Cyrem's Forge
3	The Elevated Altars of Cyngdrun
4	Caldior's Hope Hiveshrine
5	The Sprawling Wilds of Castolyyc's Haven
6	Reroll

CONTROL BONUSES

- If an alliance controls **Cyrem's Forge,** then players in that alliance gain access to the following ability**:**

Munitions Manufactorums

Once per battle, during your command phase, select a friendly **UNIT.** Models in that unit add –1 AP to all **ranged weapons** they are equipped with until the end of their shooting phase.

- If an alliance controls **Cyngdrun's Altar,** then players in that alliance gain access to the following ability:

Elevated Reprieves

Once per battle, during any morale phase, all friendly units that must make a morale check are counted as leadership 10 until the end of the morale phase. Any other modifiers still apply.

- If an alliance controls **Caldior's Hope,** then players in that alliance gain access to the following ability:

Ready Reinforcements

Once per battle, during your movement phase, you may return up to 2 friendly **units** that have been destroyed to the battlefield wholly within your deployment zone, unless that unit has an ability to deploy otherwise. The sum of these **units** power level cannot exceed 5 power level, and you may not return **named characters** in this way. Models returned in this way are considered to have moved this turn.

- If an alliance controls **Castolyyc's Haven,** then players in that alliance gain access to the following ability:

Peaceful Rest and Relaxation

Once per battle, during any phase, you may select 1 friendly **unit**. Models in that unit are treated as having toughness +1, In addition, add 1" to all move, advances and chargs made for models in that unit until the end of the battle round.

Boarding Actions

Conflicts in the 41st millennium are just as frequently fought in the cold dark of the void, as they are the open fields of planets below. Flagships and cruiser frequently find themselves assailed by chaos forces or the raiding Xenos hordes plaguing the area. Mysterious space hulks sometimes hide the most amazing, and horrible, revelations...

When doing a boarding action, the following rules apply:

- When measuring **distance,** (range attacks, movement, aura abilities, etc.) you cannot measure through walls or closed hatchways.
- **Engagement range** is 2" when measured through an open hatchway.
- A model is considered to have **line of sight** if it can draw a line from any part of its base to any part of the targets base, without crossing a wall, closed hatchway or a model not part of that models own unit.

- Wounds from **Ranged attacks** can only be allocated to models that are visible to the shooter, and wounds from **melee attacks** can be allocated to models not in **engagement range.**
- When a model is the target of a **ranged attack,** it is considered to be receiving the benefits of cover unless fully visible to the shooter.
- Cannot use any **indirect fire** abilities (I.e. from mortars, barrages etc.)
- Models can move through an **open hatchway** without hindrance, even if its base is wider than the hatchway, but cannot end its movement partially through the hatchway.
- **Objective markers** have a control range of 1".
- Can only declare a charge against **visible targets.**
- A **character** may only **heroically intervene** if the charging unit is visible to the **character.**
- Units may only **pile-in or consolidate** if the first model moved ends its movement within **engagement range** of an enemy model.
- You may only use the **command reroll, counter-offensive** or **insane bravery** strategems.
- When playing a boarding action characters may not use any **warlord traits** or **Relics** (crusade relics are still usable), but instead may choose a **boarding action enhancement.** When playing crusade, the first time a character takes part in a boarding action game make a note of the selected **boarding action enhancement,** as this will be theirs for all subsequent boarding actions unless changed with the **rearm and resupply** requisition.
- Each player starts with 1 **command point.**
- You may only deploy 1 unit per **entry zone** simultaneously, your **warlord** may be set up alongside another unit.
- **Reserves** do not cost any **command points**.
- Models that redeploy (**Phobos, infiltrators** etc.) can only redeploy up to 6" away from a friendly **entry zone**.

Boarding Action Actions:

Secure site: One or more models with the Objective secured ability can start to perform this action at the end of their movement phase, if they are within 1" of an objective marker that has no enemy models within range of it. Each model performing this action must be within range of a separate objective marker. The action is completed at the start of your next command phase, provided the model performing the action is still within range of the objective marker. If completed the objective marker remains in your control until the end of the battle, unless your opponent controls it at the end of any subsequent phase, even if you have no models within range of it.

Set Overwatch: one or more units from your army can start to perform this action at the end of your movement phase. The action is completed at the end of your turn. If completed, until the end of your opponent's next turn, that unit is said to have set overwatch. Each time an enemy model is set up on the battlefield, or ends a normal move, advance, charge, fallback or opens a hatchway within line of sight, units that have set overwatch can fire overwatch at that enemy unit. Overwatch is otherwise resolved as usual.

Set to defend: One or more units from your army can start to perform this action at the end of your movement phase. This action is completed at the end of your turn. If completed, until the end of your opponent's next turn, that unit is said to have set to defend. While a unit is set to defend, each time a model in that unit makes a melee attack, add 1 to that attacks hit roll.

Operate Hatchway: one or more units from your army can start to perform this action at the end of your movement phase if they are within 1" of a hatchway. This action can be performed by any unit not within engagement range of an enemy model, even if they are under the effects of an ability that would prevent them from performing actions. The action is completed at the end of your movement phase if no enemy models are within 1" of that hatchway. If there are any enemy models within 1" of that hatchway your opponent can attempt to prevent the action from being completed. If they do, roll off adding the strength of a friendly model within 1" of that hatchway to their respective rolls. If you win, the action is completed, otherwise it fails. If an opening hatchway places models in engagement range, they may fight in the subsequent fight phase, but neither unit is said to have charged.

Mustering a boarding party:

When mustering a boarding party, you must assemble a **boarding patrol detatchment** with a limit of no more than **500 points.**

- Unless the boarding action rules for your chosen **faction** say otherwise, you cannot include any models with the following keywords: **Monster, Vehicle, jump pack, cavalry, biker,** or **fly.** A boarding patrol may only include 1 **character.**

- Unless the boarding action rules for your chosen faction say otherwise:

*If a unit's minimum size is **less than 5,** you can only include that unit if it is a minimum sized unit.

*If a unit's minimum size **is 5,** you can include that unit as a minimum sized unit or if it can include additional models then you can do so, so long as the starting strength for that unit is 10.

*You cannot include a unit with a **starting strength of more than 10 models**

*You cannot include any **understrength units.**

*Each unit in a player's army that has a **starting strength of 10 models** must split at the start of the game into two units of 5 models, for the rest of the game they act as individual units.

(This is a brief summary of boarding actions, for more complete rules and boarding action missions, see *Arks of Omen: Abaddon*)

Screaming Wastes of Cyrem's Forge

It is rumored that terrible and powerful archaeotech, possibly even an ordinatus-class lie buried in the irradiated wastes of this former forgeworld. The odd treasure hunter still attempts to brave the hazards for glory and wealth, never to return. The sands seem to steal the very life force from those that tread it's surface, eventually adding their voice to the chorus of screams barely perceptible on the winds...

When waging war on Cyrem's Forge, the following rules apply*:*

BATTLEFIELD TWISTS

Before the battle one player rolls a D3 and consults the table below:

1	**Radiation Leak:** *Leaking radiation from colossal reactor shrines has poisoned this region and rendered it inimical to life.* Unless it has the **VEHICLE**, **MONSTER** or **TITANIC** keywords, or has the **ADEPTUS MECHANICUS** or the **CHAOS DAEMONS** faction keyword, whilst a model is not in a terrain feature, subtract 1 from its toughness characteristic.
2	**The Dead Provide**: *Providence smiles upon those who stumble across the cached supplies of the long departed.* At the start of the battle round, roll one D6. If, at that point, the corresponding objective marker is controlled by a player, that player gains 1 Command Point.
3	**Ghost Vox:** *Ghostly whispers and hollow wails for aid crackle amidst the static of broken vox channels.* When a player uses a Stratagem, but before the effects of that Stratagem are resolved, that player rolls one D6. On a 1, that Stratagem is not resolved, cannot be attempted again that phase, and the CPs spent are lost.

