

DAMNOS™



WARHAMMER
40,000

APOCALYPSE WAR ZONE

WAR ZONE
DAMNOS

973.M41 / 999.M41

CLASSIFIED

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Published in 2013 by Games Workshop Ltd., Willow Road, Nottingham, NG7 2WS, UK

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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ISBN 978-1-78253-030-5

INTRODUCTION

All across the Imperium, massive campaigns are fought to control vital planets or annihilate hated enemies. These vast conflicts are so momentous that they shape history itself, as armies clash for years or even decades to secure victory.

Some of those campaigns have become synonymous with war on a scale unimaginable; planets whose names have become a litany of disaster – Armageddon, Medusa V, Damnos, Skalathrax, Cadia, Terra itself – the list stretches into the annals of the Imperium for ten thousand years and more. Such campaigns turn the planets and planetary systems where they are fought into ravaged War Zones, where the only thing the battle-hardened inhabitants know is death and destruction.

This book describes the Damnos War Zone. It features not only the original Damnos Incident, in which the 2nd Company of Ultramarines held back the arising forces of the Necrons so the few survivors of its Imperial past could evacuate, but also the titanic struggle for control of the planet twenty-five years later, when five entire companies of Ultramarines, under the command of Marneus Calgar himself, returned to Damnos. There, they would engage the combined might of the Sautekh and Nihilakh dynasties, and the terrifying war machines the Necrons brought to bear. The Ultramarines' arrival in force and their vindictive campaign would proclaim the Imperium's total dominance – provided they were able to overcome the many secrets lurking beneath the snow-bound planet's crust.

APOCALYPSE WAR ZONES

Each Apocalypse War Zone is a self-contained supplement to the Apocalypse rules, based on a famous campaign from the history of the Warhammer 40,000 galaxy. Each War Zone starts off with a detailed history that describes the course of the campaign, the famous battles that were part of it, and the combatants that waged the war.

The background is followed by special rules, Strategic Assets, missions and Apocalypse Formations, all of which are based on the history and background of the War Zone. You can use all of these things when you fight a battle set in the War Zone, and with a little bit of common sense they can also be used for Apocalypse battles set in similar theatres of war. It's worth noting that the War Zone Apocalypse Formations can be used in any Apocalypse battle that you fight, even those set elsewhere.

Last but not least, each Apocalypse War Zone includes a gatefold that unfolds to show a 'battle report' of an Apocalypse game set in that War Zone. We hope that this will serve as an example of what can be achieved with time and effort, and as an inspiration for the games of Apocalypse you take part in yourself.









A CLASH OF EMPIRES

Damnos is a frozen, ice-bound world with a chilling secret lurking beneath its crust. The planet's human settlers awoke an unholy terror so powerful that even the might of the Ultramarines 2nd Company could not match it. Only full-scale war between the Adeptus Astartes and the Necron battlehost could restore Humanity's faith in its own supremacy.

THE DORMANT THREAT

The ice-clad world of Damnos, a mining planet in the eastern Ultima Segmentum, was settled long ago in the days of the Great Crusade. Humanity had dwelt there for the best part of ten thousand years, carving settlements and man-made canyons into the permafrost as they delved ever deeper in search of mineral wealth. Yet the Imperial settlers were not the first to lay claim to Damnos, for another race had slumbered under the ice from time immemorial.

The mining planet's fusion generators had been sunk amongst the ruins of an ancient xenos civilisation. The first sign of the dormant presence beneath the planet's skin was a series of powerful earthquakes over the course of 274973.M41 – tectonic upheavals that wreaked havoc amongst the icy mine-chasms of the world. In the wake of these tremors, the geothermic station arrays of Mandos Prime suffered a series of critical failures.

Teams of repair servitors and exofabricators were sent in, and as they hunted down each station's sanctity engines for repair, the glare of their lamps illuminated unnatural shapes and runes revealed by the earth-shattering quakes – shapes that certain factions of the Imperium would give almost anything to capture and investigate.

Once rumours got out about the discoveries, Magos Karnak of the Adeptus Mechanicus was quick to assume command of the excavation. His Tech-Priests took control over all of the mining operations taking place across the planet, and a number of xenos samples were taken back to the stronghold of Goethe Majoris for study. Much to their frustration, however, they were unable to gain entry to the arcane portals frozen into the ruins.

It would not be long before their curiosity was sated once and for all.





THE WORLD BENEATH

The Adeptus Mechanicus are well known for delving into the hidden places of the galaxy, taking risks that would make a Space Marine's blood run cold, in their never-ending quest to find the Standard Template Constructs that form the basis for the Imperium's technology, and are the pinnacle of their religion. The workers of Damnos knew nothing of the horrors they were inadvertently awakening at the Mechanicus' behest, nor that their actions would see the planet scoured of all human life within a year.



A BLEAK INHERITANCE

The seismic activity was little more than a precursor to the carnage to come. In 779973.M41, the original inhabitants of Damnos awoke. All across the planet, the skeletal machine-creatures known as Necrons began to emerge from the chasms and fissures left by the tectonic upheaval. Their numbers were staggering. All who set eyes upon them knew that they brought death and death alone.

First to fall were the ice mine colonies. Monstrous Canoptek Spyders and swarms of Scarabs boiled out of the darkness, slaughtering the panicking miners with emerald gauss beams and silvered claws. A handful of workers survived long enough to reach the nearest settlements and manufactorums, but the Necrons were not far behind.

Within the space of half a year, the majority of Damnos' tomb complexes had been awoken from their deathless slumbers. Phalanx after phalanx of Necrons stalked out into the icy air of the surface world, tightly packed ranks that were endless in number. The planetary

defence force found itself under attack from a foe so advanced that even death could not stop them. To make matters worse, terrible storms erupted across Damnos Prime, the electromagnetic spectres that accompanied them making distress calls all but impossible.

It seemed to the citizens of Damnos that the storms acted with a malevolent sentience, clustering around comm-centres and scrambling cogitator engines whenever a vox-psalm link was established. The Ark Guard, garrison regiments of which were posted right across Damnos, had no hope of bringing their full might to bear with their vox network disabled by the Necron comm shroud. Everywhere they engaged the xenos, their tanks were blasted into smoking ruin by the weird techno-sorcery of the Necrons.

Though they fought bravely, the planetary defence force had no real chance. The defenders of Damnos Prime were systematically disintegrated, one settlement at a time. Within the space of a few months, the entire continent of Damnos Prime had fallen as silent as the grave.

THE FLOATING NECROPOLIS

As the weeks passed, it became obvious to the citizens of Damnos Secundus that an event of planet-threatening magnitude was taking place. Fortunately, the Tyrranean Ocean sat between the capital city, Kellenport, and the rising xenos threat. Lord Governor Arxis almost choked on his amasec when the seaborne fleet known as the Tyrranean Vesselweb reported a dense formation of pyramidal structures crossing the waters in his direction.

According to the Vesselweb's scrambled reports, the cyclopean structures were not borne upon the ocean waves, but hovering above them. The xenos war engines were arranged in a grid formation, an ancient city that had somehow come to life. Crescent-shaped attack craft patrolled the channels between each segment, and the whole formation was surrounded by green lightning that obliterated the Imperial vessels monitoring its progress. More disturbing still, the Vesselweb detected the energy signature of an extra-dimensional sinkhole pulsing below them deep in the Tyrranean Abyss. The ocean itself was draining away at the floating city's passage.

VOICES IN THE NIGHT

The Lord Governor immediately mobilised every regiment under his command – Ark Guard, Valian Dragoon and Cadian Shock Trooper alike scrambled to combat readiness. He called the Imperial battleship *Nobilis* into geostationary orbit above Kellenport and retreated to his Proteus-class command bunker, ordering his Astropaths to send out a plea for aid. Being psychic in nature, the distress call bypassed the Necron comm shroud and echoed out across the ether. None other than Chief Librarian Tigurius of the Ultramarines intercepted the transmission, relaying it to the headstrong Captain Sicarius of the 2nd Company. Deep in the reaches of space, the strike cruiser *Valin's Revenge* set a course for Damnos.

Later that week, a pict-cast from the massacre in Halaheim reached the major population centres of Damnos Secundus. Its horrific visuals were accompanied by a Necron hologram relaying a message in staccato High Gothic. The content was clear. This world belonged to the Necrons, and they would scour Humanity from its surface without remorse.



THE SAUTEKH DYNASTY

The Overlords of Damnos have long considered themselves a breed apart, but in truth they are still technically part of the immensely powerful Sautekh Dynasty. Their allies, the Lords of Nihilakh, have held a pact with the Necrons of Damnos, for millennia. If anything, this has only cemented the Damnosian Necrons' delusions of independence. However, the machinations of the Necrons are of little importance to the Ultramarines that brought them to battle – all are xenos filth, and are to be judged as such.





THE LEGACY OF DAMNOS

Damnoss' Necrons were disturbed by the presence of Imperial settlers before their awakening programs could run their full course, and their eidetic engrams were badly corrupted as a result. Not one of the Sautekh Dynasty nor the Lords of Nihilakh escaped the touch of destructive madness so typical of their kind.



THE ICE TOMBS

Under the icy crust of Damnoss, the Adeptus Mechanicus had found not just xenos artefacts, but an endless network of alien infrastructure. Evidence of a slumbering tomb world was uncovered wherever the Damnossian miners and settlers dug deep. Though they realised it too late, Damnoss was not a world of natural ice and rock at all, but a metal-skinned giant frosted by the passage of countless millennia. The curiosity of the Adeptus Mechanicus overseeing the mining operations was to awaken the planet's guardians en masse.

THE SIEGE OF KELLENPORT

With Imperial morale at a new low, the Necron war front burnt a path across Damnoss Secundus until, by 020974.M41, Kellenport was completely besieged. Scattered vox-snippets and pict-skull footage reported heavy and sustained bombardment from crescent-shaped pylon-guns, each the size of an Imperial hab-block, that had broken through the permafrost to spit beams of green fire into the skies. Every time the Imperial defenders brought their tank battalions or macro-cannon emplacements to bear, they would be swiftly obliterated by the eye-searing lightning of the Gauss Pylons. Furthermore, the Necron warrior-constructs were proving incredibly durable. Lasfire barely scorched them, and they stalked through clouds of burning promethium without harm. Even when a lucky shot put one of the deathless constructs down, it would often rise up once more to rejoin the fray, eroding the fighting spirit of the Imperial defenders to the point that military cohesion became all but impossible.

Crippled by internal division and panic, the teeming hive of Arcona City was mercilessly depopulated within the space of a day. Only a thin line of Imperial Guard now lay between the Necron war phalanxes and Kellenport itself.

However, Arxis still had a trump card to play. As the capital city was besieged by a Necron force of unprecedented size, the Imperial battleship *Nobilis* rained down barrage after barrage of melta torpedoes from orbit high above, incinerating a good portion of the Necron army on the plains surrounding the city. With each detonation, a great cheer went up from the Imperial Guardsmen and ex-miner militia who were yet defending the city.

Just as it seemed the tide of the battle would turn in the Imperials' favour, thick lances of emerald fire shot up from the Necron Gauss Pylons to slam through the *Nobilis'* shields and carve through its hull. The detonation of the ship's Warp drives lit the sky above Kellenport with a maddening kaleidoscope of light.

In the nearby Crastia shipyards, an eclectic fleet of ships was powering up in the hope of a last-minute evacuation. Before they could launch, however, they were

overrun by flesh-wrapped nightmares that rose from the ground to tear apart the terrified refugees with razored claws. Lord Governor Arxis didn't even reach the door of his command bunker before a swarm of burrowing Necron tomb-constructs breached his haven and pulled him apart.

Outclassed and with their morale in tatters, the surviving defenders commended their souls to the Emperor and retreated into Kellenport's inner bastion complex. In their panic, the blue symbol flickering on Arxis' hololith array had gone unnoticed.

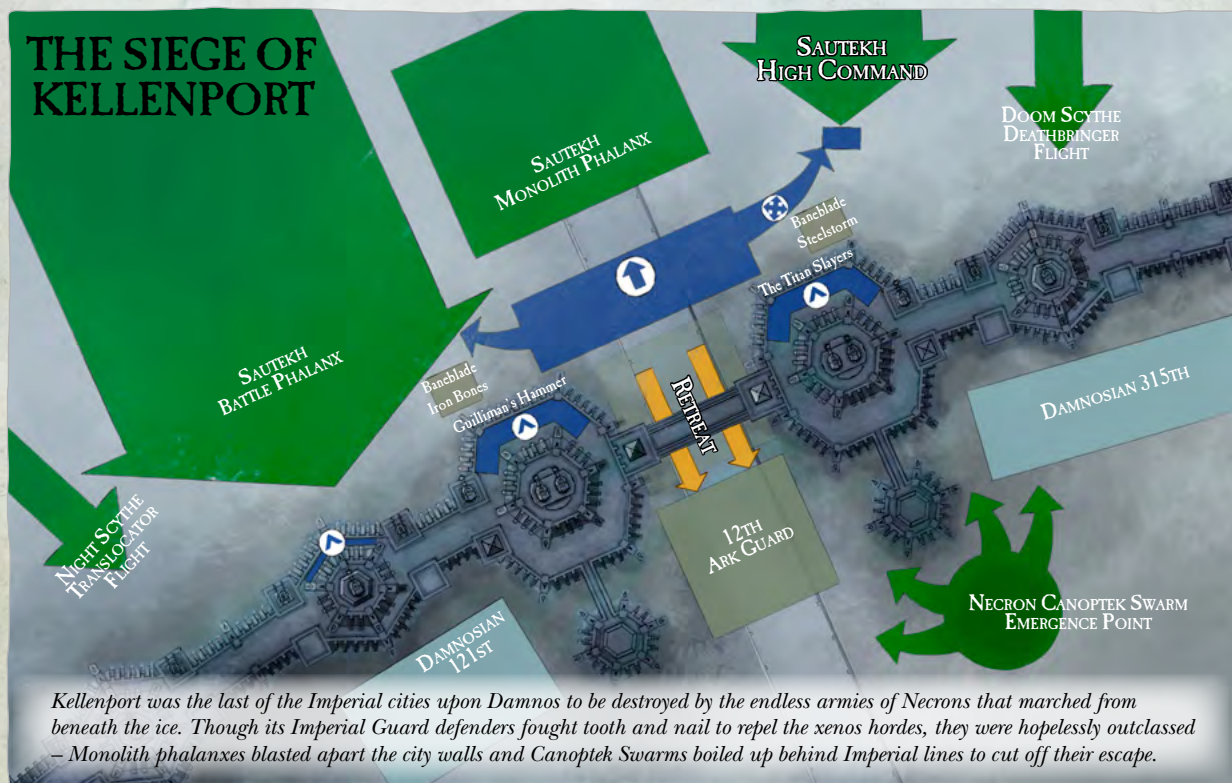
THUNDER AND FURY

The Ultramarines of the 2nd Company, alerted to Damnoss' plight by the astropathic summons, translated from the Warp into realspace above the beleaguered planet. Captain Cato Sicarius ordered the *Valin's Revenge* to approach Damnoss from the shelter of the *Nobilis'* remains. This proved to be a wise tactic, for the Necrons responded by sending great beams of gauss energy arcing toward the strike cruiser.

It remains a testament to the skill of the *Revenge's* helmsmen that it was not torn in half. Nonetheless, such was the volume of incoming fire that the strike cruiser was hit three times, shuddering with each impact. The last gauss beam wounded *Valin's Revenge* sorely, but not before the Ultramarines had launched their Drop Pods towards the planet's surface, scarring the skies like a rain of blazing comets.

Sicarius' Orbital Strike Force hammered down into the plazas and boulevards of Kellenport, deploying from their Drop Pods in perfect Codex Astartes dispersal patterns with their bolters blazing. Chainsword and heavy weapon alike brought the fury of the Adeptus Astartes to the Necron phalanxes, but even when the Space Marines had joined forces with the surviving Imperial Guard, the xenos did not bow before their onslaught. Many good men were lost before the Space Marines eventually secured a costly victory.

It was a story that would become bitterly familiar over the rest of the campaign. The Adeptus Astartes fought with every weapon at their disposal, testing their mettle against a succession of Necron Lords and finding that their alien foes were every bit as ruthless and indomitable as themselves.



Yet Sicarius would not yield. The Gauss Pylons were disabled or destroyed one by one, allowing the Ultramarines to land their armoured support and reinforce their embattled brethren. Captain Sicarius himself cut down dozens of Necron raiders and single-handedly crippled a looming Necron war engine with a well-placed grenade. In the end, though, the heroics of the 2nd Company barely slowed the xenos advance. In every theatre of war, the Ultramarines were struggling to hold the Necrons at bay.

A HERO'S FATE

Captain Sicarius led from the front, as was his custom. Despite his valour, he found his attacks stymied by the near-infinite number of the foe. In his frustration, Sicarius sought to buy his men the time they needed by using himself and his command squad as bait. It was not long before Sicarius had hacked a path to the Phaeron acting as supreme overlord of the xenos force, a gilded giant of a Necron known as the Undying. A searing blast from Sicarius' plasma pistol tore off the creature's jaw, yet still it came on. The duel was closely matched, but the Necron leader's raw strength proved the deciding

factor. Its warscythe cut deep into the Captain's torso, dealing a grievous wound that laid Sicarius low.

Roaring from his vox-grilles, the Venerable Dreadnought Agrippan stormed through the Necron ranks to protect the body of the fallen Captain. Crushed by the armoured behemoth's battle fury, the xenos overlord phased out and returned to the darkness of its tomb.

In the absence of a guiding hand, the Necron legions fell back on defensive protocols that were predictable and slow – a critical weakness that saw hundreds of them destroyed. Sicarius' men recovered their stricken leader, driving the xenos army back before withdrawing as planned to the evacuation site.

