

DAMOCLES™



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APOCALYPSE WAR ZONE





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WAR ZONE
DAMOCLES

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INTRODUCTION

All across the galaxy, 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, Terra itself – the list stretches into the annals of the Imperium for ten thousand years and more. Such campaigns turn the planets and 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 Damocles War Zone and the battles that were fought there between a Tau Empire invasion force led by Commander Shadowsun and a coalition of Imperial forces that included Imperial Guard regiments, Imperial Knights, and Space Marines from the White Scars and Raven Guard Chapters. The campaign was fought across a vast area that encompassed several Imperial sectors and dozens of Imperial planets. Initially the forces of Mankind were hard-pressed to halt or even slow the Tau onslaught. It was only with the arrival of contingents of Imperial Knights from House Teryn and Space Marines from the White Scars Chapter that the tide began to turn, and even these mighty warriors were unable to save the lynchpin hive world of Agrellan from being overrun. The campaign now hangs in the balance, and final victory could go to either side.

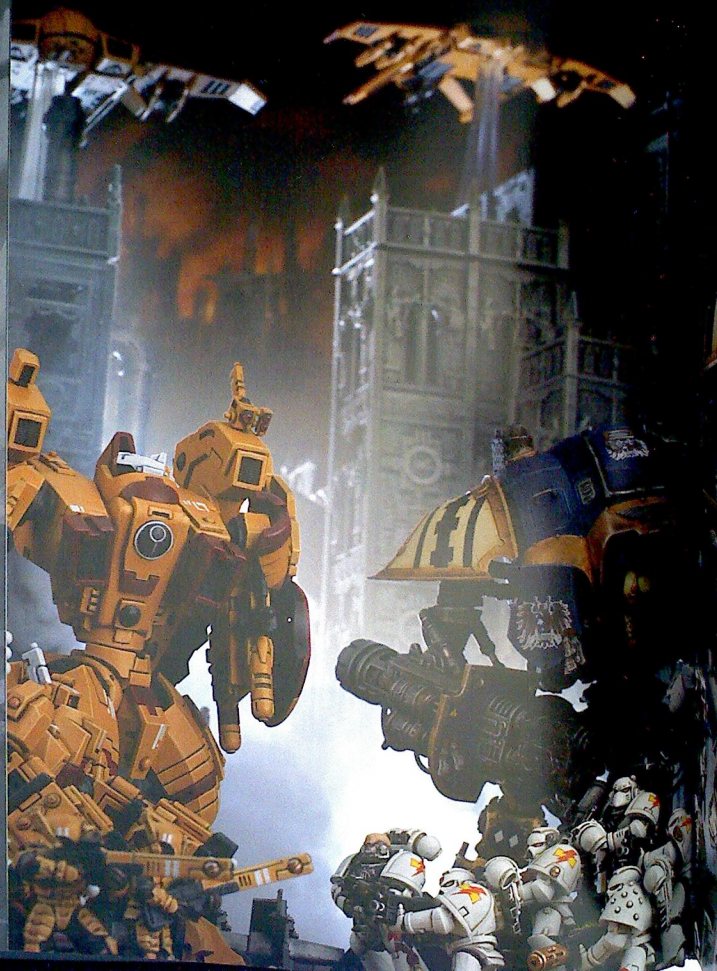
APOCALYPSE WAR ZONES

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 elsewhere. It's worth noting that the War Zone Apocalypse Formations can be used in any Apocalypse battle that you fight, regardless of the setting.

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 it 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 yours.







THE DAMOCLES GULF

TOTAL WAR ACROSS THE FRONTIER

For more than 250 years, the region of space near the Damocles Gulf has been a source of bitter dispute between two empires – the indomitable Imperium of Mankind and that of the vigorous alien race known as the Tau. Despite an uneasy truce developing in the wake of the Damocles Crusade, war now rages anew as the Tau begin their next phase of conquest.

A SECTOR IN FLAMES

The Imperial worlds beyond the Damocles Gulf were once again embroiled by war. Echoing their Second Sphere Expansion more than two centuries earlier, the Tau Empire surged into Imperial space on a sector-wide front. They offered mercy to worlds that welcomed the teachings of the Greater Good, but a swift death to those that opposed them. The Tau Empire was in ascendancy and nothing, it seemed, could keep them from fulfilling their destiny.