ENVIRONMENTAL CONDITIONS

Before the battle, the player who did not roll the battlefield twist now rolls a D3 and consults the table below:

1	**Fulminating Fury:** *Dry lightning lashes down from troubled skies, flagellating the cursed bedrock below.* At the start of each player's turn, they roll one D6 for each unit from their army that is on the uppermost floor of a Ruins terrain feature with multiple levels or is on the top level of an Industrial Structure terrain feature. On a roll of 1, that unit suffers D3 mortal wounds.
2	**Screaming Winds:** *Merciless gales tear at the dying land, and churn the stagnant air into a roiling fury.* In the **MOVEMENT, CHARGE,** or **FIGHT** phases, any models that can **FLY** but do not have the **AIRCRAFT** keyword cannot move over other models, and vertical distance they move is counted towards their total movement.
3	**Tectonic Instability:** *Ancient mining operations have left this world hollowed out and crumbling underfoot.* At the start of the battle round, the player who took the first turn rolls one D3; this roll cannot be re-rolled. On a 1, until the end of that battle round, halve the Move characteristic of models that cannot **FLY.**

MYSTERIOUS OBJECTIVE MARKERS

After determining deployment zones but before the first model is set up, each player should take turns rolling one D6 for each objective marker; on a 5+, roll one D3 and apply the following result to all objective markers for the rest of the battle, (these rolls cannot be re-rolled):

1	**Volatile Tech:** *Strange energies flare and crackle perilously about this location.* At the end of the battle round, roll one D6. On a 1, all units within 3" of this objective marker suffer D3 mortal wounds.
2	**Grav-wave Generator:** *Pulse generators throw out beating waves of gravitic energy that slow the approaching foe.* When making a charge roll for a unit, subtract 2 from that roll if any of the targets of its charge are within 3" of this objective marker.
3	**Power Conduit:** *A quick and dirty engine hack allows your warriors to tap into the lethal motive force that wells up here.* When resolving an attack made with a ranged weapon that has a random Damage characteristic (e.g. D3), when determining damage for that attack, add 1 to the roll if the attacking model's unit is within 3" of this objective marker (e.g., D3+1).

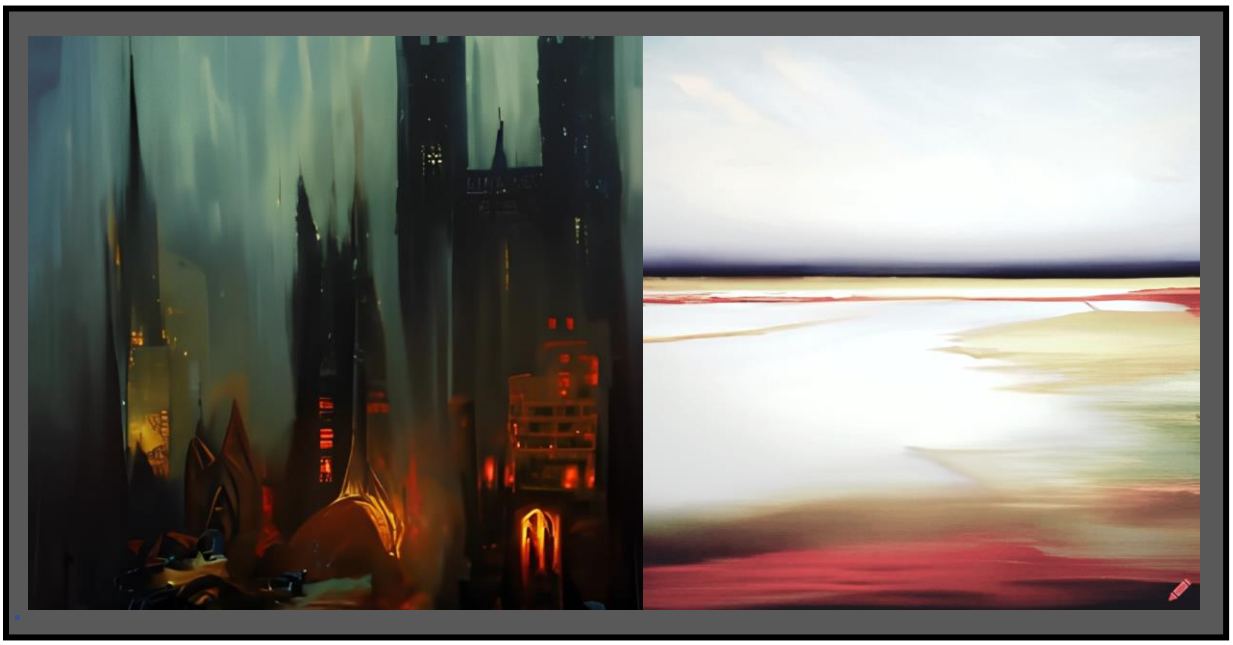
2CP

DESERTION

Derelict World Stratagem

Morale erodes swiftly upon this mournful world.

Use this Stratagem at the start of the Morale phase. Select one enemy unit. At the end of that phase, for each model that fled that unit in that phase, one additional model flees.



The Elevated Altars of Cyngdrun

High above the irradiated wastelands of the lands below, Altars of the pilgrim saint Cyngdrun lay nestled in mountain monasteries. These havens are the last remaining bastions of life on the planet as radioactive storms scour all life from the rest of the planet. Occasionally winds from below the cloud level blow across the Altars carrying radiation with, even the innocent cannot escape death...

When waging war on Cyngdrun's Altar, the following rules apply:

Open Sky: Running along the edge of the battlefield is a 3" area that represents open sky. Only models with the **FLY** keyword can be set up in or move into this area. If a model without the **FLY** keyword is set up in or moves into this area for any reason, it is immediately destroyed. The area of the battlefield that is not open sky is referred to as the platform. When measuring deployment, treat the edge of the Platform as the edge of the battlefield.

Destabilized Platform: When a **VEHICLE** model on the platform explodes, after resolving the effects, roll one dice for each unit that does not have the **FLY** keyword and is within 6" of the edge of the battlefield. Add 2 to the result if the exploding model was **TITANIC**. On a 5+ that unit suffers D6 mortal wounds as warriors tumble to their deaths from the shockwave.

Burning Skies: At the beginning of each turn roll off, with the winner placing one **IRRADIATED DUST CLOUD** marker on the battlefield. **IRRADIATED DUST CLOUD** markers cannot be placed within players' deployment zones, or within 12" of another **IRRADIATED DUST CLOUD** marker.

When resolving an attack made with a ranged weapon against a unit that is within 3" of any **IRRADIATED DUST CLOUD** markers, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

Caldior's Hope Hiveshrine

The newest, or perhaps final hope of a decent life for the unwashed masses of the Bellehaven System. A hiveworld mid-conversion to a shrine symbolically gives hope to many of the Imperium's citizens, though some see it as a waste of valuable resources that could be put to much more worthwhile uses. One thing is for sure, despite its resplendent beauty in the making, little appreciation is shown for the artfully crafted architecture as constant shelling reduces the planet to rubble...

When waging war on Caldior's Hope, the following rules apply:

Indiscriminate Ordnance: *It is nigh impossible to accurately target long-ranged bombardments amidst the towering structures and stacked levels of a hive city. Sadly for combatants on the ground, this fact carries little weight with most generals.* At the end of the movement phase, for each unit NOT within 3" of area terrain or a building, roll a D6. Subtract 1 from the result if the unit being rolled for is a **CHARACTER.** On a 5+, the unit being rolled for suffers D3 mortal wounds.