Sicarius had tasted defeat in battle for the first time, though the valiant rearguard had allowed the planet's survivors time to withdraw. Over half of the 2nd Company had given their lives in exchange for those of a few thousand refugees. It was a hard-won victory indeed – each Space Marine is worth more to the Imperium than a hundred lesser men, and Damnos still rested in the hands of the Necrons.



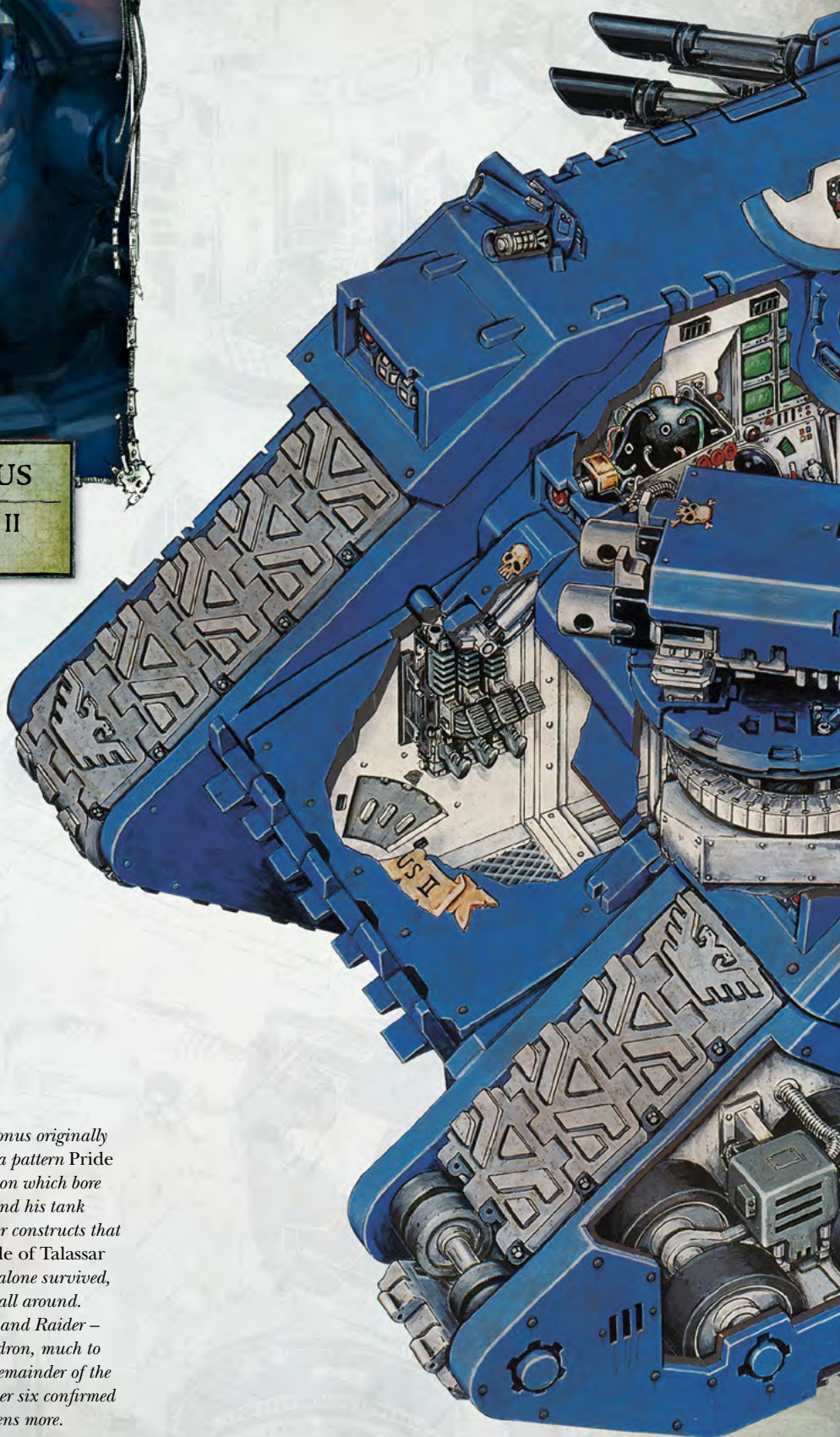
THE HERALD OF DISMAY

The Necron Lords that acted as lieutenants for the Undying in the Fall of Damnos each had a talent for preying on the lesser races. The Herald of Dismay was instrumental in breaking the morale of the Damnosians with harrowing images and hololithic propaganda broadcasts. His image flickered in the skies above Kellenport during the last stages of the war, and his words echoed in the ears of settlers and Space Marines alike – the doom of man was at hand; their efforts were in vain, their defence futile. Yet the Imperium's finest fought on regardless.

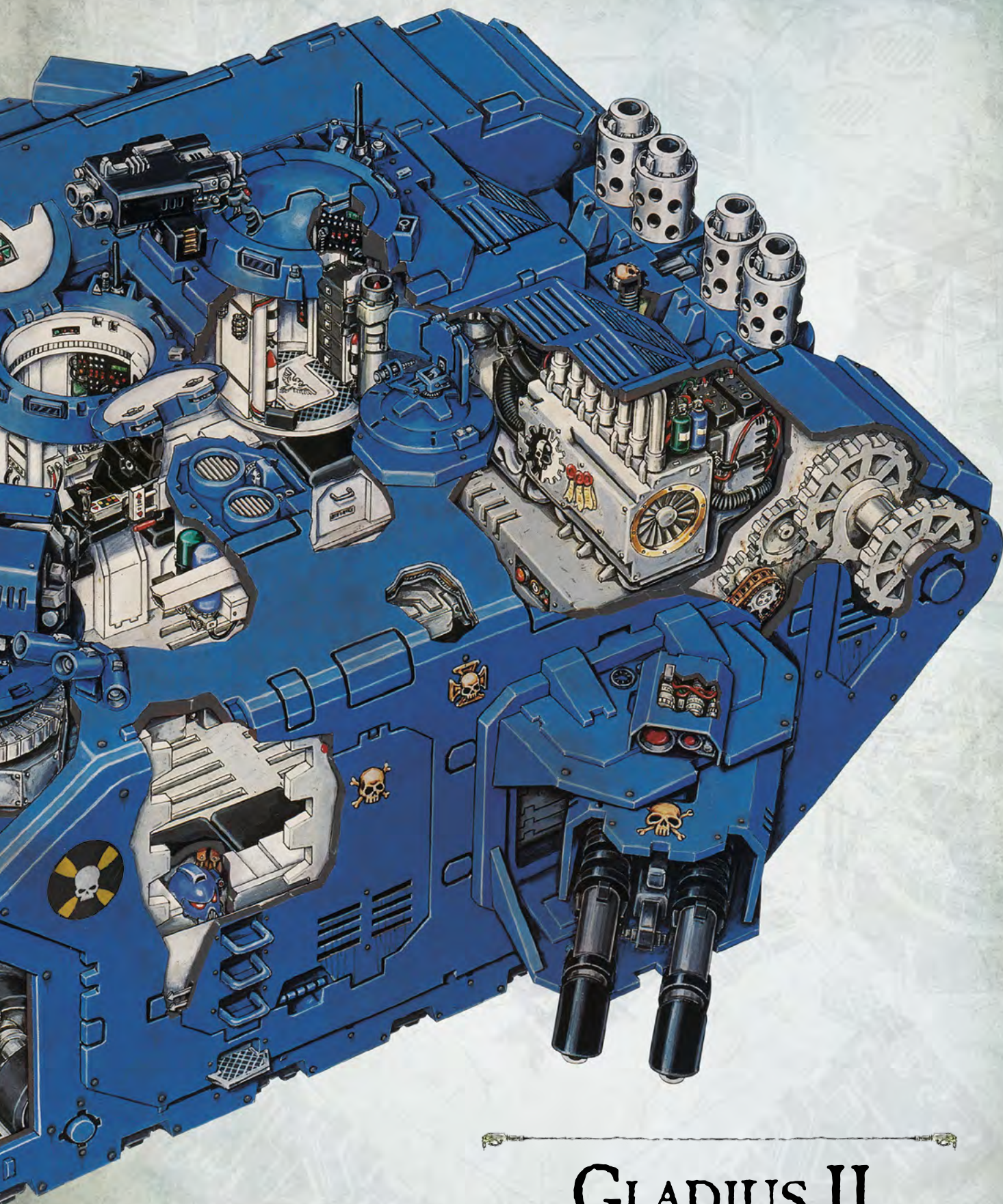


ANTARO CHRONUS

COMMANDER OF GLADIUS II
DAMNOS, 999.M41



The Ultramarines tank commander Antaro Chronus originally engaged the Necron hordes in the Terminus Ultra pattern Pride of Talassar. At the head of the specialist formation which bore his honorific, the Spear of Macragge, Chronus and his tank squadron took such a heavy toll on the xenos war constructs that the Tesseract Vault at their heart blasted the Pride of Talassar apart with a blinding lance of energy. Chronus alone survived, crawling free of the wreckage whilst battle raged all around. Within minutes he had requisitioned a nearby Land Raider – Gladius II, shown here – and rejoined his squadron, much to the jubilation of his battle-brothers. During the remainder of the Damnos reconquest Chronus alone tallied another six confirmed xenos war engine kills, his squadron taking dozens more.



GLADIUS II



RETURN TO THE ABYSS

The Fall of Damnos, though amongst the first full-scale conflicts between the Ultramarines and the Necrons, had proven far from unique. The rise of the Necrons had continued apace all across the Imperium. One by one, their Tomb Worlds had awoken and begun to rebuild their empire, initially by the conquest of the upstart settlers that had taken residence on sovereign Necron soil, and later by the relentless and mercilessly efficient invasion of nearby worlds and systems.

News of the Necron threat had spread far and wide, despite the best efforts of the Inquisition to suppress all knowledge of the alien empire's resurrection. Worse still, the fact that

the xenos were powerful enough to triumph against not only the Imperial Guard, but also the Adeptus Astartes – and the Ultramarines at that – had shaken the Imperium's faith in its military supremacy.

Reports of once-prosperous worlds yielding to Necron reconquest across Ultima Segmentum eventually found their way to Terra. Incensed by their loss, the Fabricator General of the Adeptus Mechanicus united the High Lords in a fateful accord. An example had to be made. The Ultramarines would be tasked with returning to Damnos in force, and eradicating the Necron threat infesting it once and for all. Only then would the point be made to the galaxy at large – nothing, be it Daemon, heretic or xenos fiend, could stay the wrath of the Adeptus Astartes.

VALIN'S REVENGE

The strike cruiser Valin's Revenge is the most formidable weapon in the 2nd Company's arsenal, armed and armoured to the highest standards of its class and able to launch its full complement of Drop Pods in less than a minute.



The news came to Ultramar in the form of the most experienced Deathwatch strike teams the Ordo Xenos could provide, led by Squad Lazarius: a crack insertion unit who had successfully destabilised the catacomb world of Daedalon. The High Lords believed that the specialist skills of the Deathwatch could make all the difference to the success of the attack. Better yet, they knew that the Ultramarines were more likely to accede to a request made by a Space Marine than by a robed functionary of the Adeptus Terra. Rumour had it that one of the Deathwatch sergeants who arrived in Ultramar was Davian Imocles, an old squad-mate of Sicarius', and that the two friends broke Ultramar protocol by meeting before official greetings had been observed.

Still, the arrival of the Deathwatch was cause for much discussion in the ranks of the Ultramarines, for they above all Imperial forces were trained to neutralise and destroy xenos entities.

When Watch Captain Lazarius relayed the news of the High Lords' plan to Marneus Calgar on the idyllic world of Hera, the Chapter Master was far from pleased. Calgar had extensively reviewed Sicarius' after-action reports following the previous incident on Damnos, and he knew full well that the 2nd Company had faced but a small portion of the Necrons' true strength. This time, his Ultramarines would face a fully awakened Tomb World, teeming with Necron defences.

Calgar's thoughts had long been troubled by the true scale of the threat lurking under Damnos' icy crust. The Chapter Master knew he would lose many hundreds of good men in the reconquering of Damnos, yet the course was clear. The Ultramarines had failed to destroy their foes during the Fall of Damnos – a failure that had to be remedied.

Though he was loath to admit it, Calgar knew in his heart that the High Lords were right. The morale of the Imperium was at stake. It was the duty of the Ultramarines to see the battle they had started decades ago to its bloody conclusion.

THE CHILDREN OF DAMNOS

Twenty-five long years had passed before the spectre of Damnos had come back to haunt the Ultramarines. It was a whole generation for mortal men, though a relatively short span in the lifetime of a Space Marine. The 2nd Company had won countless victories since Damnos, but the ordeals upon the xenos-infested planet had not been forgotten. Many of the Ultramarines who had fought there were still anxious for redemption.

This was true most of all of Cato Sicarius. The grievous blow dealt to him by the Necron monarch outside Kellenport had long since healed, but the wound to his pride remained. So it was that when Marneus Calgar announced that the warriors of Ultramar would return to Damnos in full force, the 2nd Company with them, Captain Sicarius smiled for the first time in decades.

After the original Fall of Damnos, the rescued settlers had been relocated to Tarentus, an agri-world upon the fringe of the Ultramar empire. The Damnosians had begun new lives, working hard to repatriate themselves as citizens of that great realm. As the soldiers and miners put their haunted past aside to start families and fresh careers, a new generation grew to young adulthood. The surviving Damnosians had already impressed the warriors of Ultramar with their valour and bravery on the field of battle, and their sons and daughters had worked and trained so hard that they had also won the respect of the Adeptus Astartes watching over them. Some had even proven strong enough to become Ultramarines in their own right – the 10th Company squad known as the Ice Talons, trained under Torias Telion, were of Damnosian stock.

Marneus Calgar was always a wise and prudent ruler. He knew that the upcoming war was as much about the Imperium's soul as it was the body, and so he gave the refugee families of the ice planet a chance to fight for the world they had been forced to abandon. Almost every adult amongst them volunteered. For many of the hardy settlers, it was the only hope they had of banishing the mechanical skeletons that stalked their dreams.

The Imperial war engine slowly began to gather speed. The 1st, 2nd, 3rd, 5th and 6th Companies of the Ultramarines were mustered from war zones within Ultima Segmentum – over 500 Space Marines – to be led into battle by Calgar himself. All extant information on Damnos was dissected in painstaking detail, and the training cages rang night and day with the sound of steel on steel. It was said that Cato Sicarius trained so hard he even slept in the cage-vault, and that he fought with the fury of a man possessed.

Before the month was out, Calgar's preparations were complete. Instead of translating from the Warp into Damnos' orbit, the grand fleet of Ultramar emerged within the neighbouring planet of Utinos – an inert gas giant with a radioactive asteroid belt. Once more, the Ultramarine fleet's helmsmen proved up to their allotted task. The Imperial warships entered realspace within the outer layers of the gas giant, completely hidden from sight by swirling ochroid vapours.



A WATCHFUL EYE

The Venerable Dreadnought Agrippan was sent by Marneus Calgar himself to accompany the 2nd Company during Fall of Damnos. Without Agrippan's presence, Captain Sicarius may not have escaped alive. The ancient was to give his life in order to allow his battle-brethren to evacuate. As the 2nd Company withdrew via Thunderhawk Gunship, Agrippan's reactor went critical, obliterating a large portion of Kellenport and thousands of Necrons in the process.



CAPTAIN SICARIUS' HERALDRY

Cato Sicarius' left shoulder pad originally hails from a suit of Mk II Crusade armour that had been worn by Captain Orar during the Scouring.



THE DAMNOS CAMPAIGN BADGE

Though it was originally worn with great pride, there was a period after the Fall of Damnos when the invasion's campaign badge was seen as a symbol of ill omen.



THE LIONS OF MACRAGGE (DAMNOS CAMPAIGN)

Cato Sicarius' Command Squad, the Lions of Macragge, fought against impossible odds in order to follow their leader into the heart of Necron war phalanxes. They distinguished themselves during the Fall of Damnos, but all the more so in the war that followed.



CATO SICARIUS

Once synonymous with unalloyed victory in the name of Macragge, Captain Cato Sicarius' perfect record was stained with defeat upon Damnos. It was a blow he did not take well. All trace of humour was lost from his already gruff persona, and in battle, his violent displays of courage became reckless to the point of unnecessarily endangering the lives of the men under his command.

Only returning to Damnos twenty-five years after the original incident allowed Sicarius to erase the memories and premonitions that had haunted him; visions of a metal god whose heartbeat was as powerful as an earthquake.

A RUSE WITHIN A RUSE

Calgar's next order was for the torpedo batteries of the *Victrix Ultra* to detonate several macro-class warheads near to the planet's asteroid belt, knocking the largest of their number out of orbit and sending them sailing past Damnos. One by one, the asteroids detached from the Utinos Belt. Slowly, with utmost caution, the Ultramarines fleet went with them. To the Damnosian Crypteks observing the celestial event, the electronic signatures of the fleet were lost amongst the radioactive rocks. Reports of the Utinos event were relayed, but the Necron lords of Damnos were far more concerned with their own power struggles. They paid the oncoming shower of debris little heed.

Calgar's approach plan had worked perfectly. By the time the Necrons on the surface had spotted their presence, the Ultramarines warships were already in position to launch their Drop Pods. Wave after wave of the craft flared bright as they crackled through the upper atmosphere, plummeting towards the surface of Damnos with tooth-rattling speed. The fully active Pylon networks below intercepted dozens of the hurtling Drop Pods, stitching the skies with green lightning and smashing many of the attack craft into thousands of pieces – the Pylons had accessed the positional data from the

invasion of the 2nd Company all those years ago, and their targeting systems predicted the descent patterns well.