The Imperium, despite its impossibly numerous armies, was ill-prepared to deal with the suddenness and strength of the Tau invasion. Many of the Imperial forces once

stationed to defend the Damocles Gulf had been withdrawn to fight another, more pressing, threat in the form of an encroaching Tyranid hive fleet. In this manner, the Tau offensive could not have been better timed and they made swift progress deep into Imperial space. The Imperium's remaining armies were forced to retreat to their garrison worlds and fortify them as best they could. The rapidity of the Tau advance was abetted by many Imperial worlds that were sympathetic to the Tau's beliefs, the legacy of Water caste diplomats who had long been preparing the way for the Third Sphere Expansion. So successful were these ambassadors that some worlds capitulated without even firing a shot, welcoming the Tau as saviours, not invaders.





As Ethereal Supreme, Aun'Va bears his own unique symbol – a stylised variation of the reversed Ethereal caste emblem.

A NEW ERA OF EXPANSION

This new war against the Imperium began when, in the year 997.M41, the Tau Empire launched its Third Sphere Expansion. The revered leader of their race, the venerable Aun'Va, decreed that their strength was great enough to expand the borders of their burgeoning empire once more. Never before had the Tau wielded such military might, and the confidence of this ambitious race was at an all-time high. But their self-assurance was well justified, for the Tau Empire was as large and as powerful as it had ever been. Working as one for the greater good, the Tau Empire's entire population was placed on a total war footing. The Fire caste in its entirety prepared to set forth on great transports to distant battlefields. The Tau were further augmented by millions of alien auxiliaries that had already been subsumed into the Tau Empire, all ready to do their part in helping to expand its boundaries.

Hundreds of expeditionary forces set out in every direction from the Tau sept worlds, each explicitly tasked with the assimilation or subjugation of a chain of star systems deemed desirable by advanced scouts and long-distance surveillance drones. With all four castes working in precise harmony, and driven ever onwards by their Ethereal leaders, the Tau Empire expanded at an incredible rate. Within the first year, several potential sept worlds had already been established, wrested from Ork warlords or other xenos species and colonised within weeks of conquest.

But inevitably, it was against the Imperium of Man that the Tau were to face their greatest challenge. Indeed, Aun'Va was well aware of the threat posed by Mankind, for Imperial retaliation in the wake of the Tau Empire's Second Sphere Expansion had taught him much about the dangers of rousing this sleeping giant. The Fire caste had learned a fearful lesson by during the bloody reprisals of the

Imperium's Damocles Crusade. So it was that Aun'Va chose to personally oversee the expeditionary force that was to force a passage into Imperial territory through the narrow route spanning the Damocles Gulf.

Aun'Va would not be alone in this venture. At his side was the most brilliant military strategist of her age, Commander Shadovsun. Named as the replacement for the traitor, Farsight, Shadovsun now bore the mantle of Supreme Commander of the Tau Fire caste. Having earned much fame and renown for her actions against the greenskins during the Great War of Confederation, Shadovsun was now a famous hero of the Tau Empire and a worthy successor to her mentor, the legendary Commander Purteide.

CROSSING THE VOID

Propelled at ever greater speeds by the latest Earth caste impulse reactors, the vast armada of Aun'Va's Tau Coalition powered across the Damocles Gulf and into Imperial space. The expeditionary force met little in the way of significant opposition, even from the Imperial worlds that rejected the offers of the Water caste's ambassadors. Despite their defiance, resistant worlds soon fell prey to Shadovsun's tactical genius and the dedication of her Fire caste warriors. Vastly outgunned by the pinnacle of Tau weapons technology and overmatched by their aerial dominance, the meagre Imperial forces that defended these outlying planets offered little more than sport for Shadovsun's veterans of the Ork wars.

Spurred ever onwards by the Ethereal Supreme at their head, world after world fell to the Tau in a series of precision strikes. Time and again, Shadovsun's Rapid Insertion Forces – elite formations comprising multiple battlesuit teams – were deployed from low orbit to circumnavigate the hastily prepared defences and annihilate the foe wholesale.

The small mining world of Thelion IV was conquered in less than twelve hours by the relentless attacks of a hundred Hunter Cadres. The densely populated hive world of Jorvax fell even faster – after witnessing the arrival of the overwhelming Tau forces, planetary governor Balthus For called for his commanders to stand down, surrendering without a shot being fired.