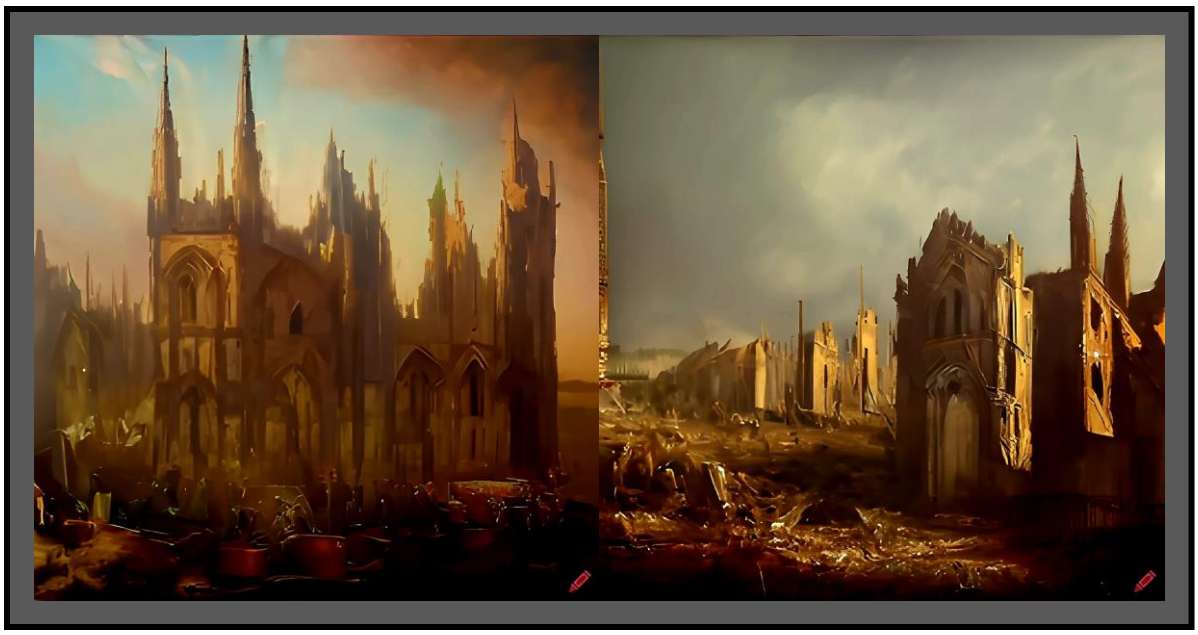
Height Advantage*:* *In urban warfare, every soldier in a tall building is a sniper, raking fire onto those below. Combating foes with such a height advantage is a dangerous proposition indeed.* A model gains a **HEIGHT ADVANTAGE** whilst it is occupying the upper levels of a Ruin or an Industrial Structure and it shoots at a unit that is either at street level or within a lower level of a Ruin or an Industrial Structure. To gain a height advantage, every model in the target unit must be on levels that are 3" or more below that of the firing model.

When resolving an attack made with a ranged weapon by a model, if that model has height advantage, improve the Armour Penetration characteristic of that weapon by 1 for that attack (e.g., AP 0 becomes AP -1, AP -1 becomes AP -2, and so on).

MYSTERIOUS OBJECTIVE MARKERS

After determining deployment zones but before the first model is set up, one player should roll one D3 and apply the following result to all objective markers for the rest of the battle (these rolls cannot be re-rolled):

1	**Hive-spirit Communion Uplink:** *Those who can tap into the machine spirits of a hive city's security monitoring network gain countless eyes with which to seek out and pinpoint their Foes.* Whilst a model is within 3" of any objective markers, add 6" to the Range characteristic ranged weapons that model is equipped with.
2	**Sites of Sanctuary:** *Which side fortified this position, none living now remember. Regardless, the defenses and prepared firing positions here will benefit your warriors now.* **INFANTRY, BEAST** and **SWARM** models within 3" of any objective markers receive the benefit of dense cover and light cover. In addition, when resolving an attack made by such a model, that model does not suffer the penalty for moving and firing Heavy weapons.
3	**Mobile Asset:** *Whether it be biddable data-servitors, Grav-sleds loaded with precious artefacts or a stash of ammunition and fuel, hivescape battlefields often play host to strategic objectives that can be seized and relocated at will.* If the mission you are playing uses objective markers that can move, or can be moved, re-roll this result. In your Movement phase, when an **INFANTRY** unit within 3" of an objective marker that has no enemy models within 3" of it moves, after that unit has finished its move, if it did not Advance, you can move that objective marker so that it is in unit coherency with that unit. This cannot cause an objective marker to be removed from the battlefield, nor can it cause two objective markers to come within 6" of one another.



The sprawling wilds of Castolyyc's Haven

The wilds that were once places of peace and unity are now places of danger. The parks that previously were renowned for their beauty have become dark forests of dangerous creatures. Castolyyc's Haven is a clear example that in this galaxy, even when you do something right, it becomes very wrong...

When waging war on Castolyyc's Haven, the following rules apply:

Thick Undergrowth: You cannot select an **INFANTRY** or **SWARM** unit as the target of a ranged attack unless it is within 12" of the firing unit, or it has Advanced in its previous Movement phase or made a ranged attack in its previous Shooting phase.

Falling Trunks: If the hit roll for an attack made with a ranged weapon with a Strength characteristic of 6 or more that targets a unit from your army is a 1, roll a d6, on a 5+ that attack has felled a nearby tree and it has fallen onto your unit. That unit suffers D3 mortal wounds, but until the end of that phase is treated as having the benefit of being obscured.

Hazardous Denizens: *The semi-sentient flora, and vicious carnivores of this world are drawn towards the pulsing heat generated by blazing weaponry, powerful machines or collections of living bodies. They strike with sudden violence. Even the clamor of battle is not enough to stop these apex predators from attacking warriors on the outskirts of the battlefield. Such beasts care nothing for the affiliations or intentions of those they hunt; they simply seek to sink fangs and claws into their next meal, and will attack with ferocious fury in order to do so.* At the end of the battle round, roll one D6 for each unit that is within 3" of any area terrain, or the battlefield edge; on a 5+, that unit suffers 1 mortal wound.

2CP

FADE AWAY

Forest Worlds Stratagem

The dense undergrowth of many forest worlds makes a perfect place to disappear from sight.

Use this Stratagem in your Movement phase before an **INFANTRY** or **SWARM** unit from your army Falls Back. Remove that unit from the battlefield instead and place one small marker at the location of the last model to be removed. At the end of any of your subsequent Movement phases, you can set that unit up again wholly within 18" of the marker and more than 9" away from any enemy models. Any units that have not returned to the battlefield at the end of the battle are treated as having been destroyed.

CRUSADE RULES

In this section you'll find rules for playing Crusade battles with your army during a Bellehaven System campaign, such as Crusade Relics and the means to forge rivalries between the warzones champions. that are inspired by the conflict in the Bellehaven System, these are all pulled from official Games Workshop publications but fit themeatically here, as an alternate gate to them beyond their original campaign requirements.

Campaign Badge

At the end of every battle that is part of a Bellehaven System campaign, every unit that was part of your Crusade army in that battle, that does not already have it, gains the Bellehaven Campaign badge. Such a unit gains the **BELLEHAVEN LEGIONAIRE** keyword. Note that it keeps this keyword, and therefore any associated Battle Honours, for future battles even if those battles are not part of a Bellehaven system campaign.

Crusade Relics

When a **BELLEHAVEN LEGIONAIRE** unit gains a Crusade Relic you can instead choose one of the Relics from the appropriate list below. All the usual rules for selecting Crusade Relics as described in the *Warhammer 40,000 Core Rulebook*, apply. There might be a slight name change for flavour, this does not allow Crusade Relics of the same effect to stack.

Artificer Relics:

(Xanthon's) HAPTIC SKULL *A servo-skull once belonging to an ancient and venerable tech-priest, its now just a casing for a collection of sights, augurs and sensors, allowing for more precise aim.* **IMPERIUM INFANTRY** model only. Each time an attack is made by the bearer: • You can ignore any and all hit roll and ballistics skill modifiers for that attack • The target does not receive the benefits of cover against that attack.	THE EYE OF MALICE (Octaria) *This jagged talisman absorbed countless souls during the Blood Crusade. Found at the bottom of a gore-filled crater by those dedicated to the Dark Gods, it promises untold power to any who can bind it to their will – as long as they feed its insatiable hunger for souls.* **CHAOS** models only • *Add 1 to the attacks characteristic of the bearer.* • *Each time the bearer makes a melee attack, add 1 to that attack's wound roll.* • *At the end of the battle, in the Update Crusade Cards step, if 7 or less enemy models were destroyed by a melee attack made by the bearer, the bearer must make an Out of Action test (subtract 1 from the roll when doing so).* ***TITANIC*** *models count as 10 models for this ability.*

INSULT TO INJURY

During a Bellehaven System campaign, if a **BELLHAVEN LEGIONAIRE WARLORD** fails an out of action test after a battle that you lost, your opponent may pay 1 Requisition Point in order to add Insult to Injury. If they do, your opponent selects one of the results in the accompanying table, which you must note on your Order of Battle. Your opponent then gains the listed reward, your **WARLORD** gains **A Score to Settle,** and your **WARLORD** gains the associated Battle Scar instead of applying any other Battle Scar or taking a Devastating Blow. Your **WARLORD** gains this Battle Scar even if it already has 6 Battle Scars. Furthermore, you will not be able to remove this Battle Scar via the Repair and Recuperate Requisition, or by any other means, until after the associated Recovery Condition has been satisfied. Once the Recovery Condition has been satisfied, you can use such rules to remove the battle scar as you wish. Note that while an **Insult to Injury** result can only happen in a Bellehaven System campaign, any Crusade battles

count towards the Recovery Condition, and **A Score to Settle** can be used outside of the Campaign as well.