Those few that made it through the gauss net slammed into the surface of Damnos and opened to reveal that they held not Space Marines but automated weaponry. It was then that the decoy tactic became clear. The strike cruisers *Hera's Fist*, *Blade of Judgement*, *Talassar's Tempest* and *Lion of Calth* dived out from the asteroid cloud and roared towards the planet's surface south of Kellenport. Within seconds of breaking cover, the warships had hurled their Drop Pods from their launch bays, each carrying a squad of Space Marines.

The Gauss Pylon networks could not recalibrate their firing solutions in time to intercept Calgar's true invasion force. As the landing craft made planetfall and slammed open, hundreds of Space Marines deployed into perfect formation. Deathwatch strike teams, emerging from black-armoured Drop Pods into the depths of the Necron tomb complexes, moved in to begin missions of sabotage against the Necron reinforcements moving to surround the Ultramarines. On the Belenos ice plains behind them, bulk landers lowered their ramps to disgorge regiments of vengeful Imperial Guard. The Imperium had arrived in force.





STRIKE TEAM LAZARIUS

The Deathwatch Strike Team under Watch Captain Lazarius used precious antiphasic rounds to prevent fallen Necrons from 'phasing out' and returning to their tomb complexes. In this way the Imperial forces could ensure their foes stayed dead.

THE WRATH OF THE NECRONS

In the heart of the tomb complexes that surrounded Kellenport, Monoliths and cyclopean Obelisks shuddered free of the ice and rose majestically into the air. Piece by piece, the floating necropolis that had scoured human life from Damnos assembled itself once more. Fully powered, the grid of deadly war machines drifted towards the Space Marines with the inevitability of death. Doom Scythes wailed into the skies on intercept courses with the Thunderhawk gunships that reinforced the ground assault.

The crescent-shaped Necron fighters flew with uncanny manoeuvrability, carving off whole sections of their enemy's fuselages with rays of energy. Though the Ultramarines' Stormravens returned fire, three of the mightiest Space Marine craft were crippled beyond recovery. The Thunderhawk *Vengeance Ulixis* turned end over end, trails of greasy black smoke scoring the sky as it ploughed into the Ultramarines scattering below. The collision crippled two whole squads, but it slowed the Imperial advance not for one moment. Incredibly, several of the Space Marine passengers fought their way free of the *Vengeance's* burning debris and joined the ranks of their brethren, bloodied but unbowed. The rest of the Ultramarines transports landed, releasing squadrons of Predators, Hunters and Vindicators from their armoured bellies whilst cohorts of warsuited Centurions laid down covering fire with daunting precision.

THE RETURN OF THE ULTRAMARINES



2nd Company banner



1st Company banner



3rd Company banner



5th Company banner



6th Company banner

The Ultramarines returned to Damnos en masse. No fewer than five entire companies made planetfall in a Drop Pod assault that shook the world's icy crust.

'NIHILUS' VORTEX GRENADE

Ultramarines omni-scans revealed Sergeant Davian Imocles to be in possession of a Nihilus vortex grenade – an incredibly deadly Imperial artefact capable of collapsing reality in a localised but highly unstable field. It was this priceless weapon that Sergeant Imocles gifted to Captain Sicarius before the return to Damnos, knowing that his friend would use it not only to exact his revenge on the Necrons but also to repair his reputation in the process.



Company by company, the Ultramarine squads took up positions near the pyramidal complex that Calgar had identified as the heart of the Necron grid. They were making good progress until the floating city hovered into view. A crackling field of green energy arced around the xenos formation, dispersing the lascannon fire of the Predator Assassin squads testing its defences. In return, thunderous bolts of emerald lightning lashed out from the crystals atop each of the Monoliths, grounding spectacularly in the ranks of the Space Marines and sending power-armoured limbs spinning high into the air.

The source of the crackling energy became clear as the xenos formation crested the ridge. In the centre of the grid hummed four angular quadrants linked by bolts of energy. Shining within their interior was a sphere of blinding light that held a splayed humanoid form. The green lightning that crackled out to surround the necropolis was eye-searingly bright wherever it touched the writhing creature inside the sphere. Ahead of it came the silhouette of the Undying, reborn once more and leading his High Court to war.

Calgar's hand had been forced. Sending a tight-beam transmission to his reserves in orbit, he summoned a precise orbital bombardment followed by a teleport strike from a full half of the 1st Company. Battle was about to be joined in earnest.

At the head of the Chapter Librarius, Chief Librarian Tigurius locked his gaze with that of the bound creature and strained to understand the titanic technologies that were being brought to bear against it. Wiping tears of blood from his cheeks, the Librarian mind-linked a message to Marneus Calgar. The shining figure inside was the physical incarnation of a C'tan star god, a legend given form and bound against its will to power the Necron engines of war. It was imperative that the towering creature be neutralised, for it was the source of the floating necropolis' defensive shield, and it had the power to turn Damnos itself against them.

IRRESISTIBLE FORCE

As phalanx after phalanx of Necrons stalked from the snows, the ground war began in earnest. Volleys of long-range missile fire from Whirlwind and Thunderfire Cannon batteries thundered into the Necrons stalking towards the Imperial ranks, knocking dozens of the creatures from their feet with each explosion. As per Calgar's orders, wherever a Necron slumped into the snow, the Ultramarine Tactical squads would advance and pour bolter fire into it to ensure it did not rise again. Yet the phalanxes lurched onward, crushing the fallen underfoot.

As one, the entire column of Necrons halted at some invisible signal, raised their gauss flayers, and fired a strobing fusillade of energy into the ranks of the Ultramarines. The beams stripped away armour, flesh and bone until the remains of once-proud Space Marines withered steaming in the snow.

In response, massed Assault Squads and a thunderous cadre of Dreadnoughts ploughed into the tightly-packed ranks of the foe. Chainswords and power fists chewed through cables and crushed mechanical sinews, forcing the Necrons to abandon their fire discipline and fall upon the new threat in melee. Sicarius stormed forward to reinforce his men, for the xenos numbers were thickening as ever more constructs emerged from the ice. As the High Suzerain barged his way through the Necron Warriors closing in on his battle brothers, keening packs of Flayed Ones pulled their way out of the permafrost and impaled the raging Space Marines from below with their razor-sharp talons. In their

midst was a leaping, slashing monster of metal and stolen skin, whose every blow hurled an Assault Marine ten feet across the ice. Sicarius made a beeline for the creature, raising his Tempest Blade in the briefest of salutes before engaging it in a lightning-fast exchange of blows.

To the south of the Ultramarines army, the Tarentan Imperial Guard took a heavy toll on waves of approaching Destroyers, and on the Tomb Blades escorting Ghost Arks toward the Ultramarines' flank. Battle cannon shells detonated in the midst of the xenos, stunning the Necron gun-constructs and leaving them easy prey for ruby beams of lascannon fire from the Guardsmen manning the gantries of the nearby research station. Harsh shouts of triumph were soon replaced by piercing screams as portal-bearing Night Scythes translocated Necron Warriors into their midst. It was all the chance the Destroyers needed. A second wave of the malevolent machine-beasts rose out of the snow to exterminate any Guardsman who dared sneak a glance over the armoured parapet.

STALEMATE

Everywhere the Imperial army struck, the Necrons countered with lethal force. Calgar felt like a duellist being slowly taken apart by a superior foe. The battlefield logic of the Necrons was impeccable; whatever intelligence was controlling the xenos army was anticipating the Ultramarines' every move and neutralising each set piece they employed.

The Codex Astartes has much to say on the subject of engaging a foe with superior technology, yet every feint and lunge Calgar made was met with a shield of logic that left his men fighting for their lives. Every plasma volley and melta blast employed against the floating necropolis found its energy dissipated harmlessly; every bolt or shell was prematurely detonated before it could harm the Monoliths within. Krak missiles blew sinister Triarch constructs apart, only for their glowing remains to scuttle back together moments later. The Chapter Master felt a cold shiver creep over him as he realised the Necrons had analysed and broken down the Ultramarines' battle doctrine, just as the xenos had been studied in their turn. The only hope was to strike from an unexpected direction.



THE ICE TALONS

It is a testament to the hardiness and quality of the stubborn Damnosian defenders known as the Hundred that an entire squad of the Ultramarines 10th Company could be recruited from their second-generation stock. Under the watchful eye of Torias Telion, these aspirants repaid the faith placed in them at the Battle of the Necropolis by disabling the Gauss Pylon central to the Necron defence. Some believe that without their bravery the war could not have been won.



PYLONS

The massive crescent-shaped gun platforms known as Pylons took a great toll on the Deathwind Drop Pods that Calgar dispatched as a precursor to the main invasion. The destruction they wrought was great, yet not a single Ultramarine was lost – the real blow was to fall elsewhere.

Ahead, the Gauss Pylon that loomed over the battlefield whirled and pivoted as it fired pinpoint beams of emerald energy into the skies, darting from one aerial target to the next as the strike cruisers far above attempted to reinforce their brethren. Stormtalon and Thunderhawk Gunships alike were blasted from the air as the gauss beam stabbed through the swirling snowstorm with pitiless efficiency. Calgar could just make out a camouflaged squad of Scouts, the Ice Talons of the 10th Company, clambering up the base of the Gauss Pylon and clamping their melta bombs onto its jointed neck before vaulting backward into the safety of a deep snowdrift. Above them a white-hot explosion crippled the machine's motive units, and uncontrollable gauss energy roared into the night as the resultant energy pulse overloaded its power systems.

THE SHIELD SHATTERED

Inspiration burnt through the Chapter Master's mind. With his honour guard storming forwards in his wake, Calgar sprinted towards the malfunctioning Pylon, smashing his way through the ranks of Necron Immortals that were moving to protect it. The Chapter Master lashed out left and right to pulverise xenos torsos and heads wherever he struck, for a terrible wrath was roused within him, and his resolve to reach the Gauss Pylon was all but unstoppable.

Jumping up onto the metallic base of the malfunctioning Pylon, Calgar braced himself and heaved with both hands at its crescent-shaped superstructure. Servos and pistons whined in protest as the famed Gauntlets of Ultramar left grooves in its living metal.

Teeth gritted and eyes screwed tight, the Chapter Master pushed with everything he had, veins popping under his close-cropped grey hair. He roared in pain with the bone-breaking effort of his feat, but sure enough the Pylon began to move on its bearings, its flaring gauss beam crackling across the skies above the warring armies. Slowly, inexorably, Calgar pushed the war engine's crescent back upon itself until its beam met the energy grid that protected the floating necropolis.

The snowstorm flared blinding white as a tremendous explosion flattened everything within a hundred metres. The autosenses of the Space Marines spared the majority of them from being blinded by the energy burst, though those nearby were not so lucky – Squads Atracian, Melecus and Thriacas were vaporised in an instant, along with the entire phalanx of Necron Warriors they were fighting. The energy shield that protected the floating necropolis vanished, and in the backlash, the Tesseract Vault at its heart was broken wide open.



THE SPEAR OF MACRAGGE

Under the command of the veteran tank commander Antaro Chronus, the vehicle formation known as the Spear of Macragge took a great toll on the Necron forces upon its return to Damnos. Deployed via Thunderhawk Gunship and orbital lander in the first few minutes of the campaign, the Spear of Macragge crippled several Monoliths and destroyed dozens of lesser xenos war constructs before the war had run its course. Though Chronus found his initial assault stymied by powerful energy fields, his later success against the baleful necropolis at the heart of the Necron horde earned his tank detachment the nickname 'Antaro's Assassins'.



Pride of Talassar, *Terminus Ultra*, commanded by Sergeant Chronus



Iax, *Whirlwind* (suppression role)



Vexator, *Vindicator* vanguard



Nova, *Predator* vanguard







A DEMIGOD UNCAGED

Rising above the Necron army was a giant cruciform figure of pure light, the remnants of its energy cage still crackling around it. It roared in exultation at its newfound freedom, the booming sound throwing Ultramarines and Necrons alike to the icy ground. Louder and louder it grew, until the planet's crust began to crack beneath it. As the being's shout struck the surface's resonant frequency, cracks became fissures and fissures became chasms, hurling hundreds of stunned Necrons to an icy doom. Tigurius mind-pulsed a warning to Calgar – this being was a manifestation of the star god Ygggra'nya, the Moulder of Worlds, whose very thoughts could break apart a planet and reshape it in a form more pleasing to him.

The floating city had halted at the mighty explosion. At its heart, the gilded Necron Overlord known as the Undying was bellowing outraged commands to the glowing figure above them, his arms raised imperiously. With laughter like tectonic plates colliding, the star god reached out a taloned hand and made a fist. Around the Undying, the ground split open, forming a titanic hand that crushed the Necron like an insect. The xenos lord flashed white and vanished.

At the heart of the Necron tomb complex, the surviving members of Squad Lazarius had reached their objective. The Undying, having phased out moments before, had teleported back to his cabled sarcophagus right in front of their eyes. Unfortunately for the Necron, the Deathwatch had replaced his revivication engines with melta charges and entropic destabilisers. A thin scream echoed through the Necron tomb as the Deathwatch put the lie to the Undying's name, blasting him into his component atoms.

CATASTROPHE AND CONQUEST

On the planet's crust, the Necron forces reeled from the loss of their leader and the power structure at their army's heart. The Ultramarines, their sonic dampeners and optic shields protecting them from the worst of the C'tan's baleful energies, were deft enough to avoid the catastrophic damage that was being wreaked upon Damnos by Ygggra'nya the World Shaper. The supporting fire of the Devastator units and Imperial Guard on the ridge overlooking the carnage was taking a heavy toll upon the Necrons that had escaped the C'tan's wrath, and the battle looked all but over until the god-thing turned its wrath on the Space Marines. Lumpen fists of rock burst out from the ground, seizing up the cobalt-armoured warriors falling back to their transports and crushing them to a paste. Squad after squad were destroyed by the laughing entity as it floated overhead.

The being passed over Cato Sicarius as he duelled, the Captain panting hard with the exertion of his fight with the flesh-wrapped Necron Lord. The Flayed Lord's head snapped up in alarm as it finally registered Ygggra'nya's presence, a sliver of opportunity that Sicarius had trained

hard to exploit. The Captain fell to one knee under the creature's flashing talons and rammed the Talassarian Tempest Blade vertically into its torso, shorting out its phase circuits and dooming the fiend to a final death.

His vision swimming, Sicarius summoned twenty-five years of anger and frustration and channelled it into a last burst of strength. He unclipped the strangely-wrought grenade that had been given to him by his old friend Imocles in their clandestine meeting, and ran headlong towards the C'tan that had passed overhead. Leaping over the claws of the Flayed Ones that grasped for him, he activated the weapon – a vortex grenade of ancient design – and flung it at the creature. The C'tan's horned head whipped around in a half-circle, its face contorted with rage, and Sicarius was caught in mid air by a giant rocky fist. Just as the vice-like fingers began to close, the vortex grenade detonated. A spiralling orb of nothingness burst out from the device, its unstoppable force sucking the C'tan into the Warp before the vortex collapsed and winked out of existence.

DAMNOS RECLAIMED

Even as Sicarius staggered to his feet, the battle was won. The earthquakes that had spread outwards from the C'tan's rampage shuddered to a halt. Over the next few days, the Ultramarines took apart the remainder of the Necron army with a grim efficiency that saw none of the xenos survive. Empty tomb complexes were collapsed or detonated under the methodical guidance of the Deathwatch, and as massed contingents of the Adeptus Mechanicus arrived, all evidence of the war against the Necrons was eradicated or taken from the planet. Many intriguing items of xenos technology went missing over the course of the reclamation program, but the air of victory was so infectious that none pressed the matter of their absence too closely. The Necrons of Damnos had finally been defeated.

Calgar, who had learned much about the xenos foe over the course of the campaign, consolidated the knowledge he had torn from Damnos and penned it into a data-scroll which he circulated throughout the Chapter Masters of the Adeptus Astartes. Such hard-won data was invaluable; its distribution was a great strategic victory in its own right, and yet it was not the most lasting lesson the Imperium would take from the reconquest. The populace rescued by Sicarius and the 2nd Company all those years ago was shipped back from Tarentus and given the entire world of Damnos to claim as its own. The sons and daughters who had joined the Ultramarines were stationed upon the planet, to watch over them and train them in the ways of war. Slowly but surely, Damnos was brought back into the Imperial fold. The message was clear, a message stridently broadcast across the Imperium by the agents of the High Lords of Terra. Humanity could triumph over any foe, no matter how deadly. The galaxy belonged to Man, and Man alone.

THE BATTLE OF THE NECROPOLIS

The Ultramarines have returned in force to seize the world of Damnos from the Necrons. To the mounting unease of the Ultramarines commanders, every tactical play they make is immediately countered by the Necrons. Worse still, the floating necropolis that hoves into view has proved all but impenetrable. Can one side out-think the other and seize victory?

THE ARMIES

The armies used for the battle are listed on [pages 26-27](#).

DEPLOYMENT

The Imperial side deploys first. They may deploy anywhere in their half of the table that is at least 12" away from the centre line.

The Necrons deploy second. They may deploy anywhere on their half of the table that is more than 6" away from the centre line.

FIRST TURN

The Imperial side gets the first turn.

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

If the Tesseract Vault has been destroyed at the end of the game, the Imperial side gains an additional D3+1 Strategic Victory Points. If the Tesseract Vault is entirely within the Imperial deployment zone at the end of the game, the Necron side gains an additional D3+1 Strategic Victory Points. The side that scores the most Strategic Victory Points wins the battle. If both sides score an equal number of points then the battle is a draw.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (Apoc. pg 22-37).

C'tan Energy Grid: Whilst the Tesseract Vault has at least six Hull Points it confers an Armour Value of 15 on all sides to all Monoliths and Obelisks within 6".

Damnoss War Zone: All of the rules of engagement from the Damnos War Zone apply to this battle; use the Damnos Ice Storm Unnatural Disaster table ([pg 40](#)).