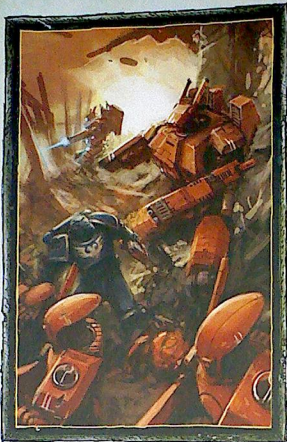
ETHEREAL SUPREME AUN'VA

If members of the ruling Ethereal caste inspire devotion and a willingness to obey in those around them, Aun'Va's presence invokes a fanaticism that borders on zealotry. As Ethereal Supreme, Aun'Va is venerated above all others, and his presence is celebrated wherever he travels. By his command have the great star-faring armadas of the Tau set forth to bring the enlightenment of the Greater Good to the galaxy, by his will are their foes crushed.



COMMANDER SHADOVSUN

O Shaserra, or Commander Shadovsun as she is known, was one of the elite disciples and personal pupils of the ailing Commander Purteide. Having risen to seniority during the Great War of Confederation, against the Orks, Commander Shadovsun now personally leads the Tau forces of the Third Sphere Expansion. Displaying an instinctive mastery of the Kaisyon style of Tau warfare, Shadovsun embodies the art of the patient huntress, trapping and crushing her foes in battle countless times.



THE DAMOCLES CRUSADE, 742.M41

Towards the end of the Tau Empire's Second Sphere Expansion, a breakthrough was made when, after many failed attempts, the Air caste successfully navigated a safe route across the Damocles Gulf. The Tau immediately began colonising this ripe new source of worlds and, in doing so, made first contact with the single greatest empire in the galaxy – the Imperium of Mankind. Water caste emissaries moved to integrate themselves within the worlds on the periphery of Imperial space, negotiating trade deals and spreading the message of the Greater Good to those long oppressed beneath the yoke of Imperial rule. Despite many of these worlds remaining mistrustful of the silver-tongued aliens in their midst, other planets rebelled, openly declaring for the Tau Empire.

The Imperium's response, though slow in gathering pace, was far more brutal than the Tau could ever have predicted. Thus was the Damocles Crusade launched to purge the xenos threat – a mighty counter-attack that tore through the newly colonised Tau worlds like a juggernaut. Led by Space Marines from a dozen Chapters, the Imperial forces routed the Tau and drove them back across the Damocles Gulf. Imperial retribution followed them, its full force descending upon the sept world of Da'Yth. However, after a long and bloody campaign on the planet's surface, the Imperium's momentum was spent and they were forced to disengage and return across the Damocles Gulf to combat the approaching Tyranid Hive Fleet Behemoth.

WAR OF WORDS

Even as the conquest of the planets beyond the Damocles Gulf continued in earnest, ambassadors from the Water caste were making equally impressive gains. Their battlefield, however, was on the negotiating table, swaying the hearts and minds of disenfranchised populations and resentful planetary governors. Many of these worlds wasted no time in rejoining the Tau Empire, just as they had done during the Second Sphere Expansion.

However, as Astropathic warnings and pleas for military aid gradually began to circulate around the Imperial worlds of the sub-sector, the persuasive methods of the Water caste became increasingly ineffective. The further these emissaries of the Greater Good advanced into Imperial territory ahead of the Tau expeditionary forces, the more likely they were to be rebuffed or face persecution.

When a Tau ambassadorial ship landed on the Knight world of Voltoris, the Water caste diplomats on board duly presented themselves at the gates of Furion Peak, the towering stronghold of House Terryn. As the ruler of a knightly house, Patriarch Tybalt was honour-bound to invite the heralds in to present themselves and say their piece. He listened patiently as the alien orators spun tales of peaceful relations between species and the harmony which the Greater Good would bring to an otherwise barbaric galaxy. But Tybalt knew that, behind their silky words, the xenos ambassadors offered a simple choice – give fealty to the Tau Empire or be destroyed. The suggestion that Tybalt should betray his oaths of loyalty was an insult to his honour, and when the Tau diplomats finished speaking, Tybalt rose to his feet and vehemently denounced them for their lies, banishing them from Voltoris under pain of death. As the emissaries hastily left, the Patriarch roared a mighty oath that House Terryn would oppose the impudent xenos of the Tau Empire should they ever threaten the sovereignty of a world that belonged to the Emperor – a vow that cost the Tau dearly in the ensuing months.