A Crusade force cannot suffer the same I**nsult to Injury** more than once from the same opponent. If you have already suffered all 3 results from that opponent, then you must resolve the **WARLORD's** Out of Action test as normal. A **WARLORD** cannot gain an Insult to Injury that it is already suffering from, even if it's from a new and separate Crusade Force than it gained it from.

Grievous Wound: *The wound simly refuses to heal. Only rest without further injury – or perhaps divine intervention – will allow it to close at last.*	• **Victor's Reward:** The unit that destroyed this **WARLORD** gains a bonus of 5 experience points. • **Loser's Battle Scar:** Subtract 1 from the strength and attacks characteristics of models in this unit, to a minimum of 1. • **Recovery Condition:** Increase this unit's "Battles Survived" tally by 3 or more.
Disgraceful Defeat: *Such was the dire nature of your defeat that news of your opponent's magnificent victory has resounded across the warzone, emboldening the enemy's resolve.*	• **Victor's Reward:** The victor D3 additional Warzone Points for their alliance. • **Loser's Battle Scar:** Roll one D6 each time you gain a Command Point as the result of the Battle-forged CP bonus. On a 1-2 that command point is lost. • **Recovery Condition:** Increase your Crusade forces "Battles Won" tally by 3 or more.
Opportunistic Raid: *While your forces were leaderless and occupied trying to save your life, the enemy took advantage and raided vital supply lines, which must now be rebuilt.*	• **Victor's Reward:** the victor gains D3+1 additional Requisition Points. • **Loser's Battle Scar:** While this model is in your crusade force, roll one D6 each time you gain a Requisition Point. On a 1-2 that Requisition Point is lost. • **Recovery Condition:** Purchase the following Requisition: **REBUILD SUPPLY LINES 2RP** Purchase this Requisition at any time to satisfy the Opportunistic Raid's Recovery Condition

A SCORE TO SETTLE
Each time a unit from your crusade force gains a Battle Scar as the result of an **Insult to Injury**, if it was destroyed by an enemy unit, make a note on your unit's Crusade Card of the enemy unit that destroyed it. Your unit has a **Vendetta** against that enemy unit. Until the **Vendetta** is resolved, each time a melee attack is made by a model in your unit with this **Vendetta** against that enemy unit, add 1 to that attack's wound roll. If your unit with this **Vendetta** ever destroys that enemy unit, then it gains 5 experience points (it gains D6+5 experience points instead if it destroyed that unit with a melee attack) and your unit no longer has a **Vendetta** against that unit. Having a score to settle does not affect a unit's Crusade points.

Boarding Action Faction Rules

When mustering a Boarding Patrol, the following rules apply for your **FACTION** when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

ADEPTA SORORITAS

• All **<Order>** units in your Boarding Patrol must be from the same Order.
• You can include Cult Imperialis units.
• You can include up to 3 Character models, but only one of these can have a Wounds characteristic of 5 or more. Ephrael Stern and Kyganil can still be included, however, despite both models having a Wounds characteristic of 5 or more.
• You can include a Sisters Repentia unit if their unit size is either 4 or 9.
• You can include an Arco-flagellants unit if its unit size is 3, 5 or 10.
• You can include one Fast Attack slot, but only if it is a Dominion Squad unit.
• You cannot include the Triumph of Saint Katherine unit.
• Models in your Boarding Patrol cannot be given the Rapturous Blows Blessing of the Faithful.
• When forming Boarding Squads, if a Sisters Repentia unit has a unit size of 9, split the unit into one containing 4 models and another containing 5 models.

RULES ADAPTATIONS

There are no additional rules adaptations that apply to Adepta Sororitas rules found in Codex: Adepta Sororitas.

ADEPTUS CUSTODES

• All **<Shield Host>** units in your Boarding Patrol must be from the same Shield Host.
• You can include one Fast Attack slot, but only if it is a Witchseekers unit.
• You can include a Custodian Wardens unit if its Starting Strength is 3 or 6 models. When forming Boarding Squads, if a Custodian Wardens unit has a unit size of 6, split it into two units containing 3 models each.
• You can include an Allarus Custodians unit if its Starting Strength is 1, 2 or 3 models. When forming Boarding Squads, you can choose to split an Allarus Custodians unit into multiple units, each containing 1 model.
• You can only add a Knight-Centura model if your Boarding Patrol Detachment includes at least one other Anathema Psykana unit.
• You cannot upgrade a model in your army to have the Unstoppable Destroyer Captain-Commander ability.

RULES ADAPTATIONS

the following rules adaptations apply to Adeptus Custodes rules found in Codex: Adeptus Custodes.
• When a Psyker unit takes a Psychic test, the total is only affected by units with the Daughters of the Abyss rule that are visible to that Psyker unit.

Note that Trajann Valoris' Captain-General rule does not allow him to gain any Enhancements.

GREY KNIGHTS • All **<Brotherhood>** units in your Boarding Patrol must be from the same Brotherhood. • You can include one Fast Attack unit, but only if it is an Interceptor Squad unit. • You can only add one Servitors unit if your Boarding Patrol Detachment includes a Brotherhood Techmarine model. • You cannot upgrade any models in your army to have any Wisdom of the Prognosticars upgrades. **RULES ADAPTATIONS** the following rules adaptations apply to Grey Knights rules found in Codex: Grey Knights. • Models in Interceptor Squad units have a Move characteristic of 6" while they are on the battlefield. • The Personal Teleporters ability of Interceptor Squad units is changed to: 'Once per battle, models in this unit can use their teleporters to make a Normal Move. If they do so, until that move is finished, models in this unit can move horizontally through models and terrain features as if they were not there (they cannot finish this move on top of another model or its base, or within Engagement Range of any enemy models). • When an enemy model makes a ranged attack that targets a Grey Knights unit from your army while the Tide of Shadows is dominant for your army, if the attacking model is more than 6" away from that target unit, that target unit is treated as having the benefits of cover against that attack. • You cannot attempt to manifest Fatal Precognition, Fires of Covenant or any of the Witchfire psychic powers from the Sanctic discipline more than once each per battle round. • The Gate of Infinity psychic power has a warp charge value of 11. • The Vortex of Doom psychic power has a warp charge value of 10.	**ADEPTUS ASTARTES** • All **<Chapter>** units in your Boarding Patrol must be from the same Chapter. • You can include one Lord of War unit, but only if it is a Primarch unit. • You can include one Fast Attack unit, but only if it is an Assault Squad unit that is not equipped with jump packs or a Fenrisian Wolves unit. If you include a Fenrisian Wolves unit, it can only have a Starting Strength of 5 models – additional models cannot be added to it. • You can include one Heavy Support unit, but only if it is a Hellblaster Squad or an Eradicator Squad unit. If you include a Hellblaster Squad unit, it can only have a Starting Strength of 5 models – additional models cannot be added to it. • You can only add one Company Veterans unit if your Boarding Patrol Detachment includes at least one Captain model. This unit must have a Starting Strength of 5 models. • You can only add one Servitors unit if your Boarding Patrol Detachment includes a Techmarine model. **RULES ADAPTATIONS** the following rules adaptations apply to Space Marines rules found in Codex: Space Marines and Codex: Space Wolves. • The Combat Squads rule does not apply. Instead, units split by forming Boarding Squads. • When an enemy model makes a ranged attack that targets a unit with the Shadow Masters or Stealthy Chapter Tactics, if the attacking model is more than 6" away from that target unit, that target unit is treated as having the benefits of cover against that attack. • Fenrisian Wolves units cannot perform actions. • Models with the Outflank ability lose that ability for the battle.

ADEPTUS MECHANICUS

• All **<Forge World>** units in your Boarding Patrol must be from the same forge world.
• You can include one, and no more than one, unit of Kataphron Breachers.
• You can include one, and no more than one, unit of Kataphron Destroyers.
• You can only add one Servitors unit if your Boarding Patrol Detachment includes at least one Tech Priest.
• You cannot include a Cybernetica Datasmith.

RULES ADAPTATIONS

the following rules adaptations apply to Adeptus Mechanicus rules found in Codex: Adeptus Mechanicus.
• The Doctrina Imperatives ability (see Codex: Adeptus Mechanicus) only applies if your Warlord is a Skitarii Marshal model.
• The Canticles of the Omnissiah ability (see Codex: Adeptus Mechanicus) only applies if your Warlord is a Tech Priest model or has the Masters of the Forge dogma.
• When an enemy model makes a ranged attack at a unit with the Shroud Protocols dogma, that unit is treated as having the benefits of cover against that attack if the attacking model is more than 6" away from its target.

