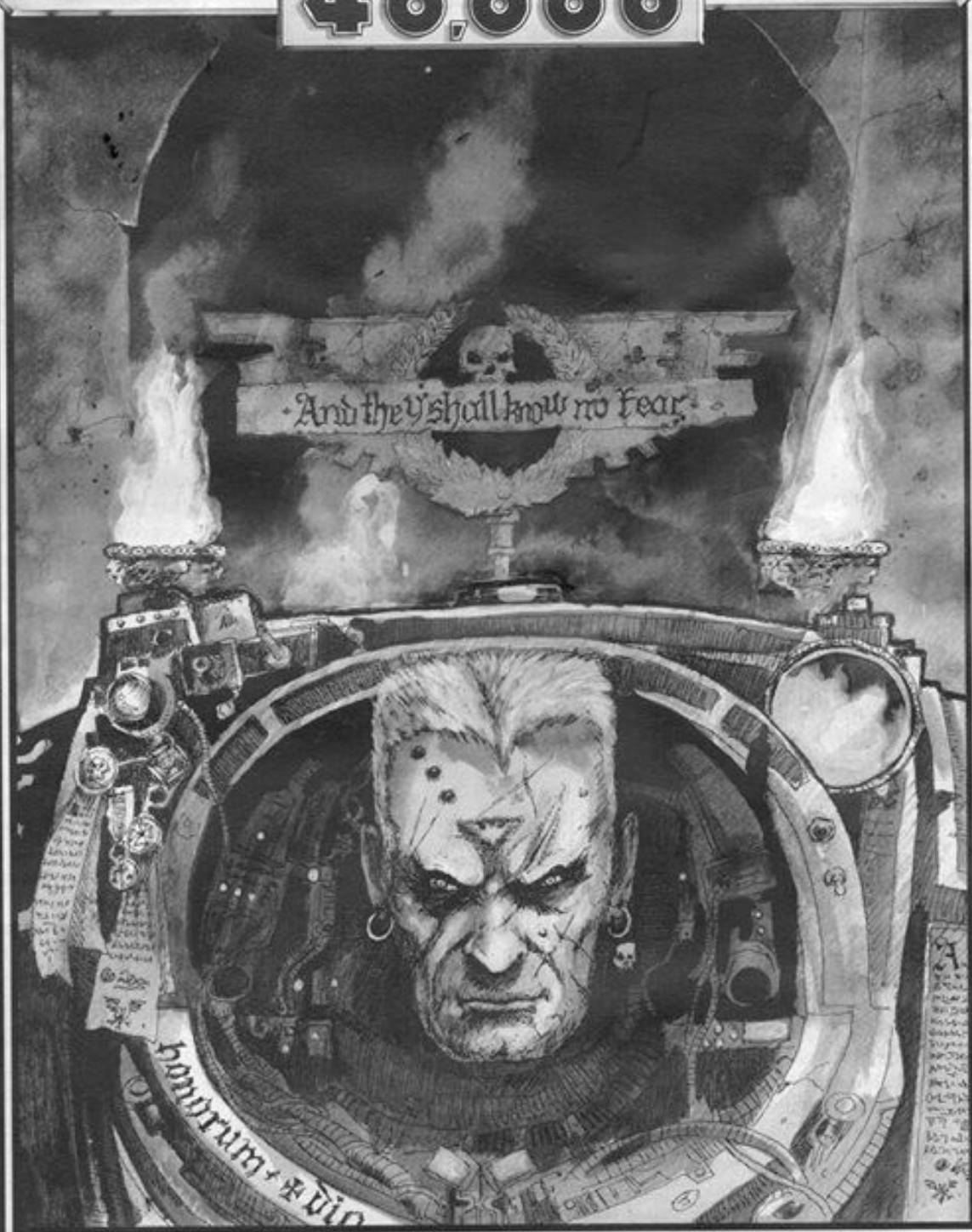


WARHAMMER

40,000



BATTLE FOR ARMAGEDDON SCENARIOS

BY ANDY CHAMBERS & BILL KING

CAMPAIGN HISTORY

On the day of the Feast of the Emperor's Ascension, 40,941, a massive Ork assault on the hive world of Armageddon began. System ships from space hulk Alveus Alpha Alpha Sextus smashed through the orbital cordon of the planet, annihilating the obsolete orbital monitors. A massive space drop swiftly overwhelmed most of the western continent of Armageddon Prime. Lightning assaults by the highly mobile Ork forces encircled hive after hive. Tens of thousands of Ork Boyz blasted through the hives' outer defences and massacred or enslaved the populations within.

Across the continent the forces of humanity were driven into retreat. Due to criminal negligence on the part of Overlord von Strab (cross-reference to Administratum file: *Armageddon 40004, Prosecutions for war-crimes*), the ill-prepared human forces were nearly swept away under the green tide. Divisions of the Planetary Defence Force were sent out piecemeal by von Strab only to be outflanked and destroyed by the enemy.



Endless columns of Ork war machines raised plumes of dust hundreds of metres high as they raced across the ash-wastes of Armageddon Prime. The voices of a hundred thousand Orks roared their brutal cries of victory. Reports came in from battlefield after battlefield where the blood of brave human warriors stained the multi-coloured sands. It became obvious that von Strab had seriously underestimated the cunning and strategic ability of his foe Warlord Ghazghkull Thraka, Overboss of all the Goffs, Prophet of the Waaagh!

Von Strab fled to the relative safety of the south, to Armageddon Secundus, the industrial heartland of the hive world. Two days later the Orks invaded Armageddon Secundus and the true battle for Armageddon began. Armageddon Secundus contained 80% of the world's industrial capacity, vital not only for fighting the campaign in hand but also for securing surrounding star systems against alien threats. Ghazghkull wished to rip the industrial heart out of his foe. The only hope of relief was from the Space Marine Chapters but von Strab refused to call for help, still believing he could defeat the Orks and claim victory for himself.

The Orks' assault started in the Season of Shadows when the volcanic mountains of Armageddon erupt, sending great clouds of smoke and dust swirling across the turbulent blood-coloured skies. Massive armoured columns smashed into the thinly-held Imperial border positions. War buggies raced across the blazing sands towards the human lines. A howling mass of green-faced devils overran the hard-pressed human defenders. By the flickering light of the Palidus Mountains, as Mount Eschatus itself erupted and lava bubbled and hissed down its slopes, man and Ork fought and died. Bolters thundered relentlessly. Gargants lumbered forward, dwarfing fleeing human warriors, myriad turrets spitting death. The

Orks punched holes through the human lines and drove south. Two tribes swept east of the Palidian range heading south towards Hades hive. The remaining Ork tribe struck out west towards the port of Helsreach.

As the Season of Storms broke, blowing the clouds from the sky, the Orks' drive south continued. They punched through the pitiful improvised defences the human survivors had built along the riverbanks and swept round the Palidus Mountains to Infernus hive. Demoralised by continuous news of defeat, with no faith in the promises of the planetary overlord and dismayed by the sheer size of the mechanised Ork hordes, the Governor of Infernus surrendered without a fight. Bike-mounted Ork outriders harried the hundred kilometre-long refugee columns that fled the city, herding them back to Infernus and slave labour in the factories.