STORM CLOUDS GATHER

The gravity of the Tau expansion was not lost on the Imperial commanders of the Litchess Sector. Indeed, it was becoming increasingly evident that the xenos forces were far greater in both number and strength than they had been during their Second Sphere Expansion two centuries earlier. Slowly, inexorably, the Imperium began to gather its armies in response to the Tau threat, though it would still take time before a force large enough to counter the alien advance could be fully mustered. With the exception of a few swiftly mobilised vanguard formations, the Imperium's defenders were on their own.

With memories of the overwhelming victories won at the outset of the Damocles Crusade fresh in their minds, the Imperium's commanders grossly underestimated the Tau. Their arrogance only served to leave the Emperor's armies further at the mercy of Shadowsun's finely honed military strategies. It was only when the first wave of

Imperial reinforcements arrived that the Tau were forced to adapt the tactics that, thus far, had proven so efficient. So were the Imperium's embattled defenders bolstered at the last by the White Scars 3rd Company, the Catachan II 'Green Vipers', and Patriarch Tybalt at the head of five household detachments of his Knights.

GATEWAY TO THE SYSTEM

The northernmost region beyond the Damocles Gulf was now fully under Tau control, and a number of new sept worlds were already being established in key systems. Further to the galactic west lay the mineral-rich Dovar System – the primary objective of Aun Va's expeditionary force.

With the Imperium's defenders having retreated to their most heavily defended worlds, protocols of engagement would normally have called for the Tau expeditionary force to circumnavigate the populous hive world of Agrellan and concentrate on the more vulnerable planets beyond. However, the Dovar System's proximity to an impassable region of the Damocles Gulf meant that it was

all but impossible for the Tau armada to gain access to it without passing through Agrellan's orbit. The hive world had to fall.

To prepare for the unavoidable assault on Agrellan, Commander Shadowsun cunningly distracted the other nearby human worlds to keep their defenders occupied. Hunter Cadres fought hit and run skirmishes supported by huge numbers of specialist Drone-net VX1-0 formations. This shrewd use of expendable drones freed Shadowsun to muster the better part of her forces to attack Agrellan.



AGRELLAN

Designate: Hive world
Population: est. 16.7 billion
Pop. Centres: 12 hive cities
Tithe Grade: Exactus Prima



PATRIARCH TYBALT

Hailing from the Knight world of Voltoris, Tybalt is a Noble of great renown. As the Patriarch of House Terryn, Tybalt has led his fellow Knights to war for more than a century. Despite the aggressive, warlike tendencies for which the Knights of House Terryn are famed, Tybalt fights with a cool head and an iron will. Even in his twilight years, Tybalt is a true master of war and a terror to his foes.

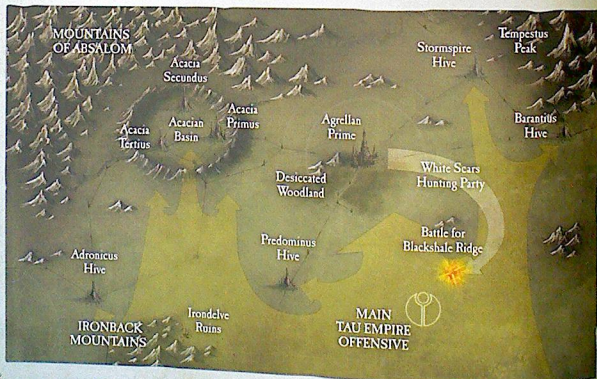




TIMELY ARRIVAL

As Shadowsun's armada powered towards Agrellan, huge rents were torn in the fabric of reality as a handful of Imperial Navy vessels burst from the Warp. With the Tau having revealed their next target, the Imperium's reinforcements were able to use the superior speed of their Warp drives to get the jump on the Tau fleet. A ferocious space battle ensued and, though the small Imperial flotilla was hugely overmatched and soon forced to disengage, three vessels were able to slip away in the confusion and deliver their valuable cargo to the planet's surface. So did the White Scars, Catachans and Imperial Knights arrive on Agrellan just in time to face the Tau planetary assault.