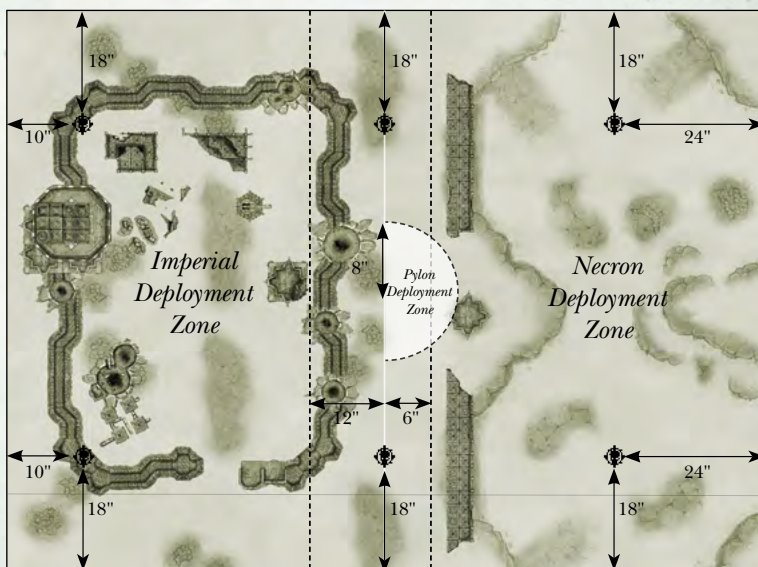
Gaussian Backlash: Each hit from the Pylon upon the Tesseract Vault (see below) is converted into D6 hits (before rolling for armour penetration), and permanently nullifies the C'tan Energy Grid special rule.

The Pylon: The Pylon's Phase Shift Generator has been disabled by the Ultramarines – it has no effect. If the Pylon is destroyed, it is not removed. Instead it is treated as a gun emplacement with gauss annihilator that cannot be destroyed, has the Interceptor special rule in addition to its usual rules, and can only be fired by a model with a Strength of 6 or more (including any bonuses for the model's Melee weapons).

THE BATTLEFIELD

The terrain for the battle is set out as shown on the map, using a table that is 10' long and 8' wide. The Necron side then deploys the Pylon anywhere within 8" of the centre point of the table and in their deployment zone.

Strategic Objectives are placed at the locations marked: 



THE DYNASTIES ARISE

Raining from the skies come scores of Drop Pods; Calgar's cunning ruse allowing them to make planetfall intact. The Sautekh and Nihilakh dynasties muster their deadliest weapons, intent on destroying the upstart invaders.

The Necrons of Damnos, so recently awoken from their aeons-long slumbers, have no intention of letting the Space Marines trespass upon their ice planet once more. Slowly but surely, the tombs and crypts of Damnos react to the presence of the intruders, mobilising phalanx after phalanx of Necron Warriors. Through the skies race Deathbringer and Translocator flights, the latter establishing wormhole portals near the Ultramarines beachhead whilst the former hurtle towards the Space Marine air support. Under the icy crust of Damnos a Canoptek Swarm burrows busily through the permafrost, their destination the lightly protected rear of the Ultramarines force. Every construct within a ten-mile radius is brought to bear upon the brave but foolish humans who have dared to set foot on a Necron world once more. As the High Court of Damnos learns that these invaders include many of the warriors that trespassed once before, their slow-burning rage is fanned to apoplectic levels. These primitive scum must be taught a lesson once and for all. So it is that the High Court authorises the Tesseract Vault holding the C'tan known as the Shaper to be brought forth, its escort of Monoliths crackling with green witchfire around it.



NECRONS STRATEGIC ASSETS

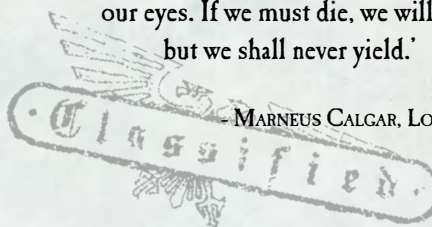
The following Strategic Assets are used by the Necron army: **Entropic Plague, Fury of the Flayed, Ghastly Projection, Infinite Resource, Replacements.**

NECRON BATTLE PLAN

The Necron players were united in their strategy – force a war of attrition that only they could win. There was going to be an almighty scrap in the centre of the table, into which the Necrons could pour an insane amount of troops without a care – if they could ensure the Infinite Phalanx claimed at least one of the Strategic Objectives, the Baleful Necropolis another, and the Canoptek Swarm one of those in the Ultramarines' deployment zone, the battle was as good as won. Meanwhile, the heavy guns of the Necrons – namely the Tesseract Vault and its Monolith escorts – would blast apart those Ultramarines seeking to tip the fight in their favour.

'Warriors of Ultramar. This is where we make our stand. If death is to be our fate then we shall meet it with the Emperor's word on our lips and his light in our eyes. If we must die, we will die; but we shall never yield.'

MARNEUS CALGAR, LORD MACRAGGE



NECRONS ORDER OF BATTLE

The forces used in the Necron army are listed below.

Sautekh Dynasty

- The High Court of Damnos
- The Court of the Flayer King
- 1 Cryptek
- 1 Baleful Necropolis
- 1 Infinite Phalanx
- 1 Ghost Strider Phalanx
- 1 Annihilation Barge
- 2 Catacomb Command Barges
- 1 Triarch Stalker
- 1 unit of Triarch Praetorians
- 1 unit of Canoptek Wraiths
- 1 unit of Tomb Blades
- 1 unit of Lychguard
- 1 unit of Deathmarks
- 1 unit of Immortals
- 1 Obelisk
- 1 Doom Scythe Deathbringer Flight
- 1 Host of the Red Harvest
- 1 Canoptek Swarm

Nihilakh Dynasty

- Necron Lord
- 1 Cryptek
- 2 units of Immortals
- 2 Ghost Arks
- 2 Monoliths
- 2 units of Deathmarks
- 1 Catacomb Command Barge
- 1 Lawbringer Phalanx
- 1 unit of Lychguard
- 2 units of Canoptek Wraiths
- 2 Doom Scythes

ULTRAMARINES INVASION FORCE

The Ultramarines have made planetfall in force. This time, it is not just the 2nd Company that descends upon the ice-clad world of Damnos, but also the 1st, 3rd, 5th and 6th – over 500 battle-ready Space Marines in all.

Under the masterful leadership of Marneus Calgar, the Ultramarines have made haste to Damnos. After a decoy assault from a Deathstorm Area Denial Force, the main body of the Ultramarines invasion force have hurtled towards Damnos, deploying by Drop Pod and Thunderhawk Gunship. Before a minute has passed, the Ultramarines have prepared a beachhead from which to assault the Necron dynasties that lie beneath Damnos' surface. War is about to be joined, and this time, both empires will bring ultimate force to bear.

All Chapters of the Adeptus Astartes specialise in lightning deployment, and the aeons-old engrams of the Necron dynasties are often slow to react. By the time the Necron phalanxes stalked through the snow towards the Ultramarines, the Space Marines were already taking position in an abandoned research station, their units quickly deploying in trench lines and buildings alike. Any normal foe would have found the Space Marines impossible to shift, but the Necrons had a secret weapon that was to take a terrible toll...

ULTRAMARINES ORDER OF BATTLE

The Ultramarines forces are listed below.

Necropolis Strike Force

- Marneus Calgar leading the Ultramarines Chapter Honour Guard
- 1 Librarius (under Chief Librarian Tigurius)
- 2 Techmarines (with Servitor retainues)
- 2 Chaplains
- 1 Deathwatch Strike Team
- 1st Company Veterans
- 1 Centurion Decimator Cohort
- 1 Conclave of Ancients
- 2 Tactical Squads
- 2 Scout Squads
- 1 Scout Bike Squad
- 1 Space Marine Bike Squad
- 3 Land Speeders
- 1 Thunderhawk Gunship
- 4 Stormtalon Gunships
- 1 Stormsurge Strike Wing
- 1 Thunderfire Cannon
- 1 Land Raider
- 1 Land Raider Redeemer
- 1 Suppression Force
- 1 Line Breaker Squadron
- 2 Predator Assassin Squadrons
- 1 Skyreign Hunter Squadron

2nd Battle Company

- 1 Battle Company led by Cato Sicarius

Drop Pod Flanking Force

- 1 Skyhammer Orbital Strike Force (3rd Company)
- 1 Deathstorm Area Denial Force
- 1 Ironclad Dreadnought in Drop Pod

ULTRAMARINES STRATEGIC ASSETS

The following Strategic Assets are used by the Ultramarines army: **Above and Beyond**, **Heroic Stand**, **Hope Incarnate**, **Trophy Kill**, **Psychic Barrage**.

ULTRAMARINES BATTLE PLAN

The Ultramarine Warmaster led his team in a simple strategy – drive as many Infantry units as possible onto the strategic objectives whilst the Predator Assassin Squadrons and Vindicator Line Breaker Squadrons throw everything they have at the Baleful Necropolis. With the front few Monoliths destroyed, the Tesseract Vault would be wide open for the Thunderhawk's turbo laser destructor (a Destroyer weapon) to deliver the killing blow. Meanwhile, Terminators on the front line would act as a living shield against the inevitable storm of gauss fire, allowing Marneus Calgar and his unit to plunge forward to capture the Pylon early on.

'As our bodies are armoured with adamantium, our souls are protected with loyalty. As our bolters are charged with death for the Emperor's enemies, our thoughts are charged with wisdom. As our ranks advance, so does our devotion, for are we not the Space Marines? Are we not the chosen of the Emperor, his loyal servants unto death?'

- CHAPLAIN FERGA NILS

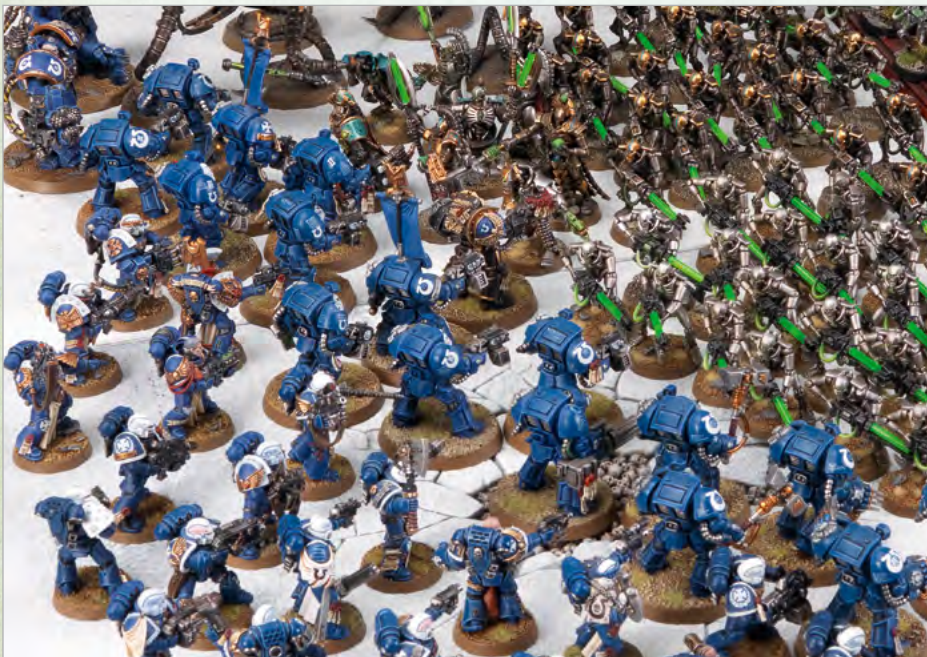


THE BATTLE OF THE NECROPOLIS DAMNOS, 999.M41



VENGEANCE FROM ABOVE

On the right flank, the Assault Marines of the reconquest force boost forwards towards the Necrons' front lines whilst a Conclave of Ancients thunders into the massed Necron war machines with a loud metallic crunch.



THE 1ST COMPANY AT WAR

Unit after unit of Ultramarines veterans storm into the endless ranks of the Infinite Phalanx, smashing metallic bodies asunder with close range fire and crushing blows. However, the Necrons' self-repair ability is boosted to such a degree that, as fast as they are put down, they rise back up again from the frozen ground. Both sides grind into each other, refusing to yield as snow turns to bloodstained slush and permafrost is slicked with alien fluids.



A Host of the Red Harvest discharges a crackling gauss hellstorm into the approaching Ultramarines, stripping a score of veterans down to their constituent atoms – yet the 1st Company march onward, hungry for revenge.

A Doom Scythe Deathbringer Flight hurtles towards the Ultramarines lines – just as a trio of Stormraven Gunships moves to intercept them, a gravitic pulse from the nearby Obelisk tears the Ultramarines craft from the skies.





The Baleful Necropolis takes heavy fire from the Predator Assassin Squadrons at the heart of the Ultramarines lines, yet the crackling energy shield emitted by the Tesseract Vault keeps the Monoliths intact. The Space Marine war machine closes its jaws as Drop Pods scream from the skies, but the immense floating city still remains unbreached. Is there no stopping the implacable alien menace steadily emerging from under the ice?



THE VAULT IS BREACHED

The Necron Pylon is disabled by the combined efforts of the 'Ice Talons' Scouts and the Deathwatch before being tilted on its axis by the sheer strength of Marneus Calgar himself. Its stuttering annihilator beam thunders into the Tesseract Vault, detonating it and blasting apart several of the Monoliths nearby – not to mention the Necron forces in its shadow. With this titanic act, the Ultramarines tear the heart out of the enemy. Victory is near!

CRITICAL BREACH

With the Pylon neutralised and its deadly arc retargeted upon the Tesseract Vault, the Necron battle lines are left wide open to a killer blow.

The initial plan of the Ultramarines – to pour relentless heavy weapons fire into the largest enemy targets – was quickly found wanting. The energy shield thrown across the floating city by the Tesseract Vault was all but impervious to the Ultramarines tanks and Devastators. The Baleful Necropolis was blasting apart scores of Space Marines with blinding C'tannic energy, and the rear of the Ultramarines army was beset by the Canoptek Swarm boiling out from underfoot. As the 1st Company were bogged down amongst the endless ranks of Necrons emerging from the ice-cold skin of Damnos, it was clear that something drastic was needed to carry the day. The stalemate was broken when Marneus Calgar and his Honour Guard charged the malfunctioning Pylon that his Scout Sergeants had crippled with their melta bombs. With a Herculean effort, Calgar forced the crackling Pylon to face the Tesseract Vault, its energy beam creating a massive backlash in the C'tan's force field. One titanic explosion later and the Necron army was ready to be taken apart. There was, of course, still the matter of a raging star god that had just been released...

The Necron Overlords who had closed their iron grip around Damnos found it broken apart by the Ultramarines' attack.



Marneus Calgar turned the tide of the battle with a display of heroism that saw the Tesseract Vault blasted apart by the energies of the Pylon.





Cato Sicarius redeemed himself in the final hours of the war by neutralising the C'tan.



The Ultramarines Librarian was pivotal in the battles following the Chapter's return to Damnos.



The Necron Lords that coordinated the counter-attack proved all but indestructible.



Chief Librarian Tigurius provided vital counsel about Damnos' Necrons and their troop movements.



Torias Telion's Scouts blended with Damnos' environment to infiltrate Necron positions.



The Veteran Sergeants that led each squad bore priceless weapons of war.



Sahtah the Enfleshed was a ghoulish whirlwind of violence in battle.



Many Overlords bore resurrection orbs to enhance their warriors' self-repair systems.



Ankh the Cryptek watched his schemes unfold as the Royal Court led their warriors to war.



The Deathwatch infiltrated the Necron tombs, lying in wait for the lords of Damnos' return.



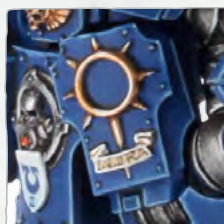
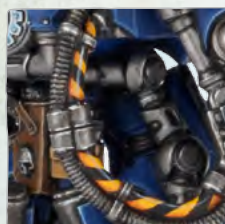
The warriors of the Scout Company disabled many Necron war engines.



The Devastators known as the Titan Slayers took down a pair of Monoliths on their own.

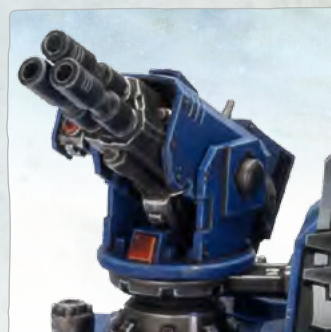


Several units of Sternguard Veterans made planetfall at the head of the strike force, blasting clear a landing site for their battle-brothers to reinforce.



Centurion Devastator Squads marched unharmed through a crackling storm of gauss fire, laying down a constant hail of bolter shells that blasted Necron Warriors apart by the score.

The Chapter Banner – a physical reminder of the Ultramarines' duty to triumph over the xenos.