Given the fact that the Orks measured senior citizens, women and children against their own inhuman standards of toughness, hundreds of thousands were to die in captivity.

Soon Hades hive cluster was besieged and the site of the heaviest fighting yet seen during the campaign. The legendary Commissar Yarrick supervised the defences. In those dark days he seemed to be everywhere, supervising the welding shut of the great blast portals, personally negotiating treaties of allegiance with the hive gangs and inducting them into the army, raising the spirits of a people demoralised by starvation and defeat with his own unquenchable belief in ultimate victory. Amazingly he welded together a ragtag army capable of standing off the Orks. At Hades they halted.

One can only imagine what it must have been like. The hundreds of kilometres of earthworks hastily thrown up by the slave gangs overseen by whip-cracking Ork Runtherdz, the giant Gargants blasting away at the distant hive spires, guns thundering like the laughter of mad gods. Hundreds of thousands of red hate-filled eyes glaring at the prize, so near and yet so unreachable. The human population scuttling through the shadows of the hive, endless kilometres of corridor darkened from the need to save power. Thousands starving or eating rats and roaches. Who knows what feats of heroism and horror took place in that place, at that time? Those who survived do not talk much about it, save to praise the bravery of Yarrick.

In the west the defenders of the port of Helsreach, heartened by the resistance in Hades, put up a brave fight. They defended the dock yards and refineries bravely. Street gangs using improvised weapons ambushed the Orks at every turn. Hastily converted armoured supertankers were pressed into service to evacuate non-combatants. There was not enough room to take everyone so lots were drawn for berths on the ships. Weeping families parted knowing that they probably would never see each other again.

Once the last ship had sailed the defenders knew there was no refuge for them; each member of the assembled Hive Defence Units swore a mighty oath to sell his life as dearly as possible. Driven by hate and rage they fought the Orks with the fury of a berserk rhinodon. Suicide bombers leapt amid Ork patrols and detonated their chest bombs. The corridors of Helsreach ran with blood. The drivers of the great loading cranes in the harbour welded themselves into their vehicles and attacked



the Gargants. Wave after wave of Ork attacks were repulsed until even the Ork generals began to doubt the wisdom of their attack. Messages of hope from Hades hive were broadcast over the comm-net in Helsreach.

It was the people of Helsreach's darkest hour when the port finally fell. Defeat, when it came, arrived from a most unexpected quarter. Ork Weirdboyz summoned a monstrous psychic storm. Waves of pain burst into the minds of the hive's defenders. Some went mad, some died of shock, the heads of some exploded. Under cover of this storm the Orks entered Helsreach and wiped out the defenders to the last man. When word of the fall of Helsreach reached Hades Commissar Yarrick ordered an hour of silence and then locked himself in the Emperor's Chapel to pray. Some say that the old man communed with the deity and found fresh inspiration. Those who knew him well say he wept.

Ghazghkull himself arrived to supervise the siege of Hades. He had heard tales of bitter human resistance and thought he'd better oversee the defeat of Yarrick personally. For weeks a long duel was fought out under the dreadful yellow sky. Ghazghkull tried every stratagem. He feinted assaults on one part of the hive while the main strength of his troops attacked elsewhere. He airdropped Stormboy kommando units onto the peaks of the hive spires and ordered them to seek entrance through the ventilation system. He ordered his Mekboyz to build him mighty siege engines, enormous towers with huge jackhammers, modified Gargants with earthmoving blades and great scoops, giant earthboring drills which sought to eat through the surface of the hive.

For every strategy implemented by the Orks Commissar Yarrick found an answer. Mobile reserves used the hive's transport infra-structure to respond to the feints. The kommandos were met by volunteer cadres of tunnel fighters, drug-crazed madmen chosen from the depleted ranks of the city's maintenance engineers, many of whom had lost all their loved ones during the siege. These men slipped into the maintenance shafts stripped naked, armed only with bolt pistol and knife and an extensive knowledge of the system that enabled them to lay traps and ambushes. These men fought a lonely and unsung war in the terrible darkness but they did their job. Not a single Ork kommando emerged from the air shafts alive. Suicide squads from the Hive Defence Force sallied out at night and assaulted the siege machines with melta bombs and power axes.

While the siege of Hades continued Ork columns rolled south from Helsreach and Infernus. They were heading for Acheron and what appeared to be the last bastion of human resistance. It was the beginning of the Season of Fire and temperatures outside the hive cities had started to soar. The hardy Orks and the specially equipped human military didn't have to worry but the refugees who had escaped the Orkish net began to die in droves.

The Acheronians steeled themselves for battle. They knew their time had come. Looking out through their hive's ocular monitors they could see the endless ranks of Orks approaching. Horn-helmeted bikers, kustomised war buggies and great siege engines stretched out to the horizon. The only promise of support they had was from Overlord von Strab. It consisted of his personal good wishes and twenty of his elite personal bodyguard who had displeased him.

With an earthshaking roar the Orks advanced, the air itself vibrating with the thrum of thousands of powerful engines. They swept through the outer hives of the cluster and laid siege to the core hive itself. Poorly provisioned and inadequately armed as his forces were, the hive governor refused to surrender. "We will fight to the last man," he announced. "And then our ghosts will come back to haunt the Orkish scum."

The Orks charged, confident of victory. Suddenly great holes were torn in their ranks. Mighty explosions tossed their vehicles into the air like chaff. The inhabitants of Acheron looked on in amazement as the orbital bombardment continued. Great ships filled the sky and Imperial Thunderhawk gunships dropped earthward, delivering advance squads of Space Marines into the fray. Taken by surprise, the Orks reeled back. The Space Marines continued to pour from their landing craft, bolters spitting death. The hive defenders rallied and emerged to aid their saviours. For the first time since the campaign started the Orks tasted defeat.



A relief force headed by the Salamanders, the Ultramarines and the Blood Angels raced north in an effort to relieve Hades hive. Just as the Space Marines broke through the Ork front lines, Hades fell. Ork boyz scoured the corridors, the last blast doors were cracked and fighting raged through the former homes and workplaces of the people. In the last few hours the fighting was deadly and virtually hand-to-hand as battle raged through the last secure areas of the hive. Commissar Yarrick was one of the few survivors. His terribly wounded body was found in the ruins, dozens of Ork bodies heaped about him. Fortunately for the Imperium this exceptionally brave warrior lived to fight another day.

In the west a new wave of Ork reinforcements had arrived and a massive push against Tartarus hive began. The Imperial lines had been stripped bare in order to mount the ill-fated relief operation on Hades hive and the Orks easily broke through and pushed on south to besiege Tartarus hive. Ghazghkull himself took personal command of the assault and launched his last desperate attempt to win the war. For days everything hung in the balance. If the Orks could take Tartarus they could break the back of Imperial resistance, devastating the South's industrial base to the point where the war would become unwinnable. It looked for a while as if the Warlord might succeed as headlong assaults swept over the city.

In a desperate gamble the Blood Angels returned to their ships. The Space Marines descended by drop pod and Thunderhawk gunship behind the main body of the Ork spearhead, cutting off an entire Goff Ork tribe and Ghazghkull himself. A thin line of red-armoured Space Marines held the handful of intact bridges across the viscid flow of corrosive sludge known as the Skeletus river.