Agrellan's orbital defences, though formidable, could not withstand the might of the Tau fleet. In a few hours, their guns had been silenced by wave after wave of sleek xenos fighters, and Agrellan lay open to attack. But the planet's surface represented an entirely different challenge to the Tau expeditionary force. Each hive city was defended by towering ferrocrete walls, bristling with colossal guns that covered carefully prepared killing zones. Beyond these mighty bulwarks lay entire fields of gravity mines designed to channel enemies into deadly crossfires. Even the planet itself was capable of killing the unwary. A virus bomb had long ago permanently scarred its surface in an Inquisition-sanctioned Exterminatus following a daemonic incursion that even the Ordo Malleus could not contain. However, in the aftermath of the virus bomb's deployment, a unique element in Agrellan's atmosphere reacted unexpectedly with the fallout from the attack, creating an environment so toxic that it became incredibly hazardous to live outside



of the rebuilt hive cities and their air reclaimators. To make matters worse, the veil between reality and the Warp remained incredibly thin in the aftermath of the daemonic attack; mutated flora and the taint of Chaos commonplace were beyond the sanctuary of the walls. Such a history of violence had led the inhabitants of Agrellan to heavily fortify their hive cities, and the Inquisition has remained vigilant should the Daemons ever return.



Commander Shadowsun's personal symbol was to identify the cadres of the Mu'gulath Bay Expeditionary Force.

SHADOWSUN ASCENDANT

Into this crucible of hostility swept the Tau, their fearless Commander the first to set foot on Agrellan's surface. Shadowsun, ever the patient huntress, sought to test her enemies rather than waste the lives of her brave warriors in a futile assault on the imposing defences. Orbital scans had revealed the presence of a small force of the Imperium's deadly Space Marines, alongside a number of Imperial Knights, against which the Fire caste had not yet been tested. Shadowsun wanted to study this formidable new foe in battle and, if the opportunity presented itself, destroy them before launching her main offensive on Agrellan.

In order to draw out and expose the Knights, Shadowsun's formations probed the defences of hive cities across the planet's surface, stretching the Imperial forces to their limit. So effective were Shadowsun's hit and run tactics that, had it not been for the herculean efforts of the White Scars, it is certain that the three hive cities of the Acadian Basin would have fallen in spite of their great walls.

In response, and in order to deny the White Scars their swiftest means of transportation, Shadowsun ordered Tau Air Superiority Wings to hunt the White Scars Thunderhawk Gunships whenever they took to the skies. Only the noble sacrifice of their accompanying Stormtalon squadrons kept any of the invaluable Thunderhawks operational. With the

Imperial forces woefully out-matched in the air, the White Scars commander, Kor'sarro Khan, was forced to deploy half his company's transports as an Armoured Vanguard to act as a mobile reserve.

Meanwhile, Shadowsun positioned the majority of her heaviest weaponry around the capital hive, Agrellan Prime, using a Kaanyon ploy to draw the Imperial Knights stationed there out into the open. Such tempting bait was too much for Patriarch Tybalt and the Knights of House Terryn, and they duly sallied forth to engage their foe. However, the moment they left the city walls, the Knights were targeted by carefully concealed Hammerhead Interdiction and Ranged Support Cadres. Scores of hyper-velocity railgun shots slammed home. The Tau were, as yet, unaware of the effectiveness of the Knights' ion shields, and only one succumbed to the fusillade. Within moments, the Knights were in amongst the Tau armour with devastating effect. Only the personal intervention of Shadowsun at the head of her Firststrike Assault Hunter Cadre forced the Knights to withdraw.



KOR'SARRO KHAN

In addition to his rank as Captain of the White Scars 3rd Company, Kor'sarro Khan bears the honorific of the Master of the Hunt, a title unique to the White Scars Chapter. As such, the Khan is honour-bound to hunt down those that have wronged his battle-brothers, seeking to claim their heads as trophies in bloody recompense for their transgressions. As yet, no such enemy has escaped the fatal stroke of Kor'sarro Khan's blade, Moonfang.



With the White Scars' home world of Chogoris under heavy attack by the Red Corsairs, Kor'sarro Khan showed unwavering dedication to duty by answering the call for aid and leading his 3rd Company to Agrellan. They would prove to be a constant thorn in the side of the Tau invaders.