ASTRA MILITARUM

• You can include up to three Character models, but only one of these can have a Wounds characteristic of 5 or more.
• Attaché models can be added to Command Squad units to increase their unit size above 5, but no more than one Attaché model can be added to each Command Squad. When forming Boarding Squads, do not split such a unit into separate units.
• You can only add one Munitorum Servitors unit if your Boarding Patrol Detachment includes an Enginseer model.
• When forming Boarding Squads, do not split Infantry Squad units into separate units.

RULES ADAPTATIONS

the following rules adaptations apply to Astra Militarum rules found in Codex: Astra Militarum.
• The Recon Operators Regimental Doctrine is changed to: 'At the start of the first battle round, one unit with this Regimental Doctrine that has every model within one of your Entry Zones can make a Normal Move of up to 6".'
• The Psychic Maelstrom psychic power has a warp charge value of 8.
• Models with the Aerial Drop ability lose that ability for the battle.

AGENTS OF THE IMPERIUM

• All **<Ordo>** units in your Boarding Patrol must be from the same Ordo.
• If you include an Inquisitor model:
○ You can include Inquisition units, even though they do not have the **Agents of the Imperium** keyword.
○ You can include up to 3 Inquisition Character models, but only one of them can be an Inquisitor model.
○ Acolyte units can only be taken at a unit size of 5 models and are considered to have the Troops Battlefield Role.
• You can include an Officio Assassinorum model, regardless of how many other Character models your Boarding Patrol contains, but it cannot be your Warlord.
• When mustering your Boarding Patrol, select one of the following: Acolyte units; Navis Imperialis Troops units; Adeptus Arbites Troops units. The selected units from your army gain the Objective Secured ability (see the Warhammer 40,000 Core Book).
• When forming Boarding Squads, do not split Voidsmen-at-Arms units into separate units.

RULES ADAPTATIONS

the following rules adaptations apply.
• Daemonhost models lose the Daemonic Power ability and instead add 1 to their Strength and Attacks characteristics.
• When you deploy an Inquisition unit (excluding Daemonhost units) in an Entry Zone, you can deploy a friendly Jokaero Weaponsmith unit in that Entry Zone as well.
• If your Boarding Patrol does not include any Character models (other than Officio Assassinorum models) but does include an Exaction Squad unit, you can give an Enhancement to that unit's Proctor-Exactant model as if it was a Character model.
• Officio Assassinorum, Jokaero Weaponsmith and Daemonhost models cannot be given Enhancements.
• Officio Assassinorum models with the Independent Operative and Polymorphine abilities lose those abilities for the battle and gain the following ability instead:
'Infiltrating Assassin: Before the battle, in the Deploy Armies step, when setting up this model in an Entry Zone, you can set it up anywhere on the battlefield wholly within 6" of that Entry Zone.'

ASURYANI AND YNNARI

• All **<Craftworld>** units in your Boarding Patrol must be from the same craftworld.
• You can include one Heavy Support slot, but only if it is a Dark Reapers unit.
• Storm Guardian and Guardian Defender units can include Serpent's Scale Platform or Heavy Weapons Platform models as normal, even though this would mean the unit has a Starting Strength of 11. When forming Boarding Squads for such a unit, split it into one unit containing 6 models and another containing 5.
• A Warlocks unit can have a Starting Size of between 1 and 5 models, and the rule requiring such a unit to be taken at its minimum size does not apply.
• You can only upgrade one Aspect Warriors unit in your army to have an Exarch Power.
• Models with the Favoured of Khaine ability cannot be given Enhancements.
• Units cannot have the Hunters of Ancient Relics Craftworld Attribute.
• You cannot include any Harlequins units.

RULES ADAPTATIONS

the following rules adaptations apply to Aeldari rules found in Codex: Aeldari.
• Models cannot make Battle Focus moves.
• Phoenix Lord models cannot perform the Secure Site action (see Arks of Omen: Abaddon).
• When an enemy model makes a ranged attack at a unit with a gloom field or the Fieldcraft or Masters of Concealment Craftworld Attributes, that unit is treated as having the benefits of cover against that attack if the attacking model is more than 6" away from its target.
• When determining the number of dice to retain for the Strands of Fate ability, a Boarding Action game is treated as the same battle size as a Combat Patrol game.
• When an enemy unit is selected as the target of a charge by a unit containing models equipped with a Howling Banshee mask or Terror's Lament, if that enemy unit is Set to Defend, then it is no longer in that state.
• The Executioner psychic power has a warp charge value of 9.

DRUKHARI

• All **<Kabal>** units in your Boarding Patrol must be from the same Kabal.
• All **<Wych Cult>** units in your Boarding Patrol must be from the same Wych Cult.
• All **<Haemonculus Coven>** units in your Boarding Patrol must be from the same Haemonculus Coven.
• You can include one Fast Attack slot, but only if it is a Clawed Fiends or Khymerae unit. You can include this unit in a Drukhari Boarding Patrol Detachment even though it cannot include a Beastmaster.
• You can only include a Court of the Archon unit if it contains exactly 1 Lhamaean model, 1 Medusae model, 1 Sslyth model and 1 Ur-Ghul model.
• You cannot upgrade any models in your army to have a Lords of Commorragh upgrade.
• Units cannot have the Agile Hunters Cult Obsession.

RULES ADAPTATIONS

the following rules adaptations apply to Drukhari rules found in Codex: Drukhari.
• If a Drukhari Boarding Patrol Detachment contains one Kabalite Warriors unit, one Wyches unit and one Wracks unit, then all units (excluding Blades for Hire units, unless otherwise specified) in that Detachment gain a relevant Drukhari Obsession and, if your Warlord is an Archon model, its Overlord ability is replaced with the Raid Mastermind ability.
• While on the battlefield, Mandrake models lose the Fade Away ability.
• Drukhari Beast units cannot perform the Operate Hatchway action and their Beasts of the Arena ability does not apply.
• The Speed of the Kill Obsession cannot allow an Advance roll to go above 6.
• Models with the Acrobatic Display Obsession cannot use that Obsession to move through Walls or closed Hatchways.

HARLEQUINS

• All **<Saedath>** units in your Boarding Patrol must be from the same Saedath.
• If you choose not to include a Solitaire model, then you can include up to 2 HQ slots, and you can include up to 2 Harlequins Character models.
• You can only upgrade one Harlequins Character model to have a Pivotal Role.
• Solitaire models cannot be given an Enhancement or upgraded to have a Pivotal Role.

RULES ADAPTATIONS

the following rules adaptations apply to Aeldari rules found in Codex: Aeldari.
• Models with the Harlequin's Panoply ability cannot use that ability to move through Walls or closed Hatchways.
• While on the battlefield, the Solitaire model loses the Blitz ability.
• When a unit is hit by an attack made by a Death Jester model with the Lord of Crystal Bones Pivotal Role, if that unit is Set to Defend or has Set Overwatch, then it is no longer in either of those states.
• When determining the number of Luck re-rolls a player gains from the Luck of the Laughing God ability, a player can only gain them from a Luck of the Laughing God roll, they do not gain any based on the battle size.
• The Twilight Pathways psychic power has a warp charge value of 8.
• The Mirror of Minds psychic power has a warp charge value of 9.
• The Webway Dance psychic power has a warp charge value of 6.

LEAGUES OF VOTANN

• All **<League>** units in your Boarding Patrol must be from the same League.
• You can include one Heavy Support slot, but only if it is a Thunderkyn unit.
• You cannot upgrade a Brôkhyr Iron-master unit to be a Brôkhyr Forge-master unit.

RULES ADAPTATIONS

the following rules adaptations apply to Leagues of Votann rules found in Codex: Leagues of Votann.
• Enemy units do not gain Judgement tokens from completing the Set Overwatch, Set to Defend or Operate Hatchway actions.
• The Multiwave Comms Array wargear changes its rules to: 'The bearer's unit gains the Comms keyword. While a friendly Kâhl model is on the battlefield, the bearer's unit is considered to be within range of that model's Kindred Hero aura ability.'
• When resolving the Crushing Contempt psychic power, if the result of the roll is greater than or equal to the Leadership characteristic of the enemy unit, if that unit has Set Overwatch or is Set to Defend, then it is no longer in either of those states.