Unless they recaptured the bridges over the Skeletus the Orks could not retreat from the trap Tartarus had become and would soon run low on food and ammunition. Soon the Salamanders, Ultramarines and Imperial Guard forces returning from Hades hive would crush the Orks once and for all. The only way the Orks could escape would be to overrun the bridgeheads and fight their way across the Skeletus.

INTRODUCTION

The scenarios in this booklet are intended to introduce you to the rules and weaponry of Warhammer 40,000 in easy stages. By playing them you can use the miniatures and terrain in the box to fight a progressive series of engagements culminating in a final conflict using all the miniatures in this game. Each scenario is reasonably quick to play so two players can fight out the battle and then swap sides to see if they can improve on each other's performance.

Each scenario gives you all of the details you need to set up the game laid out in the following manner.

BRIEFING

The Briefing section details the background for the scenario and gives each player his orders for the engagement.

FORCES

The Forces section tells each player what troops they have to command in the battle and how they are equipped.

OBJECTIVE

The Objective section tells players precisely what they are trying to achieve and what victory points are awarded for achieving it.

DEPLOYMENT ZONE AND GAME LENGTH

The Deployment Zone and Game Length section tells you which side deploys first and where; it also details who moves first and how many turns the game lasts.

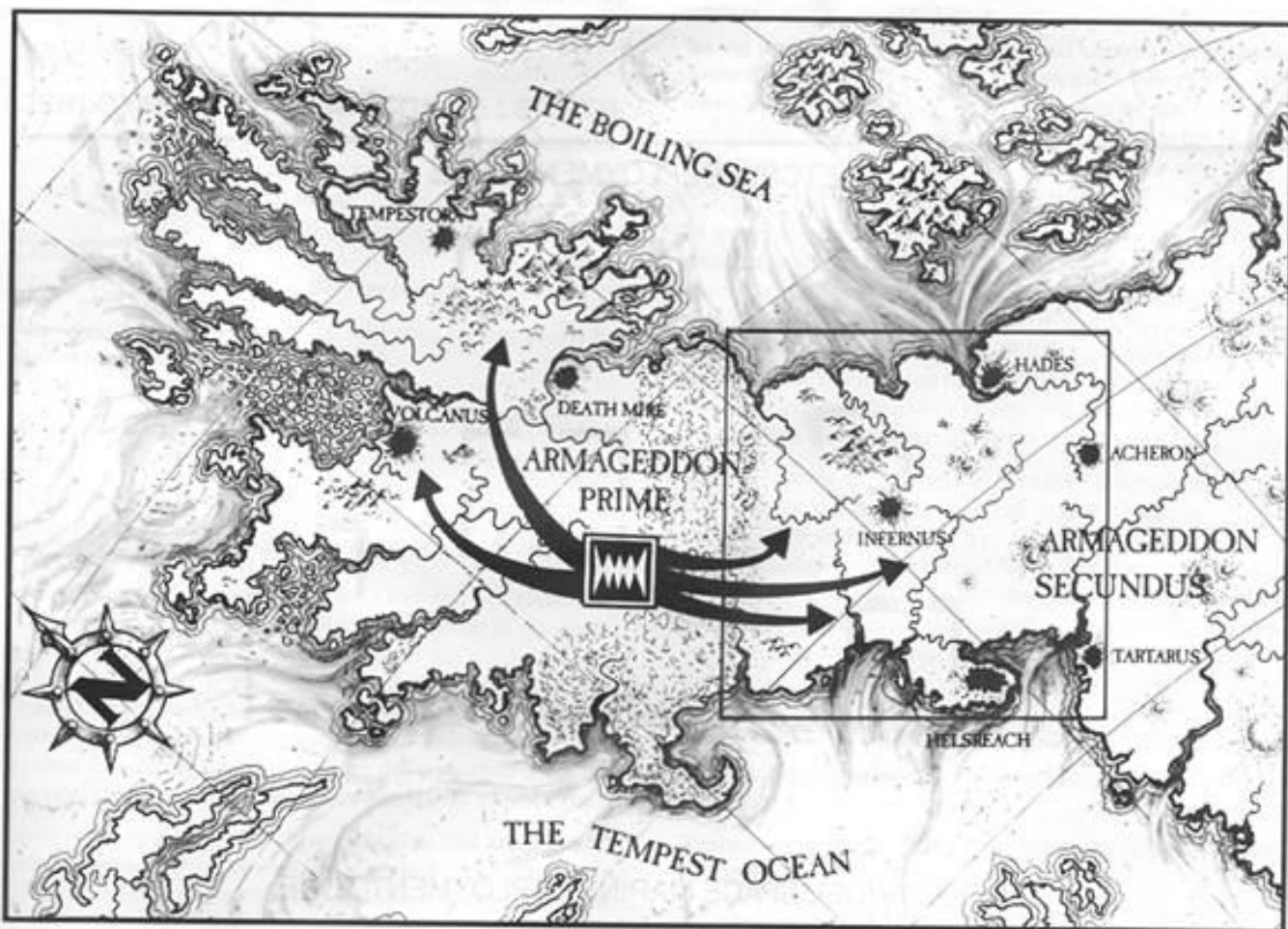
The distances given assume you are playing on a table that is 48" wide. If this isn't the case, disregard the part which says deploy anywhere within 12" of your own table edge. Just ensure the Orks/Gretchin and Space Marine deployment zones are 24" apart.

TACTICS

The Tactics section gives players some basic advice on how to deploy and how to achieve their objectives, as well as a few cautionary warnings on what *not* to do.

GAME VARIANTS

The Game Variants section suggests some changes you can make to the scenario to make it different without upsetting the balance of the forces involved.



MISSION 1 AGAINST THE ODDS

As the Blood Angels deployed into their forward positions around the bridgehead Squad Lazarus reported they were coming under sniper fire from a cluster of ruins on the right flank. Scanners revealed a large number of Gretchin ensconced in the area. As long as the Gretchin held the ruins they could command a view of the Blood Angels' positions and could potentially circle around to seize the bridge itself. Only one squad could be spared from the perimeter defence to dislodge the foe. Squad Lazarus was despatched and, by using a culvert to work their way forward, emerged near the ruins just before dawn.



CLEANSE AND PURIFY: Blood Angels Briefing

A force of Gretchin infiltrators in Sector 306 poses a grave threat to the security of the bridgehead. Your squad must kill or drive back the Gretchin and secure the perimeter. Though you may be heavily outnumbered, such is the meat and drink of the Emperor's chosen warriors. The strength of righteousness is with you.

FORCES

You have one combat squad of Space Marines under your command. All Space Marines are equipped with Mk7 power armour, bolt pistol, and frag and krak grenades. In addition, the Space Marines are armed with the following weapons.