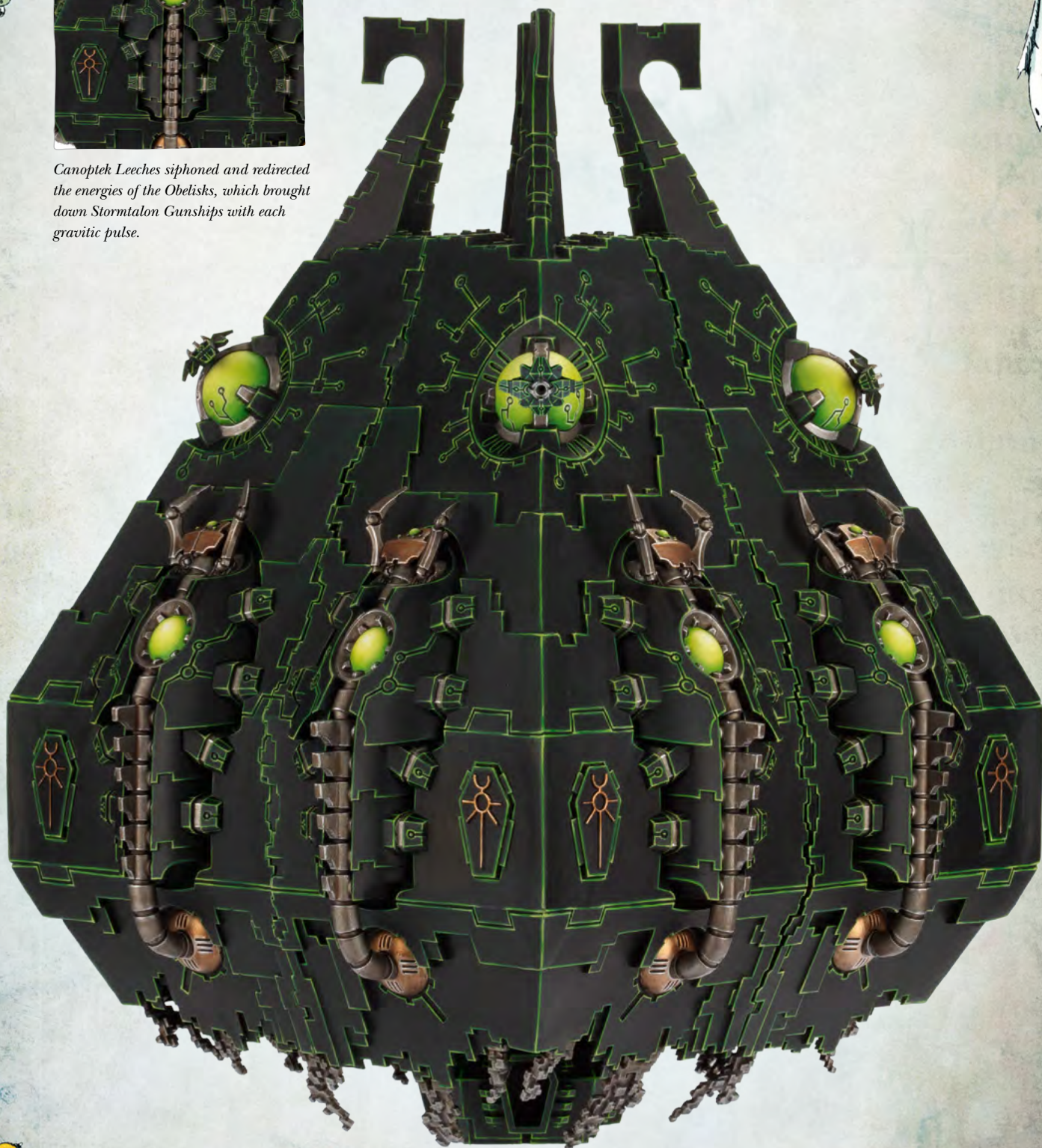
The Stalkers' icarus stormcannon arrays stitched patterns of destruction across Damnos' skies.

Stalker battle tanks brought low the numerous Doom Scythes that haunted the skies above Damnos.





Canoptek Leeches siphoned and redirected the energies of the Obelisks, which brought down Stormtalon Gunships with each gravitic pulse.



*Canoptek Wraiths
ghosted through
the ruins of the
research station,
their
transdimensional
beamers casting Space
Marines into the void.*



When freed from the Tesseract Vault, Ygggra'nya the Shaper took a terrible toll on Necron and Space Marine alike, though he was ultimately banished by a well-placed vortex grenade.



DAMNOS

RULES OF ENGAGEMENT

The following rules will allow you to battle upon the Necron world of Damnos as the Ultramarines fight to reclaim it.

On the following pages we have included additional Environmental Rules, Apocalypse Missions, Strategic Assets and Finest Hours, and Apocalypse Formations.

The missions and environmental rules in this section have been designed to represent a series of pivotal battles fought on the ice world of Damnos, and the brutal conditions prevalent on this frozen tomb world.

The Assets and Finest Hours allow you to recreate the strategies and heroics of those who fought so bitterly for control over Damnos.

The additional Apocalypse Formations presented in this War Zone are based on legendary units that fought in the war for Damnos. Many of these formations fought in a multitude of battlezones before the Damnos war and after. Because of this they may be used in any Apocalypse game.

FORGING A NARRATIVE

Damnus is an icy, inhospitable hellhole; just one of many such worlds scattered across the Imperium. Fenris, Macragge, Glacia IX, Valhalla; all are plagued by ice storms that can easily flay flesh from bone. If that wasn't bad enough, it is also host to a slumbering civilisation of Necrons! You should feel free to use the ice-themed rules in this War Zone for battles set on other ice planets, and the Necron-themed rules for battles set on other Tomb Worlds. A little common sense and you'll find much of the work has been done for you.



WAR ZONE: DAMNOS TERRAIN

Damnoss is an ice world, innately hostile to human life and quite capable of killing its inhabitants even before the Necrons get involved! Some of the more common types of terrain that can be encountered on Damnoss are described below. Feel free to use these in any game set in the Damnoss War Zone.

ICE CHASMS

The Necrons of Damnoss have long drawn upon the strange energies of Yggdra'nya the Shaper, who can remould the stuff of worlds with his thoughts. Hundreds of gaping chasms and fissures yawn across the permafrost, opening wide without warning to consume the unwary.

Chasm sections are lethal terrain. Chasms can only be crossed by models with the following unit types: Jump, Jetbike, Jet Pack, Skimmer, Flyer, Flying Monstrous Creature, Flying Gargantuan Creature. Infantry, Beasts, Bikes, Cavalry, Monstrous Creatures or Gargantuan Creatures without the Jump or Jet Pack type can cross an ice chasm less than 4" wide, but first must pass an Initiative test or be removed as a casualty with no saves of any kind allowed. All other unit types treat the fissure as impassable terrain.



HALF-BURIED TOMB COMPLEX

The miners of Damnoss have dug great furrows in its crust, and various xenos artefacts and buildings have been excavated. When the Necrons upon Damnoss awoke, many of the xenos structures hummed with life before shaking themselves free of the permafrost and rising into the air, guns scything down those mortals nearby.

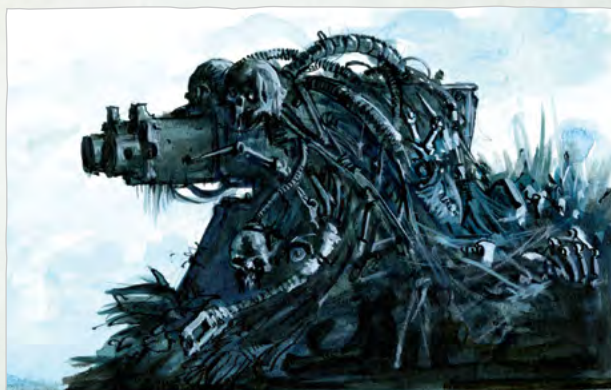
If a Cryptek is within the boundaries of a Half-buried Tomb Complex during his Shooting phase, then instead of firing his weapons, he may roll a D6. On the roll of a 5+, the player who controls the Cryptek may return a Monolith model that has previously been destroyed to play, anywhere that is within 6" of the Cryptek and not within 1" of any other models. The Monolith is controlled by the Cryptek's owner for the rest of the game.



GREMLIN GUNS

Over the twenty-five years since the initial invasion, the automatic defences of the Imperial trench networks have been corrupted and completely taken over by Necron nanoscarabs and canoptek autonomites. These long-dormant defences whirr to life whenever a heat signature is detected, thundering out battle cannon shells or gatling salvos until all is cold once more.

Before deployment, the Necron player rolls a D6 for every terrain piece with emplaced weapons. On the roll of a 5+, that terrain piece is impassable terrain. Its automated weapons (if any) automatically target the nearest Imperial unit in each Necron Shooting phase.



DAMNOS UNNATURAL DISASTERS

During the harsh Damnos winters, the ice storms grow so fierce that they can strip skin from flesh and muscle from bone. This is of minimal consequence to the Necrons, but for mortal men the onset of a killer blizzard can mean an icy end.

DAMNOS ICE STORM UNNATURAL DISASTER TABLE

D3+ TURN	EFFECT	D3+ TURN	EFFECT								
2-3	Hailstone Squalls: <i>Skull-sized hailstones batter the field.</i> The Master of Disaster rolls a D6. Starting with the Master of Disaster's side, the sides take it in turns to make a number of Hailstone Squall attacks equal to the D6 result with the profile below. For example, on a roll of 3, the Master of Disaster's side would make a total of two Hailstone Squall attacks, while the opposing side would make one. <table> <tr> <th>Range</th><th>S</th><th>AP</th><th>Type</th></tr> <tr> <td>N/A</td><td>4</td><td>-</td><td>Apocalyptic Blast, Pinning</td></tr> </table>	Range	S	AP	Type	N/A	4	-	Apocalyptic Blast, Pinning	4-5	Knives of Ice: <i>Jagged shards of ice whip through the skies.</i> The Master of Disaster chooses a deployment zone. For the duration of the game turn, the entire deployment zone is treated as difficult terrain.
Range	S	AP	Type								
N/A	4	-	Apocalyptic Blast, Pinning								
		6	The White Death: <i>The blizzard rages so strongly that snow fills the air and blood freezes in the veins.</i> For the duration of this game turn, the entire board is treated as difficult terrain and the Night Fighting rules are used. Furthermore, if the dice rolled for a unit's difficult terrain move add up to 6 or less, the unit takes D6 Wounds with no armour or cover saves allowed using Random Allocation.								



THE KELLENPORT EVACUATION

The citizens of Kellenport desperately try to evacuate as their saviours plunge the spear tip of the 2nd Company into the heart of the foe, fighting back phalanx after phalanx of undying warriors.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocalypse Battle section (Apoc. pg 18). One side must be composed of Space Marine and Imperial Guard units. The other side must be composed of Necron units. Each side must select one of the Warlords in their force to be their side's Warmaster.

DEPLOYMENT

The Imperial side deploys first. They may deploy anywhere in the Imperial deployment zone half of the table that is more than 12" away from any table edge, or may be kept in Strategic Reserve (Apoc. pg 37).

The Necrons deploy second. They may deploy anywhere in their half of the table that is more than 12" away from the central line, or may be kept in Strategic Reserve.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRST TURN

The Imperial side gets the first turn.

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle. If both sides score an equal number of points then the battle is a draw.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, (Apoc. pg 22-37).

The Battle Groups Converge: Imperial Strategic Reserves enter play from the Necron side's long board edge.

Damnors War Zone: All of the rules of engagement from the Damnors War Zone apply to this battle; use the Damnors Ice Storm Unnatural Disaster table (opposite).

Decapitation: If a side kills their opponent's Warmaster they score an additional D3+1 Strategic Victory points. If a side's Warmaster kills their opponent's Warmaster they instead score an additional D6+1 Strategic Victory Points.

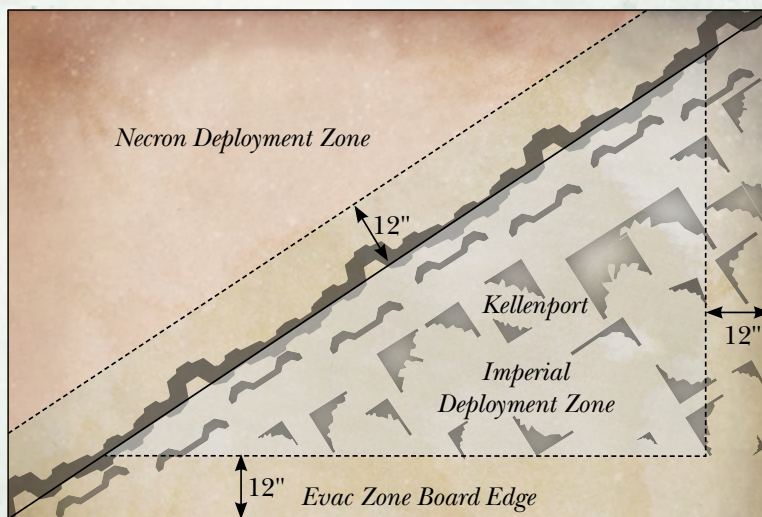
Evacuation: From the beginning of the second turn, any unengaged Imperial Guard unit that comes into base contact with the Evac Zone board edge for any reason is removed from play. That unit counts as being successfully evacuated and cannot re-enter play for any reason. The Imperial side rolls a D6 for each evacuated unit; on a 5+, they score a bonus Strategic Victory Point.



THE BATTLEFIELD

The Imperial side divides the board diagonally into halves, and then sets up the terrain so that one half of the board features as many buildings as possible. This side represents Kellenport. Deploy as many walls, trenches, defence lines and/or buildings as possible along the diagonal line that divides the board into two halves. Finally, Strategic Objectives are placed (Apoc. pg 20).

The long board edge on the Kellenport side is the Evac Zone board edge.



PLANETFALL

The Ultramarines fleet is in low orbit above Damnos, their strike cruisers disgorging Drop Pods by the dozen. The Space Marines will need to establish a beachhead before they can bring their might to bear on the Necron host.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocalypse Battle section (Apoc. pg 18). One side must be composed of Space Marine units. The other side must be composed entirely of Necrons units. Each side must select one of their Warlords to be their side's Warmaster.

DEPLOYMENT

The Necrons side deploys first. They may deploy anywhere on the table that is more than 20" from the centre point, or may be kept in Strategic Reserve (Apoc. pg 37).

The entire Ultramarines side is kept in Strategic Reserve. All units in the Ultramarines side must enter play by Deep Strike, even if they do not have the Deep Strike special rule – this is to represent deployment from Thunderhawk Gunships ferrying troops to the surface of Damnos.

The Ultramarines side rolls a D3 at the beginning of each of their turns – they must attempt to deploy a number of units equal to or greater than the D3 roll in the central area of the board that turn. If this is impossible for any reason, or the models scatter so that none land in the deployment zone that turn, or are all destroyed, then the Necrons side receives 1 Strategic Victory Point. Any other units deploying that turn may Deep Strike as normal. Infiltrators and Scouts may not use their special deployment rules in this mission.

FIRST TURN

The Ultramarines side gets the first turn.

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle. If both sides score an equal number of points then the battle is a draw.

The Ultramarines side scores an additional Strategic Victory Point for each unit from *Codex: Space Marines* on the board the end of the game. The Necrons side scores an additional Strategic Victory Point for each unit from *Codex: Space Marines* that has been removed from play or otherwise counts as destroyed at the end of the game.

MISSION SPECIAL RULES

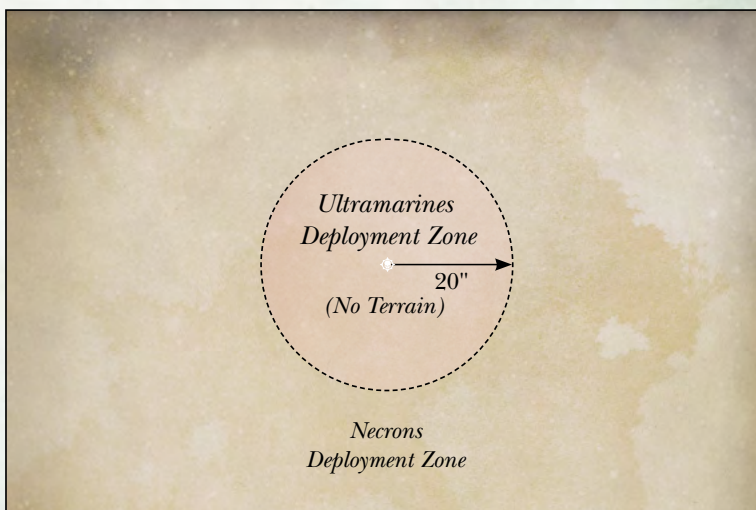
Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (Apoc. pg 22-37).

Damnus War Zone: All of the rules of engagement from the Damnos War Zone apply to this battle; use the Damnos Ice Storm Unnatural Disaster table (pg 40).

Planned Assault: The Ultramarines side gets an additional Strategic Asset of their choice in this mission.

THE BATTLEFIELD

Set up the terrain for the battle in any mutually agreeable manner. No terrain may be placed within 20" of the table's centre point. Finally, Strategic Objectives are placed (Apoc. pg 20).



THE WRATH OF THE C'TAN

The C'tan bound to the Necron army has been set free! All hell breaks loose as Damnos' surface splits apart.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocalypse Battle section (Apoc. pg 18). One side must be composed of Space Marine and Imperial Guard units. The other side must be composed of Necron units. Each side must select one of the Warlords in their force to be their side's Warmaster.

DEPLOYMENT

The Imperial side deploys first. The Necron side deploys second. Both sides may deploy anywhere on their half of the table that is more than 6" from the centre of the table and no more than 60" away from it. A Transcendent C'tan with the Seismic Shockwave, Antimatter Meteor and Seismic Assault powers is deployed in the exact centre of the table. The only units allowed to be held in Strategic Reserve (Apoc. pg 37) are those with the Flyer unit type (including Super-heavy Flyers) or those arriving using the Deep Strike special rule. After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRST TURN

The sides roll off to see who gets the first turn.

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle. If both sides score an equal number of points then the battle is a draw.

At the end of the game, each side scores an additional Strategic Victory Point for each unit of five or more models it has in play. If one side destroys the Transcendent C'tan, it receives an additional 2D3 Strategic Victory Points.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (Apoc. pg 22-37).

Anti-C'tan Protocols: For the entirety of the first game turn, the Necrons benefit from the Anti-C'tan Protocols Divine Intervention result (Apoc. pg 25) – this does not prevent them invoking Divine Intervention later in the game.