TAU EMPIRE

• All **<Sept>** units in your Boarding Patrol must be from the same Sept.
• You can upgrade an Ethereal to have a hover drone, even though it has the **Fly** keyword.
• You can include one Stealth Battlesuit, Farsight or Crisis unit, even though they have the **Fly** and **Jet Pack** keywords.
• You can include one Fast Attack slot, but only if it is a Pathfinder Team or Tactical Drones unit (even though it has the **Fly** keyword).
• You cannot include Support Turret or Drone models (unless they are in a Tactical Drones unit).
• You can only add Kroot units if your Boarding Patrol Detachment includes at least one Kroot Carnivores unit. If you do so, you can include one unit of Krootox Riders, even though it has the **Cavalry** keyword, and it can contain up to 3 models.
• You cannot upgrade any models in your army to have any Prototype System upgrades.
• When forming Boarding Squads, do not split Kroot units into separate units. Note that you can still include Kroot Hounds units using the Kroot Carnivore unit's Kroot Pack ability, as they do not take up a Battlefield Role slot.

RULES ADAPTATIONS

the following rules adaptations apply to T'au Empire rules found in Codex: T'au Empire.
• Kroot Hound units cannot perform actions (including the Operate Hatchway action).
• Models with the **Fly** keyword lose it while they are on the battlefield and have a Move characteristic of 6".
• Models with the Manta Strike ability lose that ability for the battle.
• When an enemy model makes a ranged attack at a unit with the Masters of Urban Warfare or Camouflage Experts Sept Tenets, that unit is treated as having the benefits of cover against that attack if the attacking model is more than 6" away from its target.
• For the purpose of the Strike Fast tenet, your Entry Zones are considered your deployment zone.
• Commander Farsight has an Attacks characteristic of 3.

NECRON

• All **<Dynasty>** units in your Boarding Patrol must be from the same dynasty.
• You can include up to 2 HQ slots, and you can include up to 2 Character models, but only if one of them is a Cryptek model (excluding named characters).
• You can add Cryptek units even if they have the **Fly** keyword.
• You can include one Fast Attack slot, but only if it is a Canoptek Scarab Swarms unit (even though it has the **Fly** keyword) or an Ophydian Destroyers unit.
• You can only add one Cryptothralls unit if your Boarding Patrol Detachment includes at least one Cryptek unit.
• You can only add one Canoptek Plasmacyte unit, and only if your Boarding Patrol Detachment includes at least one Destroyer Cult unit.
• Models in your Boarding Patrol cannot be given the Atavindicator, Metalodermal Tesla Weave or Quantum Orb Cryptek Arkana.

RULES ADAPTATIONS

the following rules adaptations apply to Necrons rules found in Codex: Necrons.
• All models lose the Fly keyword (if they have it) while they are on the battlefield.
• When a model translocates using the Translocation Beams dynastic code, it can move across models as if they were not there but it cannot move across terrain, such as Walls and closed Hatchways.
• If any units from your army have the Aggressively Territorial dynastic code or the Eternal Conquerers dynastic tradition, instead of all of those units gaining the Objective Secured ability, each Infantry model in such a unit counts as one additional model when determining control of an objective marker.
• If any units from your army have the Relentlessly Expansionist circumstance of awakening, rather than all units with it making a Normal Move at the start of the battle, you select one of those units that is within one of your Entry Zones at the start of the battle to make a Normal Move of up to 6" instead.
• When you deploy a Destroyer Cult unit (excluding Skorpekh Lord units) in an Entry Zone, you can deploy a friendly Canoptek Plasmacyte unit in that Entry Zone as well.
• If a Skorpekh Lord model is your Warlord, each time you set up another unit from your army on the battlefield, you cannot set your Warlord up sharing its Entry Zone alongside that unit.
• Flayed Ones gain the following ability:
Lurking Horrors: Each time an attack is made against this unit, subtract 1 from that attack's hit roll.

ORKS

• All **<Clan>** units in your Boarding Patrol must be from the same Clan.
• You can include up to two Character models, but only if one of them is a Runtherd model. You cannot include more than one Runtherd Character model.
• You can only include one Gretchin unit. When forming Boarding Squads, do not split a Gretchin unit into separate units.
• You can include one Heavy Support unit, but only if it is a Flash Gitz unit.
• You can include up to two units of Meganobz in your army.
• You can only upgrade one model in your army to have a Kustom Job.

RULES ADAPTATIONS

the following rules adaptations apply to Orks rules found in Codex: Orks.
• The Throat Slittas ability that Kommandos units have only applies while the attacking unit is within 1" of an open Hatchway or if it has used a distraction grot.
• Each time an enemy model makes a ranged attack that targets a unit with the Taktiks kultur, if the attacking model is more than 6" away from that target unit, that target unit is treated as having the benefits of cover against that attack.
• If any units from your army have the Lucky Blue Gitz kultur, instead of all Infantry units with that kultur gaining the Objective Secured ability, each Infantry model in such a unit counts as one additional model when determining control of an objective marker.
• Each time an attack made with a tankhammer misses the target, the bearer is destroyed and its unit suffers D3 mortal wounds.
• When you deploy a Gretchin unit in an Entry Zone, you can deploy a friendly Runtherd unit in that Entry Zone as well.
• The Da Jump psychic power has a warp charge value of 11.

GENESTEALER CULTS

• All **<Cult>** units in your Boarding Patrol must be from the same Cult.
• You can include up to 3 Character models, but only one of these can have a Wounds characteristic of 5 or more.
• Units in your Boarding Patrol cannot be given Proficient Planning upgrades.
• You cannot include Brood Brothers units in your Boarding Patrol.
• When forming Boarding Squads, do not split Neophyte Hybrids units into separate units.

RULES ADAPTATIONS

the following rules adaptations apply to Genestealer Cults rules found in Codex: Genestealer Cults.
• Each time a unit from your army summons the cult, halve the number of models added back to that unit, rounding up. In addition, each unit from your army cannot summon the cult more than once.
• Units lose the Conceal rule and your Boarding Patrol gains the following rule:
Concealed Ambush: Before the battle, in the Deploy Armies step, your opponent must set up their entire Boarding Patrol before you set up yours. If both players Boarding Patrols have this rule, each player sets up their units as normal.
• Walls are considered to have the Obscuring terrain trait for the purpose of determining if a target is Exposed.
• When an enemy model makes a ranged attack against a unit with the Subterranean Ambushers Cult Creed or Naturalised Camouflage biomorphology, that unit is treated as having the benefits of cover against that attack if the attacking model is more than 6" away from its target.
• The Mental Onslaught psychic power has a warp charge value of 7.

TYRANIDS

• All **<Hive Fleet>** units in your Boarding Patrol must be from the same hive fleet.
• Neurothrope, Zoanthropes and Venomthropes units can be included in a Boarding Patrol Detachment even though they have the **Fly** keyword.
• You cannot include both a Zoanthropes and a Venomthropes unit.
• You can only include one Lictor unit.
• You can include one Fast Attack slot, but only if it is a Ripper Swarms unit.
• When forming Boarding Squads, do not split Termagants or Hormagaunts units into separate units.

RULES ADAPTATIONS

the following rules adaptations apply to Tyranids rules found in Codex: Tyranids.
• All models lose the Fly keyword (if they have it) while they are on the battlefield.
• You can measure through Walls and closed Hatchways when determining if:
○ A unit is within 6" of another friendly model for the purposes of the Synapse rule or any Synaptic Imperative abilities.
○ A unit is within Synaptic Link range of another friendly model (excluding when manifesting psychic powers).
• If any units from your army have the Synaptic Goading biomorphology, rather than all Endless Multitude units with that biomorphology making a Normal Move at the start of the battle, you select one of them that is within one of your Entry Zones at the start of the battle to make a Normal Move of up to 6" instead.
• When manifesting the Paroxysm psychic power, in addition to the selected unit not being able to perform the Set Overwatch or Set to Defend actions until the start of your next Psychic phase, if that unit has already performed those actions, it is no longer considered to have Set Overwatch or Set to Defend.
• When an enemy model makes a ranged attack at a unit with the Tunnel Networks adaptation or Naturalised Camouflage biomorphology, that unit is treated as having the benefits of cover against that attack if the attacking model is more than 6" away from its target.