SHADOW CAPTAIN SHRIKE

It is said that, of all the Raven Guard, it is Shadow Captain Shrike that best exemplifies the tenets of the Chapter's Primarch, Corax. With a mastery of the hit and run attack that rivals even the Tau Empire's Commander Shadowsun, Shrike excels in leading the 3rd Company in brutal campaigns of guerrilla warfare. Shrike's Raven Guard appear as if from nowhere to deliver death to their foes before melting back into the shadows once more.

THE HUNT BEGINS

As the White Scars' Master of the Hunt, Kor'sarro Khan had hunted and slain many powerful enemy warlords, returning to Chogoris with their heads amid great ceremony. In undertaking these quests, Khan had become well versed in reading the tactics employed by his enemies in order to identify the presence of such a quarry. In Commander Shadowsun, he soon recognised a worthy foe – more specifically, a foe whose death would greatly undermine the Tau forces fighting on Agrellan. So did Khan swear a great oath to see her slain.

'Surround yourself with the greatest warriors at your command, or cower in the deepest and darkest hole you can find. It matters not. I shall take your head for the Great Khan and for the Emperor.'

- KOR'SARRO KHAN

Leaving the defence of Agrellan to a war council led by Patriarch Tybalt and the Catachan Colonel Straken, Khan led a bike-mounted demi-company to track down the Tau commander. As they roared off to wage war behind enemy lines, an Optimised Stealth Group doing advanced reconnaissance brought word of this change of tactics directly to Shadowsun.

Forewarned against the threat posed by the White Scars that hunted her, Shadowsun reacted with her typical composure and tactical pragmatism. Rather than seeking refuge from her pursuers, she planned to use the dogged determination of the Space Marines – a trait which they had frequently displayed during the bitter fighting of the Damocles Crusade – against them.

Though the White Scars caused great harm to the Tau infrastructure with their lightning raids, more often than not, they were unwittingly drawn towards battlefields of Shadowsun's choosing. In the Battle for Blackshale Ridge, Shadowsun even offered herself as bait to provoke the White Scars into springing a trap. Surrounded on all sides and taking heavy fire, Kor'sarro



Khan and his fellow White Scars would have been cut off and annihilated were it not for the timely arrival of a Land Speeder Stormbringer Squadron which was able to punch an escape route through the encircling Tau army.

Far from sitting idle and waiting for the White Scars to make their next move, Shadowsun had been working with Aun'Va, preparing to unleash her boldest action yet of the Third Sphere Expansion. In order to prevent the war on Agrellan from descending into a grinding stalemate, she intended to marshal her forces and launch a carefully orchestrated, simultaneous attack against every hive city on the planet. To combat the Imperial Knights, the attack on Agrellan Prime would be spearheaded by the latest breakthrough in Earth caste technology – the XV104 Ripide battlesuit. If Shadowsun's ambitious stratagem worked, Agrellan would fall in a single day...

COMETH THE RAVENS

As the White Scars gathered at a hidden munitions cache, a lone figure emerged from the darkness. It was Shadow Captain Shrike of the Raven Guard, and he delivered a message to the alerted White Scars from his Chapter Master, Corvin Severax. The White Scars were to return to the capital and prepare to retreat off-world. A powerful Imperial fleet, including the Raven Guard Battle Barge, *Wings of Deliverance*, stood ready to aid in the evacuation. Agrellan could no longer be held against the Tau.

IMPERIAL EVACUATION FLEET



Vessels of Note:

- *Wings of Deliverance*, Raven Guard Battle Barge
- *Stormshadow*, Raven Guard Strike Cruiser
- *Lord of Heavens*, White Scars Strike Cruiser
- *Star of Terra*, Emperor class battleship
- *Iron Virtue*, Dauntless class cruiser

Battlefleet Damocles:

- 5 x Battleships
- 19 x Cruisers
- 13 x Escort Squadrons

Fleet Assets:

- 4 x Front Line Battle Groups
- 2 x Rear Echelon Battle Groups
- 1 x Independent Strike Group

A SHADOW IN THE DARK

The flickering firelight caused the shadows of the fur-clad warriors gathered around Kor'sarro Khan to dance across the circle of bikes surrounding them. Their powerful machines faced outwards in every direction, ready for the White Scars to mount up and disperse at a moment's notice. The Khan's warriors listened in attentive silence as he prepared to issue instructions to his war council for the next stage of the hunt.