Squad Lazarus

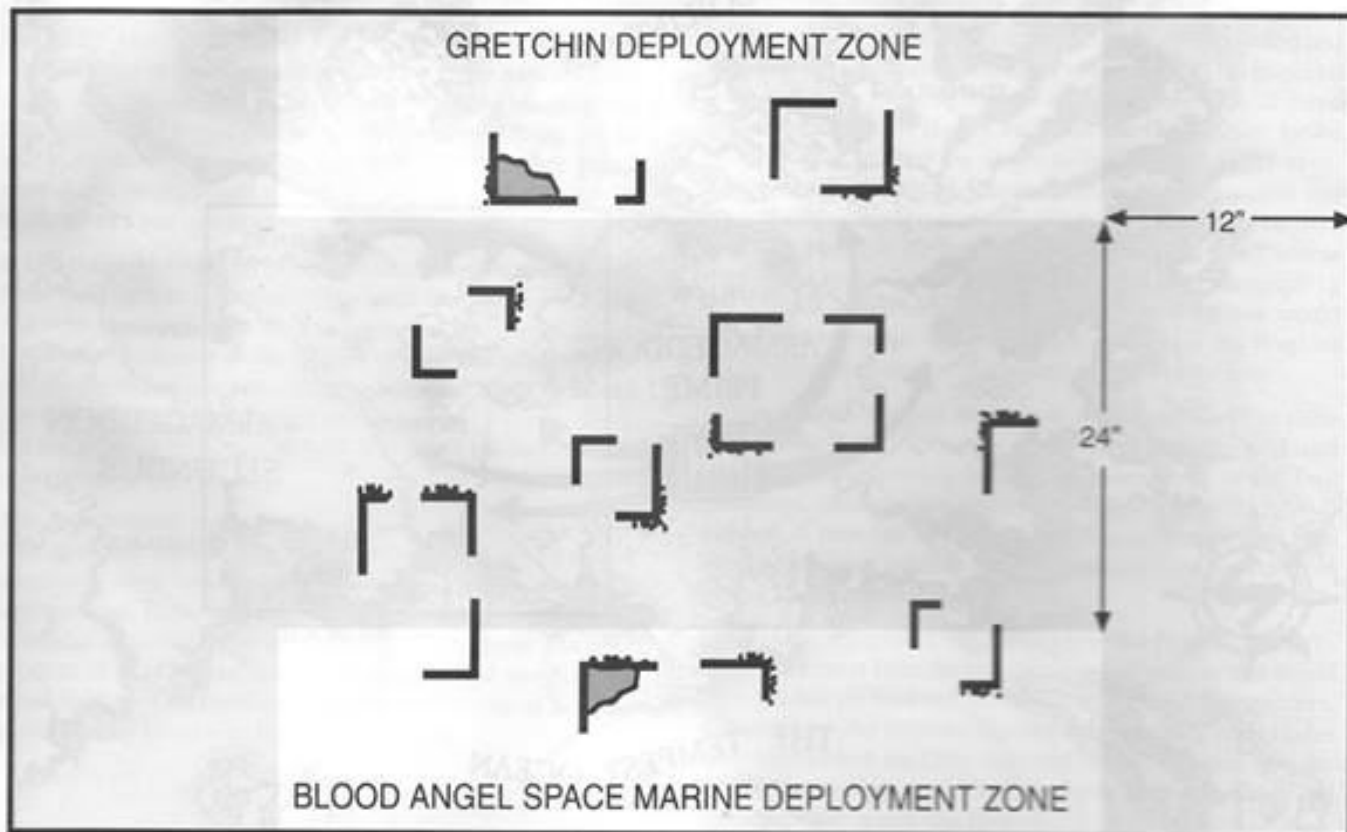
Sergeant Lazarus – Chainsword

3 Space Marines – Boltgun

1 Space Marine – Flamer

DEPLOYMENT ZONE AND GAME LENGTH

Deploy second anywhere within 12" of your own table edge but no closer than 12" to either corner. The Space Marines move first. The game lasts four turns.



OBJECTIVE

You must destroy the Gretchin wherever possible and minimise your own losses. If all three Gretchin mobs are broken at the end of a Gretchin player's turn (after they've had a chance to rally) you win automatically. Otherwise the player with the most victory points at the end of the game is the winner.

	5 or more Casualties	Wiped Out*
Gretchin Mob	0 victory point	1 victory point

* Any Gretchin mobs broken at the end of the game count as wiped out for victory points.

HOLD OUT: Gretchin Briefing

"Dis is a great place to shoot up da humies from. Dey fink dey is comin' to boot us out but dey don' know dere's loadsa us Grots up 'ere and we gonna kick dere butts 'cos we is de meanest, tuffest shootiest Grots around. Lets 'ope dey don't shoot back much..."

FORCES

All Gretchin wear flak armour. In addition, the Gretchin are equipped with the following weapons.

Grotz Mob

Ten Gretchin armed with autoguns

Scumbox Mob

Ten Gretchin armed with autoguns

Fergit's Mob

Ten Gretchin armed with autoguns

DEPLOYMENT ZONE AND GAME LENGTH

Set up first anywhere within 12" of your own table edge but no closer than 12" to either corner. The Gretchin move second. The game lasts four turns.

OBJECTIVE

"Don't let da humies get yer. Get 'em furst."

The Gretchin player receives the following victory points for destroying Space Marine squads.

	3+ Casualties	Wiped Out
Space Marine Squad	1 victory point	2 victory points

TACTICS

GRETCHIN: The tactics for the Gretchin are relatively simple: try to get all three of your mobs firing at the Space Marines at once. Though your weapons are weak and lack penetrating power a few volleys of thirty shots a time will soon see off those seemingly invincible Space Marines! Unfortunately, trying to get thirty models into firing positions against five enemy models is more difficult than it sounds because the models will often block each other's line of fire.

Always try to pick off any Space Marines that are foolishly standing around in the open, they're a much easier target than ones behind corners and walls. If the Space Marines just sit in

one building either amass all of your ladz to fire at them together or send one of your mobs to circle around and try to get in a position where you can fire without walls getting in the way. Once you've flanked the Space Marines' position like this he'll soon have to abandon it or die where he stands. If your other mobs are waiting, possibly in overwatch, you can shoot him to pieces when he runs.

Be very careful about moving all three of your mobs together in the open – a quick volley of well-aimed shots from the Space Marines and you could find your forces broken and the game over. Try to keep one mob in cover, preferably blasting at the Space Marines at all times while the other two attempt to surround them. One word of warning though, you need to stay at a distance at all times or the Space Marines' flamer and frag grenades will make short work of you. Worse still, if you get too close the Space Marines might charge into hand-to-hand combat and if that happens you're in real trouble...

SPACE MARINES: Your job is very tough – you are outnumbered six to one and you're expected to win! However take heart, not only are you Space Marines but your opponent has to handle thirty badly armed scumbox Gretchin while you can concentrate fully on getting the best out of your five elite killing machines. The problem is that every casualty you suffer is a death knell to your chances of victory, whereas the Gretchin can absorb a large amount of fire before they break.

Don't make the mistake of assuming that the Gretchin have to be lucky to kill Space Marines – they don't! Because there are so many of them the sheer weight of fire assures them of getting some hits. Inevitably you'll fail some of your armour saves and another of humanity's finest warriors will end up face down in the red dust of Armageddon. The key to avoiding this is to make as much use of cover as possible, not only by taking up positions against walls and corners but by using more distant walls to block the Gretchin's line of fire. It is often better to place a Space Marine so that he can't fire at all rather than place him out in the open where he can fire but will be gunned down in the following turn – the one or two Gretchin he may have shot cannot outweigh his loss.