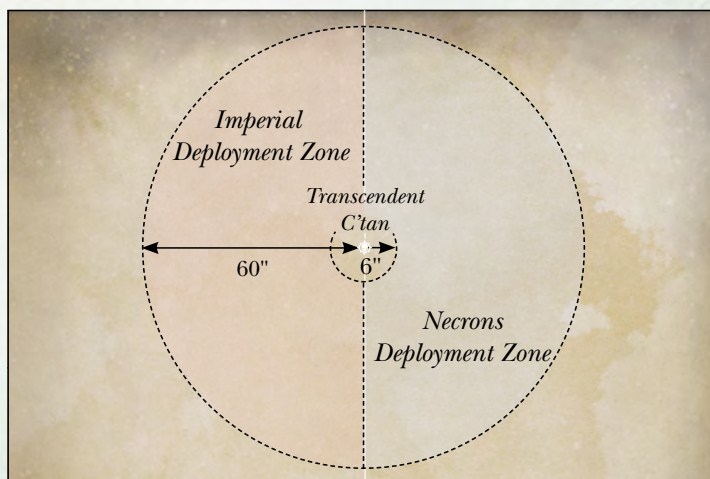
Damnus War Zone: The rules of engagement from the Damnos War Zone apply to this battle; use the Seismic Explosion Unnatural Disaster table (Apoc. pg 40) instead of the Damnos Ice Storm Unnatural Disaster table. In addition, only players from the Necron side can be selected as the Master of Disaster when playing this scenario.

Rampaging Star God: Each side rolls off at the beginning of each turn; the winner controls the Transcendent C'tan this turn. If this would mean that the Transcendent C'tan is engaged in combat only with friendly models, just move it 1" away from the friendly models with which it is engaged. Furthermore, the C'tan has an additional special shooting attack with the following profile:

Range	S	AP	Type
18"	10	2	Assault 2, Large Blast, Concussive

THE BATTLEFIELD

Set up the terrain for the battle in any mutually agreeable manner and then roll off. The winning team divides the playing area into two roughly equal halves by drawing a line from the centre of the longest table edge to the centre of the opposite table edge. The opposing team decides which half of the table they will deploy in. The border between the two halves does not have to be a straight line. It is acceptable for the two halves to be of slightly differing sizes. Finally, Strategic Objectives are placed (Apoc. pg 20).



ABOVE AND BEYOND

SPACE MARINES

The Imperium would not have had a chance to take back Damnos, were it not for acts of selfless heroism.

Play this card at the start of any friendly turn and nominate a friendly character. That character immediately has an extra Finest Hour. This may not cause a model to have more than one Finest Hour in a single turn.



THE BLOOD OF MARTYRS

SPACE MARINES

The Ultramarines must secure victory at any cost – and acts of self-sacrifice certainly qualify.

Play this card at the beginning of any phase and roll a D6. Nominate a number of friendly engaged Ultramarines units equal to the D6 result. Those units have the **Feel No Pain**, **Fearless** and **It Will Not Die** special rules for the rest of the game.



HOPE INCARNATE

SPACE MARINES

The Ultramarines brought hope to Damnos – and in the process, a resolve that would not die.

Play this card when an Ultramarines unit destroys a Necron Super-heavy vehicle. For the remainder of the turn, all friendly Imperial units have the **Fearless** special rule.



PSYCHIC BARRAGE

SPACE MARINES

The Librarians of the Ultramarines Chapter would risk their very souls to see the Necrons destroyed.

Play this card at the beginning of any turn. All Librarians in play generate double their usual number of Warp Charge points this turn, and the range of their psychic powers is doubled.



WAYS AND MEANS

SPACE MARINES

The native sons of Damnos guided the Ultramarines through the Thanatos Hills to ambush the Necron army.

Play this card at the start of the battle. Roll a D6 when any of your non-vehicle units deploy from Strategic Reserve – on a 5+ that unit can charge in the turn it enters play.



FURY OF THE FLAYED

NECRONS

The macabre Sahtah the Enfleshed was a holy terror whose minions were all but unstoppable.

Play this card at the beginning of any Assault phase to double the Attacks characteristic of a Necron Overlord and confer +1 Attack to any friendly Flayed One models within 18" of him until the end of the turn.



GHASTLY PROJECTION

NECRONS

The Necrons used holo-projections and vox captures to spread their message of inevitable victory.

Play this card at the start of any enemy turn and mark a point anywhere on the board (use a coin, dice or similar). All enemy units within 18" of that point have -3 Leadership until the next scheduled break.



GHOULISH STRENGTH

NECRONS

The might of Damnos is channelled through the engrams in its crust to empower its warrior constructs.

Play this card at the beginning of any phase. Nominate D6 friendly engaged Necron units. Those units have +1 Strength for the rest of the game.



INFINITE RESOURCE

NECRONS

The Necrons of Damnos have an entire planet's worth of military resource to draw upon.

Play this card at the beginning of one of your turns. A friendly non-vehicle unit that has been removed from play Deep Strikes back into play without spending a Strategic Victory point (this cannot be the Infinite Phalanx).



DAMNOS FINEST HOURS

If the following special characters are included in an army, and are one of the army's Warlords or its Warmaster, then they use the following special rules when they take their Finest Hour. These special rules are in addition to the normal benefits of a Finest Hour (Apoc. pg 26).

HERCULEAN FEAT MARNEUS CALGAR

Marneus Calgar will push himself to the limit of his endurance to change the course of this war. Some battles cannot be won by tactics or planning alone, after all – when all seems lost, a heroic feat of physical strength can sometimes tip the balance.

If Marneus Calgar calls his Finest Hour at the beginning of a turn in which he is within 18" of a Necron Super-heavy vehicle or Gargantuan Creature, the following applies.

In addition to the usual effects, Marneus Calgar has the Fleet special rule, and his Strength becomes 5 (which is then doubled to 10 by the Gauntlets of Ultramar).

REDEMPTION CALLS CATO SICARIUS

Captain Sicarius has been waiting to reclaim his honour for 25 long years, and he would rather die than miss the chance to finally prove himself in the eyes of his men.

If Captain Sicarius calls his Finest Hour at the beginning of a turn in which he is within 18" of a Necron Super-heavy vehicle or Gargantuan Creature, the following applies.

In addition to the usual effects, Sicarius has a Weapon Skill and Ballistic Skill of 10. He receives a vortex grenade immediately, and may throw it up to 24" in this turn; he retains the grenade if it is not used during his Finest Hour.

CYBERQUAKE ANKH THE CRYPTTEK

The ground writhes with metal tendrils as Ankh channels a measure of the captive C'tan's power.

If Ankh the Cryptek calls his Finest Hour at the beginning of any turn in which he is within 18" of one or more Ultramarines formations (of any kind), the following applies.

In addition to the usual effects, enemy units within 18" of Ankh containing at least one Infantry model roll a D6 at the beginning of their Movement phase. On a 1, they may not move this turn; on a 2-5 they are treated as being in dangerous terrain; on a 6, they are treated as being in difficult terrain.



SPACE MARINES

CENTURION DECIMATOR COHORT

With enough weaponry at their fingertips to rival the most heavily armed tank squadron, a Centurion Devastator Squad rarely finds its match in battle. However, where large concentrations of enemy armour or super-heavy vehicles are detected, a Space Marine Chapter will form all the Centurions at their disposal into a Decimator Cohort – an indomitable ensemble of warsuits with firepower enough to fell a Titan or annihilate entire battle formations. By networking their omniscopes to the internal targeting systems of the formation's warsuits, the cohort's grizzled Sergeants share tactical readouts of each target, enabling the Centurions to focus their fire on its most vulnerable locations to devastating effect.



3-6 Centurion Devastator Squads

FORMATION RESTRICTIONS

All Centurion Sergeants in the formation must be equipped with omniscopes.

SPECIAL RULES:

Omniscopes Data Tapestry: Each turn, before firing with any of the squads from this formation, nominate a single Centurion Sergeant from the Decimator Cohort. Then choose a target within that Sergeant's line of sight. Lastly, choose one of the following special rules: **Ignores Cover**, **Monster Hunter**, or **Tank Hunter**. That special rule applies to all shots fired at the nominated target by models in the Decimator Cohort in that Shooting phase.

SPACE MARINES

CONCLAVE OF ANCIENTS

The history of the Space Marine Chapters is awash with the blood of heroes, gloriously martyred to shield humanity from the galaxy's horrors. It is no surprise, then, that when war calls, the eldest Chapters are able to call upon a great number of wise and noble Dreadnoughts. In exceptionally dire circumstances, it has been known for a number of these walking legends to march together in a single, unstoppable formation. Such gatherings are known as Conclaves of Ancients – their accumulated experience is vast, and their firepower impressive. Yet it is the fury of their earth-shaking charge that those who fight alongside them remember above all else.



1 Venerable Dreadnought



3+ Dreadnoughts



1+ Ironclad Dreadnought

FORMATION RESTRICTIONS

None.

SPECIAL RULES:

Timeless Fury: The Venerable Dreadnought and any model from the same formation within 6" of it have the **Rampage** and **Preferred Enemy** special rules.

Wall of Iron: Providing they are within 2" of at least two other models from their formation, models in a Conclave of Ancients have the **Hammer of Wrath** special rule, but make D6 Attacks that hit automatically rather than one.

SPACE MARINES

DEATHSTORM AREA DENIAL FORCE

The Drop Pods that make up a Deathstorm Area Denial Force trade the ability to transport Space Marines for ground-saturating missile launchers or rapid-firing assault cannons, automated to open fire upon landing. The Drop Pods will then be launched in a coordinated pattern, landing right in the heart of the enemy army and blazing away at anything close.



DEATHSTORM DROP POD

[Armour]					
BS	F	S	R	HP	
4	12	12	12	3	



90 Points each

Unit Type: Vehicle (Open-topped)

Unit Composition: 1 Deathstorm Drop Pod



1+ Deathstorm Drop Pods

FORMATION RESTRICTIONS

None

Area Denial: Any successful Morale or Pinning tests caused by a model in this formation on the turn it deploys must be re-rolled.

Independent Machine Spirits: Deathstorm Drop Pods in this formation may target different enemy units with each of their weapons.

Storm of Death: On the turn this formation arrives, they may fire their weapons as if they had remained stationary. In addition, if the formation includes three or more Drop Pods, their shooting attacks are resolved at +1 Strength on the turn they deploy.

OPTIONS:

- Any Deathstorm Drop Pod may replace all five deathstorm launchers with five assault cannons free

WARGEAR:

- Five deathstorm launchers

SPECIAL RULES:

- Deep Strike
- Immobile
- Inertial Guidance System

	Range	S	AP	Type
Deathstorm launcher	48"	5	4	Blast, Pinning
Assault cannon	24"	6	4	Heavy 4, Rending

SPACE MARINES

DEATHWATCH STRIKE TEAM

Though the Kill Teams of the Deathwatch are capable of delivering a crippling blow to a xenos command structure, there are times when their targets are so well protected that a single crack unit is not enough. On these occasions, several Kill Teams are bound together into a larger military force known as a Deathwatch Strike Team. Each Strike Team is trained rigorously in the appropriate combat doctrine to utterly destroy their target, and they are equipped accordingly by the extensive armouries of the Ordo Xenos. When the Ultramarines returned to Damnos in 999.M41, the Strike Team that accompanied them was armed with antiphasic bolts that not only prevented the Necrons from self-repairing but also ensured they could not 'phase out' back to their tomb complexes.



1 Watch Captain
(Space Marine Captain)



2+ Deathwatch Kill Teams
(Sternguard or Vanguard Veterans
in any combination)

FORMATION RESTRICTIONS

None.

SPECIAL RULES:

Antiphasic Bolts: In addition to their other ammunition, bolter or combi-bolter armed models from this formation have antiphasic bolts with the following profile:

Range	S	AP	Type
24"	4	4	Rapid Fire, Antiphasic

Antiphasic: Keep track of Wounds caused on Necron units by antiphasic bolts. Successful Reanimation Protocols and Ever-living rolls caused by antiphasic bolts must be re-rolled.

Forewarned is Forearmed: When determining Warlord Traits, choose a codex from the following list: Dark Eldar, Eldar, Necrons, Orks, Tau Empire or Tyranids. All units in the formation have the **Preferred Enemy** special rule against all units from the chosen codex.

Scour the Xenos: Every time an enemy Warlord from one of the Codexes listed above is removed as a casualty as the result of a Wound caused by a model from this formation, you immediately score an extra Strategic Victory Point.

SPACE MARINES

LAND RAIDER SPEARHEAD

Land Raider Spearheads are terrifying combinations of firepower and manoeuvrability aimed at the heart of the enemy. Guided by the veteran crew of the lead tank and the vengeful chorus of their machine spirits, a spearhead of Land Raiders will adopt an arrowhead attack pattern as it rumbles its way to the front, taking care to maximize fire corridors and provide armour overlap for the vehicles following behind. The formation then drives breakneck toward the foe, striking the enemy lines at their strongest point. Acting with coordination far beyond the best efforts of lesser crewmen, this bow wave of destruction punches an opening for the lighter Rhinos and Razorbacks swarming in its wake, allowing those transports to penetrate deep into the enemy army.



FORMATION RESTRICTIONS
None.

SPECIAL RULES:

Ultimate Spearhead: A Land Raider spearhead that adopts the Arrowhead Attack Pattern receives the benefits of all of the other Attack Patterns as well (and so will have the **Tank Hunters** and **Preferred Enemy** special rules and may add 12" to the distance they move when they move Flat Out).

SPACE MARINE LINE BREAKER SQUADRON

A Line Breaker Squadron specialises in destroying enemy fortifications, especially in built up areas, where the relatively short range of the Vindicator is no real disadvantage. A veteran Techmarine, bearing the temporary title of the 'Master of Reduction', commands the lead vehicle and directs the fire of his squadron against the strongest parts of the enemy line, pulverising buildings and collapsing trench works. In turn, each Vindicator is crewed by those Space Marines in the Chapter with the greatest aptitude for siege warfare, who fearlessly crash into the enemy, their demolisher cannons delivering a thunderous bombardment. The massive dozer blades fitted to the front of each tank sweep aside all before them, leaving shattered defences, broken bodies and blasted rubble in their wake.



3-5 Vindicators

FORMATION RESTRICTIONS

None.



SPECIAL RULES:

Line Breaker: Three or more models in the formation can combine all of their demolisher cannon attacks in a turn into a single attack with the profile below. All of the participating models must be in range and have line of sight to the target.

Range	S	AP	Type
24"	10	2	Ordnance 1, Apocalyptic Blast, Demolition

Demolition: If the hole in the centre of the apocalyptic blast marker lands over a building, the attack automatically damages the building without an armour penetration roll being required. Roll on the Building Damage table, adding +1 to the dice roll for each Vindicator that participated in the shot, in addition to any of the other modifiers that would normally apply to the dice roll.

SPACE MARINES

SKYHAMMER ORBITAL STRIKE FORCE

Drop Pod assaults are the ultimate weapon of terror and surprise. Scarcely have the smouldering hulls come to rest when their hatches slam open, and the occupants disembark to wreak havoc on their disoriented enemies. In times of dire need, a whole company – or even a Chapter – can be committed to a Skyhammer assault, tearing out the heart of the foe with one shattering attack.



3+ Tactical Squads



0+ HQ choices from *Codex: Space Marines*



0+ units from *Codex: Space Marines* with the option of taking a Drop Pod as a Dedicated Transport.

FORMATION RESTRICTIONS

All units must begin the game embarked in Drop Pods purchased as Dedicated Transports.

SPECIAL RULES:

Establish Beachhead: All units in the formation must be placed in Strategic Reserve. The entire formation always arrives on their first turn.

Sever the Head: All models in the formation have the **Preferred Enemy** special rule against enemy HQ units.

Terror and Surprise: All models in the formation have the **Crusader** and **Fear** special rules on the first and second game turns of the battle.

SPACE MARINES

SKYREIGN HUNTER SQUADRON

When expecting to face a heavy aerial threat, Space Marine commanders will often sanction the deployment of a Skyreign Hunter Squadron to ensure supremacy of the skies. Skyspear savant warheads exchange tracking and targeting data while in flight, enabling each additional warhead to home in on its prey with increasing certainty or even to switch targets. Few pilots are capable of evading the inexorable pursuit of a single skyspear savant; when pursued by a flock of such missiles, even the most skilled enemy aces are doomed.



3-5 Hunters

FORMATION RESTRICTIONS

None.



SPECIAL RULES:

Savant Lock Nexus: Each Savant Lock counter beyond the first that is attached to a target adds a cumulative +1 modifier to rolls for each of the target's Savant Lock counters to see whether the target suffers a hit.

Skyspear Switch: If, at the end of its Movement phase, an enemy model with at least one Savant Lock counter placed next to it by this formation is within 18" of a second enemy Flyer, Super-heavy Flyer, Flying Monstrous Creature or Flying Gargantuan Creature, then you may attempt a 'skyspear switch.' To do so, roll a D6. On a roll of 1, nothing happens. On a roll of 2-4, you may transfer a single Savant Lock counter from the first target to the second. On a roll of 5+, you may transfer as many Savant Lock counters as you wish.

SPACE MARINES

THE SPEAR OF MACRAGGE

Antaro Chronus, known by the honorific 'the Spear of Macragge', is a legend amongst his Chapter. The efficacy of his armoured assaults has turned the tide of battle time and time again. In the second Damnosian war, Chronus led his battle tanks to combat at the helm of a deadly Terminus Ultra pattern Land Raider. The Terminus Ultra is the ultimate in Space Marine anti-armour weaponry. Forfeiting its troop-carrying capability in order to mount a formidable battery of lascannons, this rare variant of the Land Raider can punch through even a Tesseract Vault's armoured hide. These relics of the Chapter are extremely temperamental, and hence used sparingly – only a warrior of Chronus' calibre can be trusted to achieve peak efficiency from such a majestic weapon of war.