CHAOS DAEMONS • You can include one Fast Attack slot, but only if it is a Flesh Hounds unit. • Flamer units can be included in a Boarding Patrol Detachment even though they have the **Fly** keyword, but an Exalted Flamer model cannot have an Enhancement. • When forming Boarding Squads, do not split Blue Horrors units into separate units. **RULES ADAPTATIONS** the following rules adaptations apply to Legiones Daemonica rules found in Codex: Chaos Daemons. • All models lose the Fly keyword (if they have it) while they are on the battlefield. • A Horror model splitting can increase the size of that model's Boarding Squad above its starting size. • Each time you use the Descending Shadow Warp Storm effect, subtract 1 from an attack's hit roll if the attacking model is more than 6" away, instead of 12". • You cannot use the Malicious Misdirection Warp Storm effect. • The Burning Terror Warp Storm effect costs 5 Warp Storm points. • The Wave of Sickness Warp Storm effect costs 4 Warp Storm points. • The Bolt of Change psychic power has a warp charge value of 9. • The Infernal Gateway psychic power has a warp charge value of 10.	**CHAOS ASTARTES** • All **<Legion>** units in your Boarding Patrol must be from the same Legion. • You can include one Fast Attack unit, but only if it is a Chaos Spawn unit. • You can include up to two HQ units and up to two Character models, but only if one of them is a Dark Commune unit. • You can include more Cultists units than Traitoris Astartes Core Infantry units, but no more than twice as many Cultists units as you have Traitoris Astartes Core Infantry units. • You cannot include more than one model equipped with a balefire tome (see the Legionaries datasheet in Codex: Chaos Space Marines). • If you include a Traitoris Astartes Possessed unit, it can only have a Starting Strength of 5 models – additional models cannot be added to it. • When forming Boarding Squads, do not split Cultist Mob units into separate units. • Accursed Cultists units must form Boarding Squads. When they do so, split the unit so all the Mutants are in one unit, and all the Torments are in the other unit. **RULES ADAPTATIONS** the following rules adaptations apply to Chaos Space Marines rules found in Codex: Chaos Space Marines. • When an enemy model makes a ranged attack that targets a unit with the Masters of Duplicity Legion Trait, if the attacking model is more than 6" away from that target unit, that target unit is treated as having the benefits of cover against that attack. • The Warptime psychic power has a warp charge value of 9. • The Possession psychic power has a warp charge value of 8.

DEATH GUARD • All **<Plague Company>** units in your Boarding Patrol must be from the same Plague Company. • You can include up to 2 Character models, but only if at least one of them is a Foetid Virion unit. • You can include one Fast Attack slot, but only if it is a Chaos Spawn unit. • You cannot include more than one unit of Cultists and the combined total number of Cultists and Poxwalkers units cannot exceed the number of Plague Marines units. • Models in your Boarding Patrol cannot be given the Unstable Sickness or Viscous Death Deadly Pathogens. • When forming Boarding Squads, do not split Cultists or Poxwalkers units into separate units. **RULES ADAPTATIONS** If your Faction is Death Guard, then the following rules adaptations apply to Death Guard rules found in Codex: Death Guard. • A Death Guard Chaos Spawn model has a Toughness characteristic of 6 and the Disgustingly Resilient ability.	**THOUSAND SONS** • All **<Great Cult>** units in your Boarding Patrol must be from the same Great Cult. • You can include one Fast Attack slot, but only if it is a Chaos Spawn unit. • You cannot include more than one unit of Cultists and the combined total number of Cultists and Bray units cannot exceed the number of Rubric Marines units. • You cannot upgrade any models in your army to have any Legion Command upgrades. **RULES ADAPTATIONS** the following rules adaptations apply to Thousand Sons rules found in Codex: Thousand Sons. • Rubric Marines and Scarab Occult Terminators units that do not contain an Aspiring Sorcerer or Scarab Occult Sorcerer model after you have formed Boarding Squads lose the **Psyker** keyword and lose the Sorcerous Master ability. • A Thousand Sons Chaos Spawn unit has the following ability: 'Fated Mutation: Each time this unit is selected to fight, you do not need to roll to determine which Mutated Beyond Reason ability applies. Simply pick the result you wish to apply for the duration of that fight.' • The Malevolent Charge Cabbalistic Ritual costs 5 Cabal points. • For the purposes of the Warp Reality psychic power, only open Hatchways are considered to be terrain features. • The Sorcerous Facade psychic power has a warp charge value of 11. • The Baleful Devolution psychic power has a warp charge value of 9. • The Dark Blessing psychic power has a warp charge value of 9. • The Temporal Surge psychic power has a warp charge value of 9.

LEGENDARY MISSION

Pivotal skirmishes can lead to rich rewards for the bold... Or the lucky...

A Legendary mission is intended to be key narrative point in the campaign. Each player may play each Legendary mission they have access to once per campaign phase. Players are considered to have access to a Legendary mission if that mission is in the current, or a previous campaign phase from the same campaign. Legendary missions confer extra rewards to the victor.

Mission Briefing

Two champions clash on the plains of destiny. A mortal duel of titans while the universe burns to ashes around them.

Mission Rules

The players have access to the legendary mission stratagems in the following section. Each player can use each of their respective stratagems once.

The Duel…: After the battlefield has been set up, before deployment, each player places their **WARLORD** in the center of the battlefield, entirely within the area marked **DUEL ZONE,** within engagement range of the opponents **WARLORD.**
Units within the **DUEL ZONE** cannot leave the duel zone, or target units outside of the **DUEL ZONE.** Units outside of the **DUEL ZONE** cannot move even partially into, or through, or target models within, the **DUEL ZONE.**
WARLORDS in the **DUEL ZONE** have a wounds characteristic of 25.

…As the Galaxy Burns: Units with **OBJECTIVE SECURED** are considered to control objectives, even after they have moved off of the objective marker, until an enemy unit captures the objective.

Mission Objectives

Victory points are awarded as follows:

CAPTURE AND CONTROL
Progressive Objective

Strategic hardpoints have been located, its up to your forces to operate independently while their commanders are preoccupied.

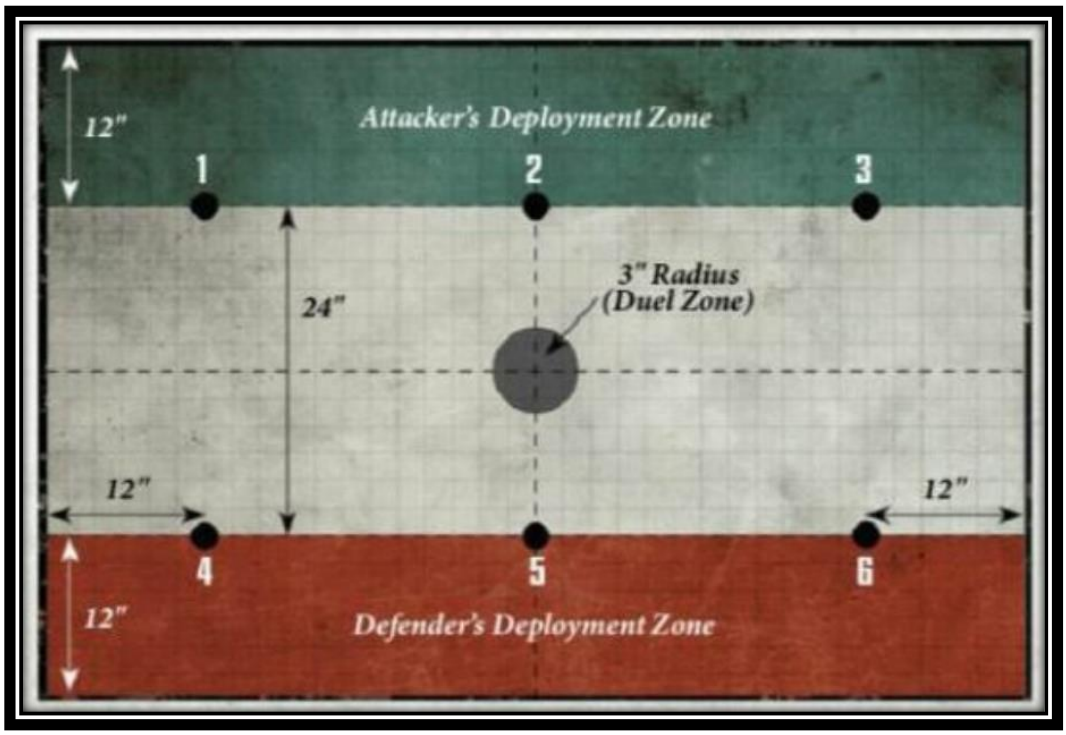
At the end of the battle round each player gains 5 victory points for each of the following conditions they satisfy (to a maximum of 10 victory points).