In general you should try to keep moving and close the distance with the Gretchin. Your biggest advantage over the Gretchin is at close quarters – your frag grenades and flamer can inflict enough casualties with a decent hit to force Gretchin mobs to take a Break test immediately. In hand-to-hand combat you are even better off but be sure that you are in range before you declare a charge – a squad missing a turn because of a failed charge attempt is a sure recipe for disaster.

Keep an eye on the numbers left in each Gretchin mob so you can force them to take a Break test with the minimum expenditure of firepower. Try to resist the temptation to remain stationary and fire twice because the longer you stay in one place the easier it is for the Gretchin to bring their numerical advantage to bear, though of course if the situation warrants it and you are in cover stand to and blaze away.

GAME VARIANTS

Replace Squad Lazarus with Squad Mephisto out of *High Ground*.

Replace one or more of the Gretchin mobs with five-strong Ork mobs.





MISSION 2 HIGH GROUND

With the perimeter stabilised Squad Mephisto was ordered to set up their missile launcher on high ground in the ruins of the Shrine of the Emperor Triumphant. From this forward position it could cover the road leading to the bridge and bring fire down on forces attacking the perimeter. Before midday the squad spotted two Ork battlewagons roaring towards the bridge at high speed. The squad's first krak missile smashed the lead battlewagon off the road, making it crash into a wall. Their second missile tore a wheel off the other battlewagon and brought it skidding to a halt with Orks spilling out in all directions. Shortly afterwards the survivors of the two battlewagons were joined by another group of Orks on foot and the combined force prepared to assault Squad Mephisto's position.

HOLDING ACTION: Blood Angels Briefing

Your squad must hold their forward position in the Shrine of the Emperor Triumphant for as long as possible before withdrawing to defensive positions around the bridgehead. The attacking Orks have been identified as Goff warriors so a close assault is to be expected. The foe is savage but the sword of purity is stronger.

FORCES

You have one combat squad of Space Marines under your command. All Space Marines are equipped with Mk7 power armour, bolt pistol, and frag and krak grenades. In addition the Space Marines are armed with the following weapons.

Squad Mephisto

Brother Mephisto – Boltgun

3 Space Marines – Boltgun

1 Space Marine – Missile launcher (targeter, frag and krak missiles).

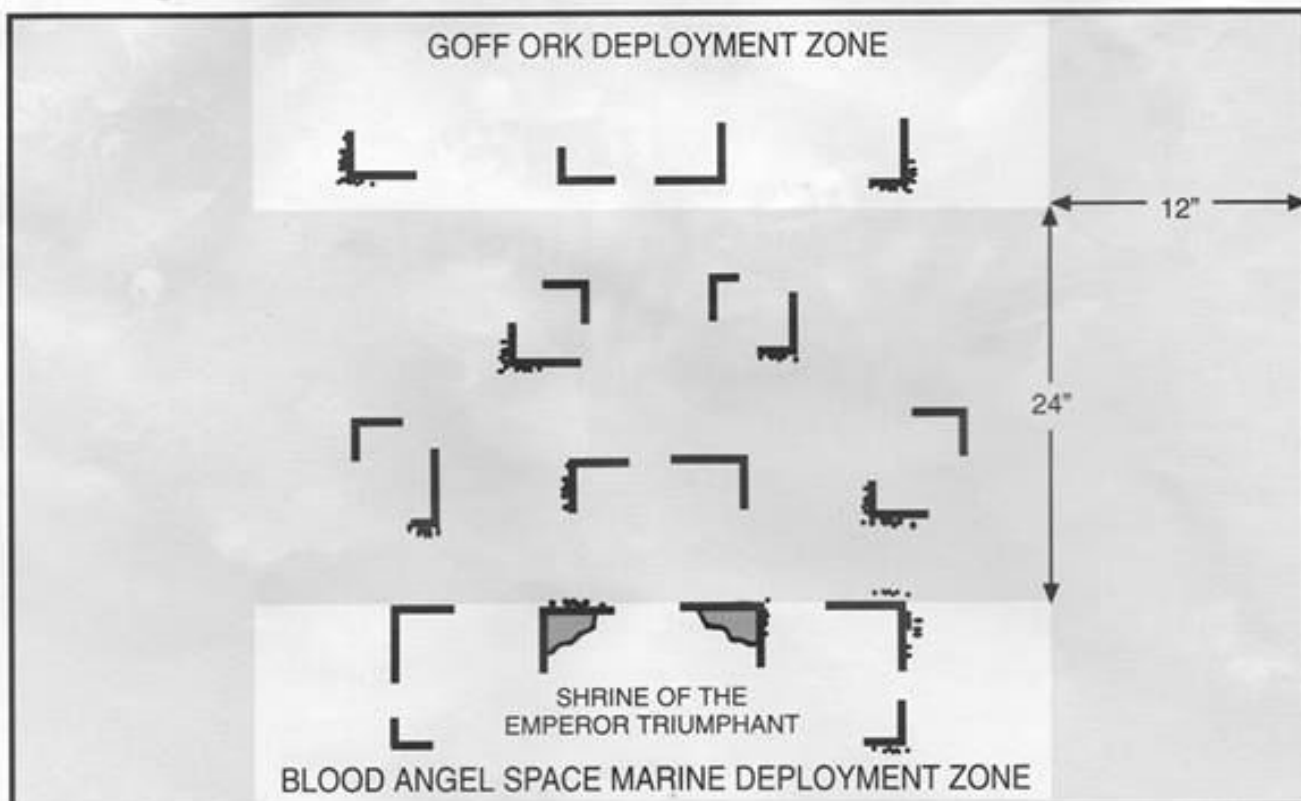
DEPLOYMENT ZONE AND GAME LENGTH

Set up first anywhere within 12" of your own table edge but no closer than 12" to either corner. The Space Marines move first. The game lasts four turns.

OBJECTIVE

You must destroy the Ork forces wherever possible and minimise your own losses. The player with the most victory points at the end of the game is the winner.

	50%+ Casualties	Wiped Out
Ork Mob comprising		
5-7 models	0 victory points	1 victory point
8+ models	1 victory point	1 victory point



ASSAULT: Goff Orks Briefing

"Ya gotta get up dere an skrunch dat missile launcher so's we can bring up da dreadnought an' squash da humies round da bridge. Ya ain't got enuff boyz for two proper mobz so you'll 'ave ta organize 'em yerself."

FORCES

As the Ork player you have a total of fifteen Orks under your command. You can divide these into as many mobs as you like but the minimum size of a mob is five models, so you could have, for example, a single mob of fifteen, or a mob of ten and a mob of five, or three mobs of five. All Goff Orks wear flak armour. In addition the Orks are equipped with the following weapons.

15 Goff Orks armed with bolt pistols, axes and frag stikkbomz.

DEPLOYMENT ZONE AND GAME LENGTH

Set up second anywhere within 12" of your own table edge but no closer than 12" to either corner. The Goff Orks move second. The game lasts four turns.

OBJECTIVE

"Splat da missile launcher 'an da rest of 'em too if ya can."

The Ork player receives the following victory points for destroying Space Marine squads.

	3+ Casualties	Wiped Out
Space Marine Squad	1 victory point	1 victory point

The Ork player also receives the following bonus victory points for killing the Space Marine armed with the missile launcher.