1 Terminus Ultra (see right) or Land Raider (any type), which must include Antaro Chronus

5+ other tanks from the following (in any combination):



- Predator



- Whirlwind



- Vindicator

FORMATION RESTRICTIONS

Chronus' tank is the Command Vehicle of this spearhead.

SPECIAL RULES:

On My Mark: All vehicles in the formation that are within 12" of the Command Vehicle may use Chronus' Ballistic Skill instead of their own.

Terminus Ultra: The Terminus Ultra is a Land Raider. Instead of its usual wargear, it is equipped with two lascannon sponsons, two twin-linked lascannon sponsons, a hull-mounted twin-linked lascannon, a hunter-killer missile, a searchlight and smoke launchers. However, its Transport Capacity is 0.

If you roll four or more 1s To Hit with the Terminus Ultra's lascannons in a single Shooting phase (before re-rolls), it has a catastrophic power surge. It suffers a Strength 9 AP2 hit on its side armour after its shooting has been resolved.

SPACE MARINES

STORMSURGE STRIKE WING

Comprised of Stormraven Gunships deployed from Strike Cruisers in low orbit, Stormsurge Strike Wings scream down from the heavens toward the battle far below. The pilots use the momentum of their atmospheric re-entry to execute a high-velocity and explosive arrival on the battlefield – as the Strike Wing soars overhead, the gunships coordinate a blistering bombardment of a specific enemy threat, firing a salvo of stormstrike missiles that can split apart even the heaviest or most advanced armour with frightening ease. Against lighter vehicles and infantry, a Strike Wing will execute a devastating strafing run. Propelled towards the foe at even greater speed by the fury of re-entry, the Stormravens' ballistic munitions tear through enemy formations with terrible force, leaving bloody in through their ranks.



3-5 Stormraven Gunships

FORMATION RESTRICTIONS
None.

SPECIAL RULES:

Combat Re-entry: On the turn a Stormsurge Strike Wing first arrives from Reserves, it must move between 36" and 72" (counting as both Zooming and moving at Cruising Speed). The Flyer Wing must also perform either a Missile Storm or Strafing Storm (see below) instead of making their usual shooting attacks. In either case, the target of this attack must be a single enemy unit that at least one model from the Stormsurge Strike Wing has moved over during the Movement phase. The target does not have to be in line of sight. Furthermore, due to the Strike Wing's incredible speed, passengers may not disembark that turn and the Strike Wing may not Evade, but it has a 4+ cover save until the beginning of your next turn.

- **Missile Storm:** Each Stormraven in the Flyer Wing must fire all of its stormstrike missiles at the nominated target. Roll To Hit for each missile as normal but keep track of how many hits are successful. If more than seven hits are scored, resolve a single hit using the profile below instead of resolving each missile hit individually. For those profiles below with the Blast special rule, place the marker following the normal rules, but do not roll for scatter.

No. of Hits Rolled	S	AP	Type
8	D	2	Concussive
9	D	2	Blast, Concussive
10	D	2	Large Blast, Concussive
11	D	2	Massive Blast, Concussive
12+	D	2	Apocalyptic Blast, Concussive

- **Strafing Storm:** Each Stormraven must fire all of its weapons except its stormstrike missiles at the nominated target. The Stormravens in the formation have the **Strafing Run** special rule, and their weapons have the **Shred** special rule, until the end of the turn.

SPACE MARINES

SUPPRESSION FORCE

One of the keys to the mobility of the Adeptus Astartes as an army is their ability to pin down the enemy in their positions and allow the Space Marines to operate unhindered. As a rapid strike force, Space Marines do not use massed artillery such as the Basilisks and Bombards of the Imperial Guard, but instead employ multiple Whirlwind multi-launchers. Normally used as support for more fast-moving troops, the Whirlwind is not usually capable of such long-range suppressive fire. However, when required, a Land Speeder can have additional augurs and communications equipment fitted and its crew retrained in the arts of reconnaissance, allowing a single skimmer to coordinate the fire of a whole battery of designated Whirlwinds.



2+ Whirlwinds

1 Land Speeder (any type)

FORMATION RESTRICTIONS
None.

SPECIAL RULES:

Long Range Spotting: When firing at a target within line of sight of the formation's Land Speeder and within 48" of it, the formation's Whirlwinds count as having line of sight to the target, and their multiple missile launchers have unlimited range and the **Twin-linked** special rule.

Suppression Barrage: Two or more Whirlwinds in the formation can combine all of their multiple missile launcher attacks in a turn into a single attack with the profile below. All of the models that participate must be in range and have line of sight to the target (or be using the Long Range Spotting rule). Declare which type of missile will be used before resolving the attack.

	Range	S	AP	Type
Vengeance	12-48"	5	4	Heavy 1, Apocalyptic Barrage X, Pinning, Suppression Fire
Castellan	12-48"	4	5	Heavy 1, Apocalyptic Barrage X, Ignores Cover, Pinning, Suppression Fire

Suppression Fire: X is equal to twice the number of contributing Whirlwinds.

SPACE MARINES

ULTRAMARINES

CHAPTER HONOUR GUARD

Only Marneus Calgar has the authority to call together his Chapter's Honour Guard. Individually, the Honour Guards are potent warriors who carry the weight and traditions of the Chapter upon their shoulders. Brought together for a single cause, they are a portent of desperate times – what other circumstances could bring such a grand assemblage of heroes to bear in one place?



Marneus
Calgar



0-1 Chaplain
Cassius



1 Honour
Guard unit



0-1 Chief
Librarian Tigurius



1+ Land
Raiders



0-1 Venerable
Dreadnought

FORMATION RESTRICTIONS

The Honour Guard squad must be at full strength and must carry the Chapter Banner. One Land Raider must be nominated as Marneus Calgar's personal Land Raider.

SPECIAL RULES:

Accumulated Wisdom: The Ultramarines Chapter Honour Guard allows you to choose two additional Strategic Assets.

The Maximus: Marneus Calgar's personal Land Raider has the **Tank Hunters**, **Monster Hunter** and **Preferred Enemy** special rules.

To the Death: All non-vehicle units in the formation within 6" of Marneus Calgar have the **Feel No Pain** special rule. All vehicle models in the formation within 6" of Marneus Calgar ignore all Crew Shaken and Crew Stunned results.

'Guns and warriors are useful, but it is our indomitable will that promises the ultimate victory.'

ANY WALL OF MARTYRS DEFENCE STRONGPOINT

Wall of Martyrs Defence Strongpoints have been built by the Adeptus Mechanicus to defend strategically important locations on thousands of Imperial planets. Each incorporates a very powerful Magos-class machine spirit that controls the strongpoint's emplaced weapons. During the Damnos campaign, a Wall of Martyrs Defence Strongpoint lay hidden beneath a crust of ice, dormant for decades, before being revealed by the force of the Ultramarines' arrival on their return to the planet, its automated weapons whirring to life.



OR



1 Macro-cannon Aquila
Strongpoint or Vortex Missile
Aquila Strongpoint

1-2 Firestorm Redoubts

1+ Vengeance Weapon Batteries

1+ Wall of Martyrs Imperial
Defence Line

FORMATION RESTRICTIONS

None.

SPECIAL RULES:

Automated Repairs: If any buildings in the Wall of Martyrs Defence Strongpoint have had their Armour Values reduced by results rolled on the Building Damage table, then one point of Armour Value is regained at the start of each game turn. If several buildings in the formation have suffered damage, then each regains one point of Armour Value. If a building suffers a Total Collapse or Detonation! result, it cannot use the Automated Repairs rule.

Magos Machine Spirit: All emplaced weapons in this formation that use automated fire have a Ballistic Skill of 3, and the **Interceptor** and **Skyfire** special rules.

NECRONS

CANOPTEK SWARM

Canoptek Scarabs can burrow through the bedrock of a world with a speed that far outstrips the most efficient Imperial drilling machines, creating passageways broad enough to allow the admission of Canoptek Spyderys to oversee the work. Thus can the walls of impressive defensive bulwarks and fortresses be undermined, and their perimeters be outflanked. The only warning of an incoming Canoptek Swarm is a deep thrum of muffled chittering, easily lost in the roar of battle. Suddenly, walls shatter and buildings collapse as the ground beneath them gives way. As the buzzing rises to an ear-splitting crescendo, great boreholes open up, spewing dense clouds of Scarabs and hulking Canoptek Spyderys into the enemy's midst.



3-6 units of Canoptek Scarabs



1-3 units of Canoptek Spyderys

FORMATION RESTRICTIONS

One Canoptek Spydery must be chosen as the Swarm Leader.

SPECIAL RULES:

The Enemy Below: The Canoptek Swarm starts the game in Strategic Reserve. When it arrives, it deploys by Deep Strike. The Swarm Leader's unit is always placed first. Once this unit has arrived, the following rules are then resolved, in order, before the remainder of the swarm is deployed.

1) Undermined! All buildings within 12" of the Swarm Leader immediately suffer D3 penetrating hits.

2) Widespread Collapse. Roll a D6 for each ruin within 12" of the Swarm Leader. On a roll of 1-3, the ruin becomes dangerous terrain for the remainder of the battle. On a roll of 4-6, the ruin collapses; remove it from the battlefield and replace it with an area of rubble of equal size. Any models that were within the ruin are then placed in the rubble by their controlling player as close to their original positions as possible, and each suffers a Strength 6 AP- hit.

If the formation contains at least 20 Canoptek Scarab bases, all the ranges above are increased to 24".

Pall of Dust: On the turn in which they arrive, all units in the Canoptek Swarm have the **Shrouded** special rule. This lasts until the start of their following turn.

NECRONS

COURT OF THE FLAYER KING

Long ago, the destruction of Llandu'gor the Flayer saw thousands of Necrons afflicted with a terrible curse. It is now impossible to say how many Flayed Ones there are in existence, dreaming their mad dreams of gore and donning their raiments of flensed skin. As debased creatures of feral instinct, Flayed Ones gravitate to the mightiest of their kind. These Flayer Kings have suffered less from the ravages of their curse, with their personalities largely intact. Sahtah the Enfleshed is one such fiend, his fortunes tied to the Royal Courts of Damnos. In his wake, blood-mad Flayed Ones sweep from the shadows, claws gleaming wetly as their sheer proximity to one another sees their gore-hungry madness reach new heights.



1 Necron Overlord



1 unit of Flayed Ones

FORMATION RESTRICTIONS

None.

SPECIAL RULES:

Deep Strike.

Infectious Frenzy: All models in the formation and all units of Flayed Ones and Necron Warriors within 18" have the **Rage** and **Hatred** special rules.

Unstoppable Madness: All models in the formation have the **Feel No Pain** special rule. However, the result needed to avoid being wounded depends on the turn number. On game Turn 1, they have Feel No Pain (3+). On Turn 2, they have Feel No Pain (4+). From Turn 3 onwards they have Feel No Pain (5+).



NECRONS

DOOM SCYTHER DEATHBRINGER FLIGHT

Few soldiers who stand their ground against a Deathbringer Flight live to tell of the experience, and those that do recount tales of energy beams as thick as a man's head that cleave through armour with unspeakable ease. With proper programming, a Doom Scythe's death ray projectors can be set to fire in a pattern coordinated with others of its kind, creating a three-sided cage of searing energy. Where the beams overlap, the energy signatures of the death rays resonate with one another, exponentially increasing their fury.



3-5 Doom Scythes

FORMATION RESTRICTIONS

None.

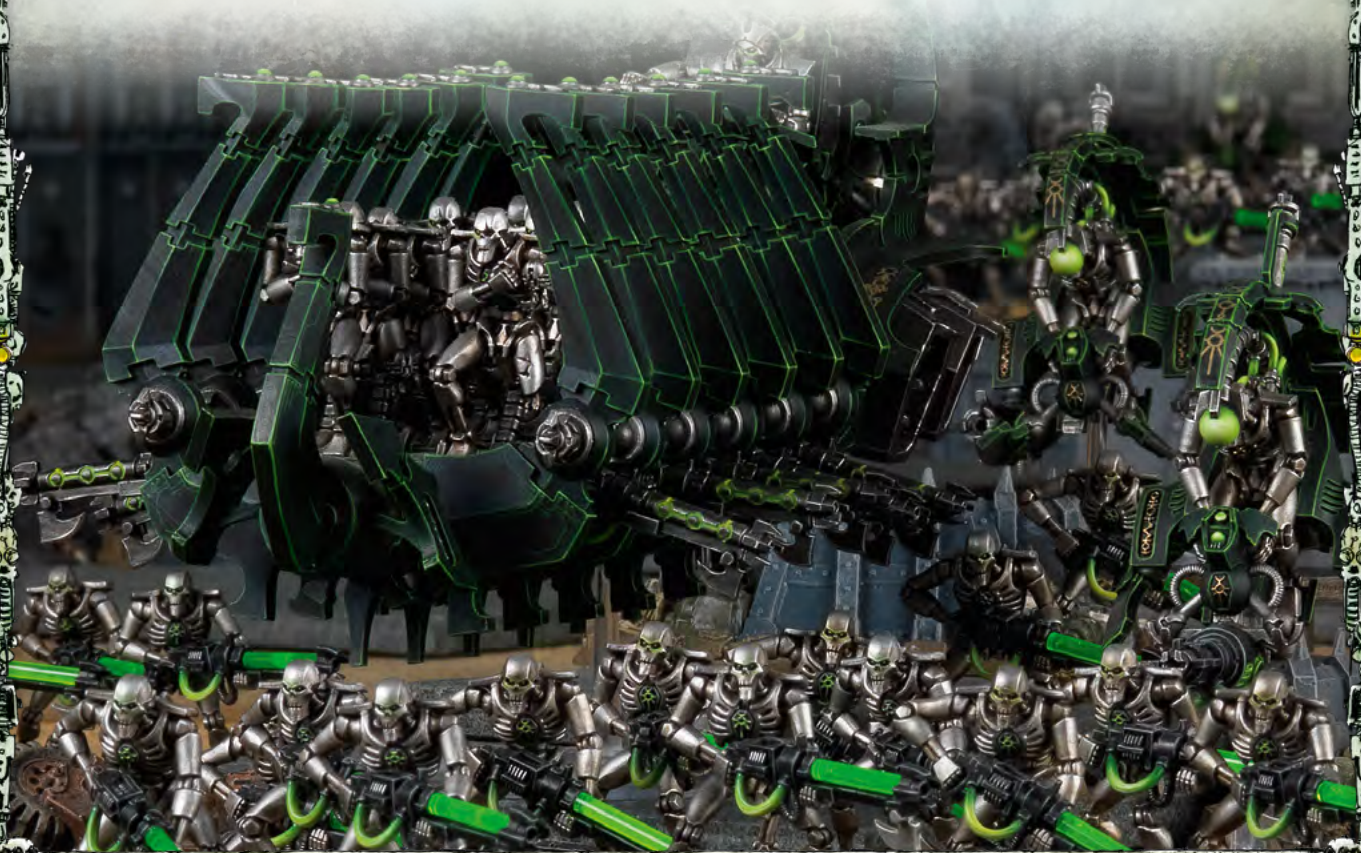
SPECIAL RULES:

Cage of Destruction: Any unit that is hit by three or more death ray shots from this formation in a single Shooting phase is caught in a Cage of Destruction. The target suffers a number of Strength 10 AP2 hits equal to half the number of models in that unit, in addition to the hits inflicted normally by the death rays.

NECRONS

GHOST STRIDER PHALANX

Ghost Strider Phalanxes are employed when the Necrons need to capture ground swiftly. They are most effective when fighting at full strength, where the overlapping layers of quantum shielding reinforce one another. Should a powerful attack be detected, the Ghost Ark's abnegation protocols seize control of one of its Tomb Blade escorts and hurl it spiralling into the path of the shot, preserving the valuable Ghost Ark from the enemy's wrath. The formation is invariably guided by a Walker in the Ether – a Ghost Ark helmsman who can see pocket dimensions as clearly as he can the physical world. With suitable preparation, the Walker can breach these pocket dimensions, allowing the forces under his command to bypass any foes that stand in their path.



1-3 Ghost Arks



1-3 Necron Warrior units



1-3 Tomb Blade units

FORMATION RESTRICTIONS
None.

SPECIAL RULES:

Abnegation Protocols: Whenever one of the formation's Ghost Arks suffers a hit from a shooting attack, resolve the hit against the Tomb Blade model from this formation which is closest to the Ghost Ark instead.

Quantum Zone: Any Ghost Ark in the formation receives a +1 bonus to its Armour Value for each other Ghost Ark from this formation with active quantum shielding that is within 3" (to a maximum of 13 on each facing).

Walkers in the Ether: Once per game, instead of moving normally in the Movement phase, the entire formation can be removed from the tabletop. It then immediately Deep Strikes into play anywhere on the battlefield (roll for scatter separately for each unit). This ability can only be used if all of the Necron Warrior phalanxes in the formation are embarked on the formation's Ghost Arks.



NECRONS

HIGH COURT OF DAMNOS

After the first war, the Ultramarines thought they had destroyed the upper echelons of the Damnosian courts. They were wrong. Despite the valour of Sicarius, and the scheming of the Architect, Ankh, reincorporation safeguards saw Damnos' foremost nobles pulled from the brink of oblivion. In the wake of the Ultramarines' retreat, new bodies were woven, wisps of consciousness gathered and minds embedded in fresh engrams. The High Court of Damnos lived again. First amongst them is the Undying – a proud Overlord upon whom the Destroyer curse is slowly tightening its grip. The Undying's foremost lords, the Voidbringer and Stormcaller, covet his position with rapacious eyes. And watching them all with detached superiority is the Cryptek Ankh, waiting for his moment...