- They control 2 or more objective markers.
- They control an objective marker in their opponents deployment zone.

CLASH OF CHAMPIONS
End Game Objective

The champions duel with such fervor they are lost to the events around them. Trusting to their underlings the greater mission objective, the Warlord makes this fight personal.

At the end of the battle the player whose **WARLORD** has the most remaining wounds scores 30 victory points. If the opposing **WARLORD** was destroyed, that player gains an additional 10 victory points (to a maximum of 40 victory points).



STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

POINT-BLANK BURST

Attacker Stratagem

Calgar unleashes a burst of bolt shells at point-blank range in an attempt to break through Abaddon's defences.

Use this Stratagem at the start of your Shooting phase. Until the end of the phase, your Warlord's ranged weapons have the Pistol type, instead of their normal type (e.g. Rapid Fire 2 would become Pistol 2). In addition, until the end of the phase your Warlord can only target the enemy Warlord with their attacks.

3CP

RIGHTEOUS FURY

Attacker Stratagem

Face-to-face with one of the original traitors of the Imperium, Calgar finds reserves of righteous fury of which even he was unaware.

Use this Stratagem when you pick your Warlord to fight with in the Fight phase. Until the end of the phase, you can re-roll wound rolls for attacks made by your Warlord that target the enemy Warlord.

2CP

POWERED GUARD

Attacker Stratagem

Wary of his enemy's warp-infused weaponry, Calgar keeps his guard up, batting his enemy's swings away with his invincible gauntlets.

Use this Stratagem at the start of the Fight phase. The players roll off. If you win the roll-off, your opponent must re-roll successful hit rolls for attacks made by their Warlord that target your Warlord.

3CP

TEN THOUSAND YEARS OF HATRED

Defender Stratagem

Abaddon faces the Emperor's loyal hound with a snarl on his face. This has been his war for millennia, and this cur will not match him.

Use this Stratagem when you pick your Warlord to fight with in the Fight phase. Until the end of the phase, you can re-roll wound rolls for attacks made by your Warlord that target the enemy Warlord.

2CP

TAMING DRACH'NYEN

Defender Stratagem

The Daemon bound in his blade writhes and struggles, but in this conflict Abaddon brooks no disobedience, lashing the entity to his will.

Use this Stratagem when you pick your Warlord to fight with in the Fight phase. Roll a D3 and add the result to your Warlord's Attacks characteristic until the end of the phase. In addition, if the result is a 1, your Warlord suffers 1 mortal wound.

3CP

DARK RESURRECTION

Defender Stratagem

Calgar's triumphant cry dies in his throat as Abaddon surges back to his feet, dark energy crackling around his impossibly unbroken form.

Use this Stratagem when your Warlord is slain. Do not remove your Warlord from play. Instead, the players roll off. If you win the roll-off, your Warlord regains wounds until their remaining wounds are equal to the number you rolled in the roll-off. The enemy Warlord cannot make any further attacks in this phase. If you lose the roll-off, your Warlord is removed from play as normal.

MISSION VETERANS

In this mission, each player can upgrade one of the units in their army to be a mission veteran. If one player takes a mission veteran but the other does not have a suitable model, the player without the mission veteran gains 1 additional Command Point at the start of the battle.

LIEUTENANT EOTHRUS

Attacker Mission Veteran Stratagem

As his commander surged ahead to confront the hated Despoiler, Lieutenant Eothrus smoothly took command of the strike force, directing them in the elimination of the traitors.

Pick a **PRIMARIS LIEUTENANT** from your army to be Lieutenant Eothrus. The range of this model's Tactical Precision ability is 12" rather than 6".

VANDRETH, THE BLACK SEER

Defender Mission Veteran Stratagem

Vandreth smiled with satisfaction as Abaddon duelled the leader of the Ultramarines. Surely the gods would be watching and bestow their favour.

Pick a **TERMINATOR SORCERER** from your army to be Vandreth, the Black Seer. You can re-roll one or both dice each time you take a Psychic test for that model.

The evening sun paints a toxic yellow hue across the polluted sky above The Citadel of Cycclaron. The reverberating percussion of autogun fire sings angrily across the cityscape. Imperial forces engage black and white clad heretics across The Citadels conurbations. Gerhardt Sternfax excitedly shouts orders to his troops, the only way to be heard in the cacophony.

"-The line! We need a harder position! Fighting retreat! Into the sanctuary! NOW!" The guns on the tanks fall silent in rapid succession, as one by one they are destroyed, or overrun. The militarum forces keep a steady barrage of lasfire as they slowly make their way towards the basilicum, the riddled corpses of many former comrades paving the streets behind them. Night begins to set in as the last of the inquisitorial retinue slams the hallowed doors behind them.

Sternfax digs out his pipe and begins to light and puff the tobacc inside, a look of intensely grim determination across his face. Inquisitor Vradenheim approaches as Sternfax smokes, a tight set to his jaw.

"It appears we have been caught like rats in a catachan tree-stalkers web..." Says Vradenheim as he comes to a halt before Sternfax.

"You noticed it too, then." Inquisitor Sternfax replies bluntly.

The two share a moment of quiet as the realization sets in.

"S-sirs we are c-completely surrounded..." Comes the shaky voice of a lone guardsman, one of the sentries posted as the retinue entered the structure. The guardsman salutes and collects himself, "Heretic forces began p-pouring out of the surrounding rubble moments ago sir, we are completely surrounded, its as if the appeared out of thin air, Sir."

"Mmm.. Only one way out..." Mutters Sternfax

"Indeed..." Agrees Vradenheim

Rising slowly, Sternfax ashes the dottle from his pipe, and takes a few, confident measured steps to the dais. When he reaches the platform, he turns with a sharp click of his boots.

Listen here guardsmen!" Sternfax begins with a raise of his voice, but not quite a bellow, "The Emperor calls you to your duty! That duty is to the citizens of his holy Imperium. His grace, his favor, our valor, our will are all to protect the families and the helpless of the Imperium!"

With even more bravado, Vradenheim picks up the speech, "His holy light shall be a beacon for honor and faith! It is for these things we fight." Vradenheim, having also climbed the dais, kneels at the feet of the statue of Saint Cycclaron, he continues, "We who are his most humble and pious followers, we do this for the innocent and the impoverished, the devout and the unwashed. We are his holy defenders..."

As the inquisitor's monologue, their voices a chorus of prayer and inspiration, echoing throughout the supremely acoustic chamber, a creeping sensation begins to settle over the troops, as if they hear something that may or may not be there, unsure if its real, or just a product of their own exhausted imaginations.

"-We are humanities first, and last line of defense against all those who would seek to wipe us from the universe, and believe you, me they are many. We must band together to defeat our enemies!" finishes Inquisitor Sternfax. In the quiet following the speech, a rhythmic 'drip drip' can be heard in the gloom of one corner of the chamber, and then another, and another, the suddenly the headless body of a decapitated soldier shambles a few steps into the failing light of the remaining lumens, and falls in a bloody mess at the troop's feet.

It all happened in an instant, suddenly there were horrific beasts as could only be described by the ancient scriptures of the old terran story tellers, descending the pillars and walls all around. Guardsmen fall in droves, in a flurry of blood, limbs and viscous entrails, as the lumens finally die. Lasfire erupts all around the chamber, a haunting strobing effect adding to the terror of the grisly massacre. Sternfax draws his power saber, cleaving one of the creatures in the same motion, only to be impaled an instant later by the talon of an unseen assailant. Then there was a pressure on his skullcap, an agonizing wrenching at his neck. Just before Gerhardts head was torn from his neck, the last thing his dying eyes saw was Vradenheim and two guardsmen slither away down a side passage, and disappear into the gloom...

Moments later, Vradenheim and his escort come to the antechamber to the stairwell, leading to the spires where a gunship awaits them. Time being a rare commodity Vradenheim realizes there is little to not enough time to scale the interior of the spire before the tyranids are at his heals.

Thinking quickly Vradenheim orders, "Shut those doors behind us."

The guardsmen do as ordered, shutting the doors, but there was no bar to reinforce the portal. "Sir we have no way to-" two bolt shots echo through the chamber, and the guardsmen fall lifelessly to the cold stone floor. Arcan sets the bodies in a seated position against the doors. Hoping against hope it will buy him at least a few minutes, as he begins to climb the stairs with all haste...