Bonus: +2 victory points

TACTICS

SPACE MARINES: This scenario gives you your first opportunity to use a missile launcher and you'll soon find it needs some special tactics all of its own. Firstly, you need to position it so that it has the best field of fire possible. This is because the missile launcher is a 'move or fire' weapon, so every time you need to move it to a new position you miss an opportunity to fire. The raised floors in the centre probably offer the best vantage points but take a moment before you deploy to get a model's eye view from different places so you can see what's visible and what's not – you may be surprised!

It's unlikely that you will be moving around much so you should take care over the initial deployment of the rest of your squad. Place your Space Marines so that they cover the missile launcher's blind spots and make sure that the missile launcher can't be picked off too easily by placing at least one more Space Marine close by. If the Orks manage to find a route to you that doesn't expose them to much fire consider placing your squad on overwatch so that you can hit the Orks as they're scuttling from cover to cover.

Alternatively spend a turn changing positions – half the trick to using any kind of heavy weapon is knowing when it's time to move and when it's time to stand still and unleash some

coruscating mega-death. For all its potency a missile launcher is completely worthless if it's positioned so that it can't hit anything.

If the Orks try to rush you in one big mob just stand your ground and blaze away, rapid firing with anyone who can. You should have enough firepower to break the Orks before they reach you. More of a problem is a wily Ork player who splits his force into two or more mobs and tries to outflank you from several directions at once. The best bet under these circumstances is to concentrate your fire on breaking one mob and then move away from the others in the direction of the broken mob. This should enable you to stay out of the Orks' clutches until you can move to new firing positions.

ORKS: You have a tricky task ahead of you. Driving Space Marines out of defensive positions is very difficult: their ability to double fire and their excellent morale makes them very tough. The first problem you have is how to organise your force. A single mob of fifteen Orks is difficult to stop but its sheer size means it can't take advantage of cover very easily without bunching up too much; a few well-placed frag missiles will shatter your entire force and you will fail.



Several smaller mobs mean you can use cover better but any casualties you do suffer are more likely to break them. One thing that is certain is that the Space Marines seriously outrange you. You must move within very close range to use your bolt pistols effectively and preferably charge into hand-to-hand combat to win the day.

One concept you must understand to cover that fire-swept 24" to the Space Marines' position is the idea of 'dead ground'. Dead ground is areas behind walls and other cover which can't be seen into because of the terrain in the way. It's easiest to think of dead ground as areas of shade from the blazing sun of the Space Marines' weapons. By taking advantage of areas of dead ground you can work your mobs forward without taking too many casualties.

You need to close to within 8" of the Space Marines' positions to be really effective. This is short range for your bolt pistols (essential if you want to hit targets in hard cover), within range for your frag stikkbomz (not terribly good against Space Marines, but worthwhile if two or three are in a bunch) and also within charge range. This means you will need to run forward for the first couple of turns, leaving you two turns to kill off the Space Marines with shooting, hand-to-hand combat, or a combination of both.

GAME VARIANTS

Replace Squad Mephisto with Squad Lazarus out of *Against the Odds*.

Replace the fifteen Orks with the Ork Dreadnought.

Place Squad Mephisto in overwatch at the start of the game and have the Orks move first.

MISSION 3

THE BATTLE FOR THE BRIDGE

The Blood Angel Space Marines fell back to guard the bridge itself, taking up defensive positions in the shattered buildings at the bridgehead. They did not have long to wait, the trailing smoke of fossil fuel emissions soon betrayed the approach of the first Ork Dreadnought and their sensors picked up a swarm of accompanying life forms.



The Space Marines tensed in their positions, alertly waiting for the first sight of the Orks. They knew that the approaching force would be a vanguard for the retreating horde of Warlord Ghazghkull. If they held them off until their own reinforcements crossed the bridge Ghazghkull would be trapped between two fires and destroyed. Armageddon would be freed from the Orkish scourge. If the Ork vanguard seized the bridge and held it Ghazghkull and his green-skinned horde would cross the Skeletus river and escape into the ruined industrial zone to the north, free to battle on and hold out for perhaps years to come.

Every Blood Angel knew his duty and prayed to the divine memory of Sanguinius for his guidance and inspiration as the first howling Ork mobs crested the rise and raced towards them...

TO THE DEATH: Blood Angels Briefing

Ork forces have been spotted advancing through Sector 307 towards bridge across the Skeletus. Your squads of Space Marines must hold the bridgehead against the forward elements of the Ork advance until relieved. Do not allow the Orks to capture the bridge under any circumstances – if the situation warrants it the sacrifice of your entire command may be necessary to prevent this. Place your faith in your sanctified weapons and commend thy souls to the Emperor. Let the slaughter commence.

FORCES

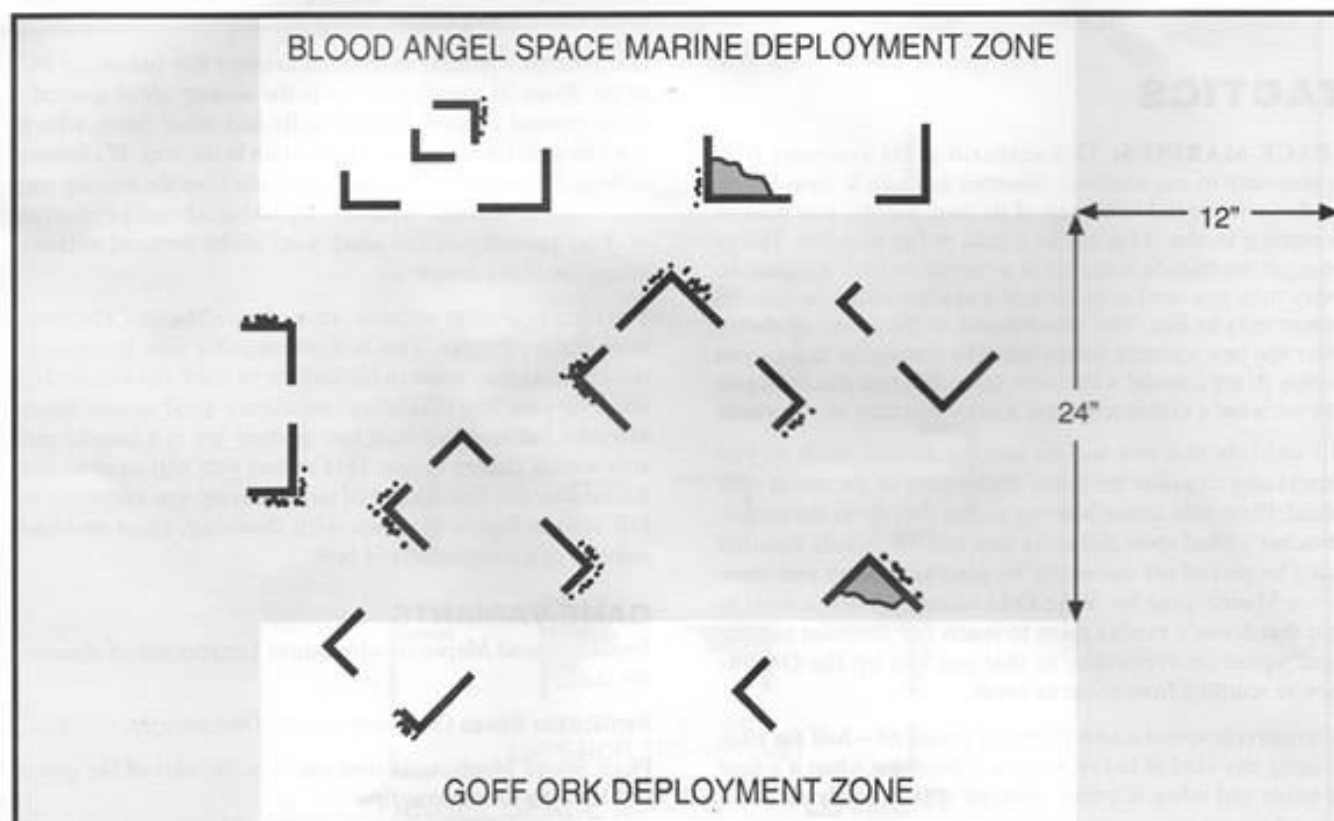
You have four combat squads of Space Marines under your command. All Space Marines are equipped with Mk7 power armour, bolt pistol and frag and krak grenades. In addition, the Space Marines are armed with the following weapons.