The Undying (Necron Overlord with warscythe and phase shifter)



Stormcaller (Necron Overlord with staff of light and tachyon arrow)



Voidbringer (Necron Overlord with staff of light and resurrection orb)



Ankh (Cryptek – Harbinger of Transmogrification with tremorstave and harp of dissonance)

FORMATION RESTRICTIONS

None.

SPECIAL RULES:

The Undying: The Undying has a +2 bonus to all his Everliving rolls. In addition, the Undying's unit, and all friendly Immortals and Necron Warriors within 24" of him, have the **Fearless** special rule.

Stormcaller: At the start of the Necron Shooting phase, roll a D6 for each enemy unit within 18" of the Stormcaller. On a roll of a 6, that unit suffers D3 Strength 8 AP5 hits. These hits are allocated using Random Allocation, and vehicles affected are hit on their side armour.

Voidbringer: This Voidbringer, and all friendly Necron units within 24" of him, have the **Stealth** special rule.

Ankh: Whilst Ankh is on the table, models in this formation re-roll failed saving throws.

NECRONS

HOST OF THE RED HARVEST

Whilst Destroyers are insane by any acceptable definition, their nihilistic madness does not compromise their prosecution of battle. Every burst of gauss fire is coordinated with the next Destroyer in line, each salvo merging into a torrent of energy pulses that sweeps over every ruin and rock, shredding any creatures pathetic enough to take cover in the shadows. Should circumstances dictate, the Destroyers can switch over to other prearranged fire patterns, creating lethal kill-boxes of gauss energy, or reinforced beams that can punch clear through a Baneblade. Thus does the battle proceed until either the Destroyers are overwhelmed, or the foe have been slaughtered. The Destroyers give no thought to retreat – nothing can stay their steady advance save for oblivion itself.



1 Destroyer Lord



3+ units of Destroyers

FORMATION RESTRICTIONS

Each unit of Destroyers must contain at least three models and be composed entirely of either Destroyers or Heavy Destroyers.

SPECIAL RULES:

Gauss Torrent: Once per Necron Shooting phase, six or more Destroyers in the formation can combine their shooting attacks into a single attack with the profile below. All of the models that participate must be in range and have line of sight to the target. Nominate one Destroyer as the firing model.

Range	S	AP	Type
Template	6	3	Heavy 1, Torrent

Gauss Obliterator: Once per Necron Shooting phase, six or more Heavy Destroyers in the formation can combine their shooting attacks into a single attack with the profile below. All models that participate must be in range and have line of sight to the target. Nominate one Heavy Destroyer as the firing model.

Range	S	AP	Type
36"	D	2	Heavy 1



NECRONS

LAWBRINGER PHALANX

When the vermin of the lesser races run wild, a thorough scouring is required – often on a planetary scale. In such times, the High Judicators who guide the Triarch Praetorians in their work will breach the ancient vaults and retrieve an apotheosis orb. An apotheosis orb is similar in function to a resurrection orb, but vastly superior in form and function. Whilst the orb functions, nearby Praetorians can use its energy to infuse themselves and their weapons with fresh strength and resilience. Triarch Praetorians are implacable warriors under normal circumstances; the presence of an apotheosis orb transforms them into a nigh-unstoppable crusade. Only by shattering the Triarch Stalker, in whose control panel the apotheosis orb is nestled, can the foe have any hope of victory...



1 Triarch Stalker



2+ Triarch Praetorian units

FORMATION RESTRICTIONS

None.

SPECIAL RULES:

Apotheosis Orb: All Triarch Praetorian units from this formation within 6" of the Triarch Stalker have +2 Strength and +2 to their Reanimation Protocols rolls (a roll of 1 always fails).

Power Flare: The Triarch Stalker's ranged weapon has +2 Strength. If it has a heat ray, this applies to both profiles.

NECRONS PYLON

Pylons are massive static weapons that form part of a Tomb World's outer defences. They draw energy from the power matrices hidden deep in the planet's crust, discharging it either as a continuous, tightly-focussed particle beam, or a dispersed flux arc of gauss energy. The particle beam is lethal to armoured enemies, and can punch through the armour of a Titan with alarming ease. Worse still, the advanced tracking systems within the Pylon's living metal shell allow this beam to scythe even supersonic craft from the skies. The Pylon's secondary firing mode, the heavy flux arc, is used defensively, and is primarily employed to scour whole hordes of lightly armoured attackers at close proximity.



PYLON

[Armour]					
BS	F	S	R	HP	
4	14	14	14	6	



515 Points

Unit Type: Super-heavy vehicle

Unit Composition: 1 Pylon

WARGEAR:

- Gauss annihilator

	Range	S	AP	Type
Gauss annihilator: (focussed beam)	120"	D	2	Primary Weapon 3, Skyfire
(heavy flux arc)	24"	6	4	Primary Weapon 6, Arc of Death, Gauss

Arc of Death: When firing a heavy flux arc, the gauss annihilator may target up to D3+3 separate enemy units within 24" each Shooting phase, resolving each attack separately with the profile above.

SPECIAL RULES:

Deep Strike, Living Metal.

From Beneath the Earth: The Pylon does not scatter when it Deep Strikes.

Immobile: A Pylon cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an Immobilised damage result that cannot be repaired in any way.

Phase Shift Generator: All friendly Necron units within 12" of a Pylon have a 5+ invulnerable save.

NECRONS

TRANSLOCATOR FLIGHT

Working in concert, a flight of Night Scythes can combine their wormhole projectors, creating a temporary hyperspace tunnel. Such constructs are relatively short-ranged and are also dangerously unstable. Traversing a hyperspace tunnel is almost instantaneous, but not without risk, for physical laws break down inside such a construct. Necrons survive such journeys far better than mortal beings, for their metallic forms are more suited to enduring the forces within. Thus, when Night Scythes prowl the skies, Necron attack waves might redeploy in an instant, or bypass the main battlefield entirely.



3-5 Night
Scythes

FORMATION RESTRICTIONS
None.

'Contact with alien races always renews one's faith in humanity. It is my belief that foreign travel narrows the mind wonderfully.'

- ATTRIBUTED TO HELEM BOSCH

SPECIAL RULES:

Hyperspace Tunnel: During their Movement phase, a Translocator Flight of two or more Night Scythes can create a hyperspace tunnel. If they do so, no units can embark or disembark from the Night Scythes this turn. If there are two Night Scythes in the formation, place the apocalyptic blast marker within 12" of one of them. If there are three or more Night Scythes in the formation, use the apocalyptic mega-blast marker instead.

When this has been done, choose up to D3+1 unengaged friendly non-vehicle units that have more than half of their models under the marker. Remove those units from the board. Then move the marker to anywhere within 72" of at least one of the Translocator Flight's models. When this has been done, the player that owns the units that were removed immediately Deep Strikes those units back into play. The first model in each of the Deep Striking units must be placed under the marker before rolling for scatter.







APPENDIX

The first war for Damnos was a planet-wide affair, and its conflicts were too many to count. Though the second war reached its grisly peak within hours of the Ultramarines' arrival, the subsequent scouring lasted for months. As such, this document features but a fraction of the information available on the Imperial formations that took part in Damnos' reconquest.

THE LAND RAIDER

Across the hundreds of thousands of planets in the Imperium, even amongst the most regressed and superstitious populations, the Space Marines of the Adeptus Astartes are legendary. On civilised worlds they are spoken of in hushed whispers, accompanied by ignorant tales of ancient secrets concerning bio-alchemy and geno-conditioning. The myths of primitive peoples tell of the Angels of Death who descend from the stars on fiery wings to bring retribution to the serpents of Chaos. Just as prominent are the tales of the steel chariots of the Angels – massive beasts of metal with a skin that turns any blow, whose eyes unleash bolts of lightning and in whose stomach the Angels of Death travel. This is the legend of the Land Raider.

The Land Raider is based upon the near-mythical Standard Template Construct (STC) technology, and as such its design pre-dates the Imperium by many thousands of years. Its rediscovery is commonly attributed to the great Technomagos Arkhan Land at the very birth of the Imperium. The date when the Imperial Land Raider first saw combat is now a matter of much debate amongst Imperial archaeologists. Some claim it was during the Siege of Delebrion that a Land Raider first fired its lascannons in anger; others point towards the massed tank battles of Calysto Platinum and say that the Land Raider drew first blood during the mighty conflict that raged over that world at the start of the Emperor's Great Crusade. The popularity of the Land Raider in Imperial forces was nothing short of overwhelming. A whole forge world, Anvilus 9, was turned over entirely to the production of Land Raiders and the design spread throughout the galaxy with the Emperor's fleets.

At that time, the Land Raider was used by almost every human force, including the Space Marines and the Imperial Army. There was not a battlefield in the first two hundred years of the Imperium that had not tested the mettle of this awesome war engine. Then the Warmaster Horus virus-bombed Istvan III and the Great Heresy engulfed the galaxy.

Anvilus 9 was overrun by renegade Tech-Priests at the outset of the Heresy, and the supply of Land Raiders to the Emperor's forces was suddenly reduced to a trickle; although a handful of forge worlds remained loyal to the Emperor's rule, many opted to secede from the Imperium at the beginning of the Heresy, rather than joining one side or the other, and others threw their lot in with Horus' renegades. With the Warmaster's forces threatening to overrun Terra, the Emperor decreed that all Land Raiders still in loyalist service were to be recalled for exclusive use by the Legiones Astartes, who were at the forefront of the fighting throughout the Heresy.

The Land Raider proved to be essential for both sides during the bitter fighting that would decide the fate of the Imperium. It was one of the few vehicles that could, when used in sufficient numbers, hold off and even destroy the massive Titans of the Adeptus Mechanicus, whilst its ability to fight in almost any imaginable war zone, including seabeds and in highly corrosive atmospheres, meant that it saw more service than any other machine of war. The Heresy was eventually crushed by the sacrifice of the Emperor, but following his ascension to the Golden Throne none dared countermand his order that Land Raiders were for the exclusive use of the Space Marines. Thus has it remained for the last ten thousand years.

The Land Raider is ideally suited to the highly mobile warfare employed by the Adeptus Astartes. Like Space Marines, the heavily armoured Land Raider is capable of fighting in almost any conditions, including extremes of climate, total vacuums and high gravity worlds. The Land Raider offers vital protection and transport for a squad of Space Marines, and has enough heavy weaponry to lay down considerable supporting fire once it has dropped its passengers at the battle-zone. On death worlds and in other harsh environs, the Land Raider's on-board stores allow the Space Marines to replenish the environmental and energy systems of their power armour, giving them a greater operational span.

Once in battle, it is common practice for the squad to disembark, leaving the Land Raider to fight independently. The tank's varied armament allows it to fulfil a variety of battlefield roles. In many respects it is used as a mobile emplacement, its thick armour able to withstand all but the most destructive land-based weaponry in the galaxy. In this role, several Land Raiders can form a defensive line against a counter-attack or create a near impenetrable enclave inside enemy held territory. The twin-linked lascannons borne by classically-armed Land Raiders are the best tank-busting armament found on a vehicle of such size, so much so that the Orks often refer to the vehicles as 'Kan-blasterz'. With these main armaments and its heavy bolters, a single Land Raider is capable of dealing with squadrons of light vehicles and can tear a swathe through even the most heavily armoured infantry squads in a flurry of shots.

The Land Raider has advantages over nearly every other battle tank in the Imperium. Its troop carrying capacity means that it can always bring its own infantry support, regardless of how far from the battle line it must operate. The Land Raider has everything on board to tend to the needs of its crew and passengers, including medical facilities, life support and a shrine to ensure spiritual purity. Its rugged engine design can be adapted to use almost any fuel type, including a variety of gases, fossil fuels, liquids and even vegetative matter. A bank of analytical engines and communications arrays provide excellent command and control facilities, making the Land Raider a base of operations for the squad it carries, giving it an unequalled capability for deep-ranging strikes behind enemy lines.

The Land Raider's survivability comes from its many-layered composite armour which, thanks to the STC data recovered by Magos Land, can be manufactured from a wide variety of different materials. Its size makes it less unwieldy in battle than the super-heavy Baneblades, Stormlords and Shadowwords used by the Imperial Guard, without any significant reduction in protection.

THE DEATHWATCH

Do not ask, 'Why kill the alien?'

Rather, ask, 'Why not?'

- BATTLE-BROTHER ARTEMIS

The Space Marines of the Adeptus Astartes are the mightiest warriors in the Imperium and their fury in battle is legendary. Few can stand against the might of a Space Marine Chapter and the foes of Mankind tremble at their name. But abroad in the galaxy there are alien races whose evil is beyond human understanding. To face such foes demands warriors whose hearts and souls are trained to withstand extremes of pain and terror, whose faith in the Emperor is as unwavering as it is strong. Since the dawn of the Imperium, a brotherhood of specially trained Space Marines have fought these foes and defeated them.

On uncounted battlefields, the servants of the Emperor must wage war against the vileness of alien creatures. Often the only way to defend against such abominations is to meet them armed with specialist knowledge of their race, and how it can be destroyed. In these circumstances, mysterious Space Marines in black power armour will enter the fray, fighting the aliens with preternatural skill and dedication. They are the Imperium's highly trained alien fighters, known to a privileged few as the Deathwatch.

The Deathwatch forms the Chamber Militant of the Ordo Xenos, the branch of the Inquisition tasked with the study, containment and, in most cases, extermination of alien races. However, it is not a single unified Chapter in the same way as the Grey Knights of the Ordo Malleus. The Space Marines of the Deathwatch are drawn from many different Chapters, all of which have sworn sacred oaths to maintain specially trained alien fighters and stand ready to deploy them at a moment's notice. These warriors are drawn together as and when needed to combat the alien menace whenever and wherever it rears its ugly head.

From the furthest corners of the galaxy to the very heart of the Segmentum Solar, there exist alien races that threaten the continued existence of Humanity. Every Space Marine Chapter and Imperial Guard regiment may be called upon to fight these races, but the Deathwatch has been specially trained to

fight aliens since its inception, thousands of years ago. Many such alien races, such as the Necrons and the C'tan that once claimed dominion over them, have lain dormant for thousands or even millions of years. The Deathwatch stand sentinel over the known tomb worlds, ready to fight should they awake once more. More dangerous than the most violent of Orks, these races were ancient before humans crawled from the oceans and their evil is beyond measure.

To guard against the return of the ancient alien races, lonely fortresses orbit desolate worlds on the edge of the galaxy where Deathwatch Space Marines maintain a constant vigil. In addition to this, secret bases are scattered throughout the Imperium, providing staging posts from where the Deathwatch can launch their missions.

The Chapters from which the Deathwatch draws its members are constantly ready to despatch their alien fighters if called upon by the Ordo Xenos. Those warriors given the honour of becoming a member of the Deathwatch ritually repaint their armour in the black of the Deathwatch, leaving a single shoulder plate bare to signify their Chapter of origin. A Space Marine's armour is never completely obscured by the Deathwatch colours, as to do so would dishonour the armour's spirit and no warrior would be willing to run such a risk. Each warrior may also bear the icon of the Deathwatch on his other shoulder plate and it is a great honour to do so. Once in the employ of the Deathwatch, there is no set length of service and its members will remain together for as long as its commander deems necessary. Each Space Marine can serve for a discrete period of time or a particular mission, which, in itself, may take many years. With the completion of their service, the Space Marines are free to return to their Chapter, their oaths of loyalty fulfilled.

As well as the destruction of aliens, the Deathwatch are also charged with the recovery and study of alien artefacts and technology. Though distasteful in the extreme, members of the Inquisition are forced to study the heretical artefacts of the foes they must fight, and there are none more qualified to retrieve such items than the Deathwatch. Occasionally, it becomes necessary to use the technology of alien races and, though such an undertaking is never entered into lightly, its use against aliens themselves is a pleasing irony. The

Adeptus Mechanicus is always eager to profit from the Deathwatch's victories – the C'tan phase sword employed by the Callidus temple of assassins, for example, was recovered by members of the Deathwatch from a long-dead Necrontyr world.

In battle, each team normally comes under the authority of an Ordo Xenos Inquisitor, but, in some exceptional cases, a Deathwatch Captain or Librarian may assume command if circumstances dictate. Their authority is absolute and none dare question their word. The commander of a Deathwatch detachment may freely requisition forces and materiel without a word of complaint being raised against him. The Deathwatch have access to the best equipment, both Imperial and alien, and are trained to the highest standards.

On many occasions, Ordo Xenos kill-teams and strike teams fight alongside regular Imperial forces. It may be that the team has uncovered an alien threat too great for it to deal with alone and needs the backup of a larger, more conventional force. Such was the case when a kill-team under the command of Inquisitor Reynaard discovered an alien-worshipping cult on the world of Mandall IV. It was believed that the cult was localised to a particular district of the capital city, but when righteous retribution descended upon the blasphemers, the entire population of the city turned upon the kill-team. Reynaard and the Space Marines barely managed to escape with their lives and later returned at the head of over half a million soldiers. To ensure the destruction of the cult, Reynaard's forces laid waste to the city, leaving no trace that it had ever existed, and killed every living creature within its walls.

Situations may also arise where an army of the Imperium has encountered a foe it is ill-equipped to fight. In this case, the Ordo Xenos dispatches a kill-team to provide support or purge the battlefield of alien contamination. The ravages of the K'nib in the Donorian Sector were halted by a Deathwatch kill-team commanded by Battle Brother Artemis himself, following a request for aid from the colonel of the Kaslon Imperial Guard regiment. Artemis slew the Alcaide of the K'nib on Assumptus V and ended their incursions into Imperial space (though official records credit the Kaslon regiment with this victory). However it comes about, the support of an Ordo Xenos kill-team is always welcomed by Imperial commanders facing an alien threat.

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