Squad Raphael

Sergeant Raphael – Chainsword

3 Space Marines – Boltgun

1 Space Marine – Flamer



Squad Mephisto

Brother Mephisto – Boltgun

3 Space Marines – Boltgun

1 Space Marine – Missile launcher (targeter, frag and krak missiles).

Squad Lazarus

Sergeant Lazarus – Chainsword

3 Space Marines – Boltgun

1 Space Marine – Flamer

Squad Cleon

Brother Cleon – Boltgun

3 Space Marines – Boltgun

1 Space Marine – Missile launcher (targeter, frag and krak missiles).

OBJECTIVE

You must destroy the Ork forces wherever possible and minimise your own losses. In addition you must prevent the Orks moving into your deployment zone. The player with the most victory points at the end of the game is the winner.

	5+ Casualties	Wiped Out
Gretchin Mob	0 victory point	2 victory point
Ork Mob	1 victory point	2 victory points

	Damaged	Destroyed or Disabled
Dreadnought	1 victory point	2 victory points

DEPLOYMENT ZONE AND GAME LENGTH

Set up first anywhere within 12" of your own table edge but no closer than 12" to either corner. Roll a D6 and add +5 to it before comparing it to the Ork player's roll; the player with the highest total moves first. The game lasts four turns.

**BREAKTHROUGH:
Goff Orks Briefing**

"Da boss sez go skrunch up the humies an' let 'em know the rest of uz is comin'. grab da bridge an' 'old it until dey get 'ere. You've got a Dreadnought, two mobz of reel hard Goff Orks and four mobz of sneaky Gretchin so you should be able to smush anyfing that's dumb enough to get in yer way."

FORCES

All Orks and Gretchin wear flak armour. In addition, the Orks and Gretchin are equipped with the following weapons.

Da Krusher

Ork Dreadnought armed with two power claws, a heavy bolter and a lascannon.

Grugnat's Mob

Ten Orks armed with bolt pistols, axes and frag stikkbomz.

Snikbog's Mob

Ten Orks armed with bolt pistols, axes and frag stikkbomz.

Grit's Mob

Ten Gretchin armed with autoguns

Grot's Mob

Ten Gretchin armed with autoguns

Scumbo's Mob

Ten Gretchin armed with autoguns

Fergit's Mob

Ten Gretchin armed with autoguns

OBJECTIVE

"Splat as many of da gurlly humies as ya can, but don't get yerselves too smashed up an' don't get da Dreadnought trashed. Get a mob or da dread close to da bridge to 'old it."

The Ork player receives the following victory points for destroying Space Marine squads.

	3+ Casualties	Wiped Out
Space Marine Squad	1 victory point	1 victory point

The Ork player also receives the following bonus victory points for having a mob with six or more models alive or the Dreadnought (undamaged) in the Space Marines' deployment zone at the end of the game.

Bonus: +5 victory points

DEPLOYMENT ZONE AND GAME LENGTH

Set up second anywhere within 12" of your own table edge but no closer than 12" to either corner. Roll a D6 and add +3 to the score before comparing it to the Space Marine player's roll; the player with the highest total moves first. The game lasts four turns.





TACTICS

SPACE MARINES: If you've played the previous two scenarios you will have developed a sense of how tough the Space Marines can be if properly deployed and commanded. This final battle gives you a force fully four times as big as those used previously but you face an attacking force which at first sight may seem impossibly difficult to stop.

Try to deploy your missile launcher squads where they have good fields of fire so you don't have to move during the game. These will give covering fire to your flamer squads which are deployed slightly further forward to break up incoming mobs of Orks and Gretchin. Concentrate your bolter fire on the mobs to try and break them as efficiently as possible. Most of all stay in cover or out of sight: you can't afford casualties and for the first time the Orks have got something bigger, stronger, tougher, faster and better armed and armoured than you are – the Dreadnought!

The missile launchers are the only effective weapons you have against the Dreadnought so they should concentrate their fire on the Ork Dreadnought until it is destroyed or disabled. Not only is the Dreadnought worth a lot of victory points but it also poses the biggest threat to your force – a decent burst of fire from its heavy bolter can wipe out an entire squad. On top of this it's a monster in close combat and you can virtually guarantee losing a Space Marine to its lascannon every turn. So, hit it with both missile launchers every turn until it's not a problem any more.

If you're lucky you'll total the Dreadnought straight away and then have two missile launchers free to fight off the Gretchin

and Ork horde. If a disaster occurs and both missile launchers are destroyed you can only destroy the Dreadnought with krak grenades, either by throwing them (which is unlikely to work) or in hand-to-hand combat (an endeavour that will almost certainly cost you an entire squad), so try not to lose the missile launchers without destroying the Dreadnought first.

ORKS: Just as the Space Marines must destroy the Dreadnought to stop the Orks, you have to make sure it inflicts enough carnage to assure you of victory. Try to avoid taking hits from both missile launchers simultaneously and use walls for hard cover but keep moving forward every turn.

There are two good reasons for this: the first is that the arms of the Dreadnought are badly armoured and may well take damage from the Space Marines' super krak missiles and you could find yourself with no ranged weapons left. If you are close to the enemy the simple answer is to go hand-to-hand, but if you're too far away you'll waste precious time moving up.

The second is that your victory conditions give you a big fat five victory points for having an intact mob or undamaged Dreadnought in the Space Marines' set-up zone at the end of the game. Using your Dreadnought to spearhead your attack is the best chance you'll have of it succeeding.

Use the Gretchin to shield the Orks as they move up (remember the Space Marines will have to fire at the nearest enemy a lot of the time because of the Choosing a Target rule). Look carefully at the terrain set-up and work out the best route you can use to get your Orks into hand-to-hand combat without getting mauled. If by using your Gretchin and Dreadnought to keep the Space Marines busy you can get twenty Goff Orks into charge range you should brush the Space Marines aside and romp in for an easy win. If the Space Marine player sees the Orks as a threat early enough always bear in mind that even a mob of six Gretchin can sneak in to net you five victory points, probably enough to win the game.

GAME VARIANTS

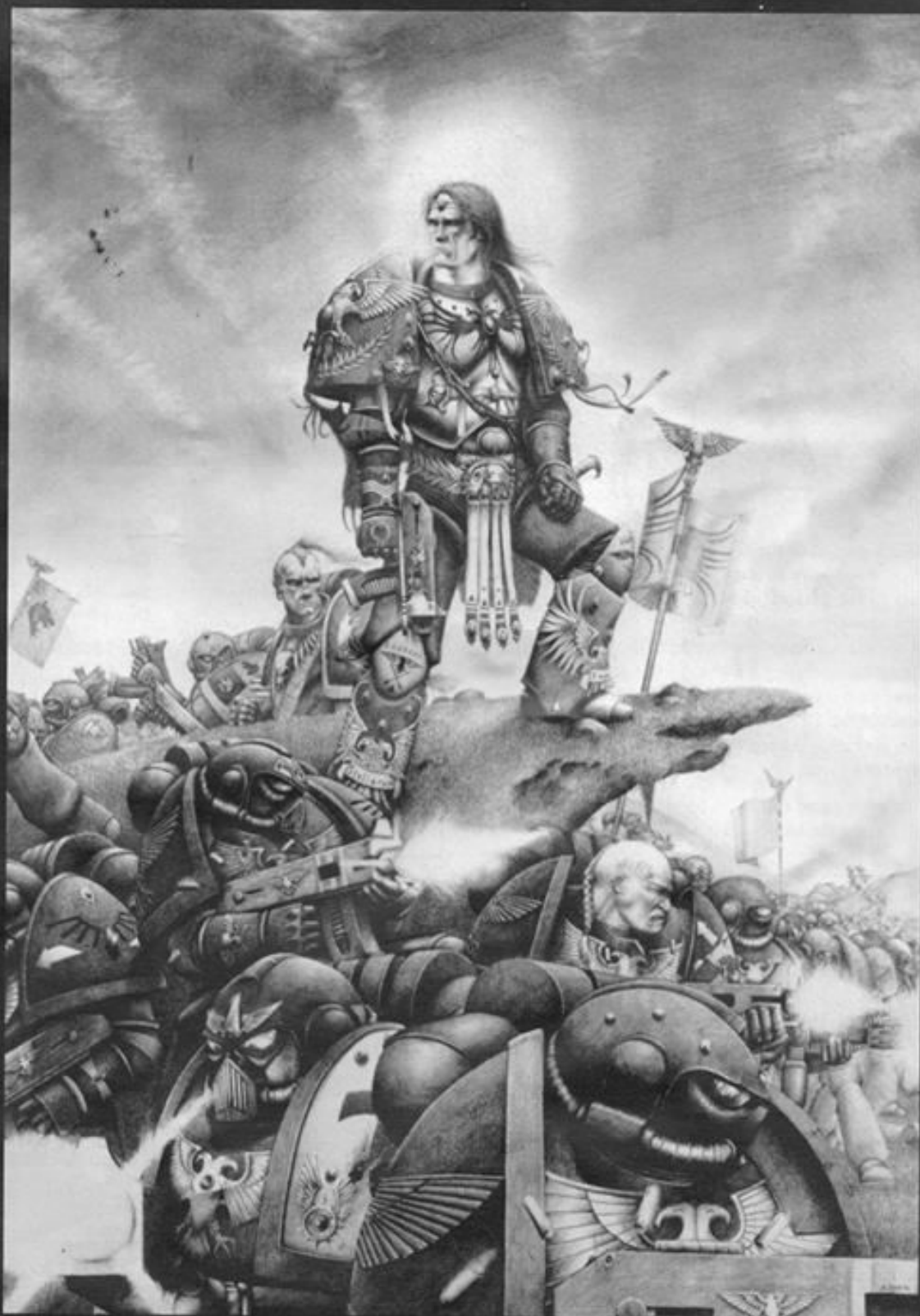
Let the Ork player have twenty Orks and forty Gretchin and organise them into mobs how he likes. The minimum size for an Ork mob is five models and the minimum size for a Gretchin mob is ten models.

Don't use the Ork Dreadnought and Squad Cleon.

Replace the flamers in Squad Lazarus and Squad Paulus with meltaguns.

Deploy all Space Marines in hiding.





Men united in the purpose of the Emperor are blessed in his sight and shall live forever in his memory.
Ecclesiarch Deacis

PLAYING THE SCENARIOS AS A CAMPAIGN

The Battle for Armageddon scenarios can easily be played as part of an ongoing campaign. In a campaign you keep track of the results of battles and casualties so that your overall performance affects your forces in later battles.

If you want to play the scenarios as a campaign both sides have limited forces to use. For the whole campaign each player has the contents of the Warhammer 40,000 game, so the Space Marine player has a total of 20 Space Marines and the Ork player has the Dreadnought, 20 Goff Orks and 40 Gretchin.



Both players assign part of their forces to fight in the first two scenarios. You don't have to stick to exactly the same forces as were used in the historical battles, the Game Variants section of the scenarios will tell you how you can alter the basic forces for the scenario. For example, the Space Marine player might decide to deploy a five-man squad with a missile launcher rather than a flamer in Scenario 1 or the Orks might decide to send in the Dreadnought in Scenario 2. Fight out each battle as normal and keep any models killed to one side until the end of the game.

At the end of each game roll a D6 for every model that has been "killed" during the battle and consult the table below.

D6 Roll Result

- | | |
|-----|--|
| 5-6 | The model was only knocked out or suffered a flesh wound and may fight again in the final scenario, the Battle for the Bridge. |
| 3-4 | The model is seriously wounded and may take no further part in the campaign. |
| 1-2 | The model is dead, dead, dead! |

Dice Roll Modifiers:

- Gretchin -1
- Model on the winning side +1

Any models that are dead or seriously injured are not available to fight in the final scenario and are deducted from the forces deployed at the start of the battle. Any damage suffered by the Dreadnought cannot be repaired during the campaign so the Ork player must decide whether to risk sending his Dreadnought into battle before the final scenario. Weapons carried by models that are killed or seriously injured cannot be given to other models.

CONTINUING THE CAMPAIGN

In the historical campaign the battles around the bridges over the Skeletus river rumbled on for several months. In the event, the Orks' first attempts to seize the bridges came closest to success, but no-one knew it at the time so both sides poured reinforcements into the area. You can keep on playing the campaign after you've fought out the battles detailed here by using the Mission cards to determine objectives and the Codex army lists to choose forces to a set points value.

When you choose your forces to play a game you are limited to only picking troops or vehicles which have survived so far. To simulate the flow of reinforcements each side receives roll a D6 on the Reinforcement table after the Battle for the Bridge and then after each three battles thereafter.

REINFORCEMENT TABLE

D6 Roll	Result Orks	Space Marines
6	Ork Dreadnought*	Choose from below
5	Ork Warboss*	Space Marine Dreadnought*
4	10 Orks	Space Marine Captain*
3	5 Orks + battlewagon*	Five-man Missile Launcher squad
2	20 Gretchin	Five-man Flamer squad
1	Nothing	Nothing

*See the Codex army lists or vehicle datacards for details

As you acquire new forces to use you may want to put together your own Reinforcement table or adapt the one shown to include new models.

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