'Our quarry is cunning, and not to be underestimated,' he began. 'The xenos bitch has had the better of us once, but will not do so again. At sunrise, we will!'

Kor'sarro's voice broke off as a faint silhouette began to take shape amid the darkness. As one, every White Scar aimed his bolter at the ebony figure's head. The stranger did not flinch.

'In the name of the Great Khan, identify yourself!' roared Jébe, Kor'sarro's Company Champion, as he unsheathed his sword.

'Stand down, brothers,' ordered the Khan, gesturing to his men to lower their weapons. 'I know him.'

Kor'sarro Khan was aware of only one person in the entire galaxy that could infiltrate a Space Marine camp undetected. The Khan's warriors obeyed his command without question, though the scornful sneer he wore did little to ease the tension.

Without a word, the newcomer reached up and unclasped his helm to reveal a narrow, pallid face beneath a veil of lank, black hair. It was Shadow Captain Shrike.

'So we meet again, Raven Guard,' the Khan growled. 'What brings your kind here? Have you come to spill xenos blood or skulk in the shadows and leave the fighting to real warriors?'

'My "kind" have been engaging the enemy in covert operations for ten days,' stated Shrike. 'Did you not wonder how you managed to escape the ambush at Blackshale Ridge against such odds?'

The Khan's eyes narrowed at this, but Shrike continued before the White Scar could respond. 'I bring orders from my master, Corvin Severax. This world is lost. The xenos forces arrayed against us are too great and my Scouts report that the Tau are massing for a final assault.'

The realisation of what Shrike was about to say hit the Khan like a sledgehammer. 'You wish to us retreat? Craven!'

'Severax has assumed full command of Imperial forces in this sector and has called for the evacuation of all military assets and personnel on Agrellan – including you, brother. Given our history, he thought it prudent you heard this from me. He knew these orders would not be to your taste. You are to accompany me back to Agrellan Prime for immediate extraction.'

Then he was wise to send you and no other, lest I gut them for their cowardice,' growled Khan. 'But if these are indeed my orders, then I will do my duty, even though it stains my honour. White Scars! We ride! See you in Agrellan or hell, brother!'

'Hell awaits us all at Agrellan Prime,' Shrike muttered grimly.



CORVIN SEVERAX

As the Chapter Master of the Raven Guard, Corvin Severax's honorific, the Lord of Shadows, is well founded. Seldom is the enigmatic commander seen – even by the Space Marines of his own Chapter – yet his authority is absolute. Despite his covert style of leadership, Severax fights as a consummate predator in battle. The Lord of Shadows strikes with the speed and ferocity of a thunderbolt, his form a blur of motion as he carves his foes to bloody ruin without hesitation or remorse before disappearing into the shadows once more.

THE FALL OF AGRELLAN

It was well indeed for the Imperium that Corvin Severax had such a shrewd tactical mind. Had he not acted so swiftly and decisively to organise a full-scale evacuation, the planet-wide Tau assault would have decimated the Imperium's fighting strength in the Lithesh Sector.

When the Tau attack came, it was so sudden and brutally efficient that many hive cities fell within the first few hours of the mass assault. The defences of every hive city had been meticulously analysed by orbital scans and advanced reconnaissance teams. The weaknesses of each of these strongholds had been discovered, and the appropriate cadres deployed to ensure their total destruction. Shadowsun developed a different plan of attack for each hive city, ensuring that if any defensive strategy proved effective, it would not work against Tau forces elsewhere.

In Gorus Hive, the Hydra batteries that protected the city from aerial assault were eliminated by Optimised Stealth Groups. Within the hour, the defences had been bombed to rubble by wave after wave of Paradox Squadrons. Meanwhile, in Imortis Hive, ten Ranged Support Cadres



The Knights of House Terren proudly bear their highly decorative heraldry for all to see.

concentrated their railgun fire to level a section of the outer wall. Hunter Cadres by the dozen poured out of their Devilfish transports to storm the breach, and soon the hive city's streets ran red with the blood of the slain.

At the forefront of each and every assault strode the new XV104 Riptides. Wherever these mighty battlesuits engaged the beleaguered Imperial defenders, they slaughtered them and shattered their bulwarks. Only the Imperial Knights seemed able to withstand them on the battlefield, and even then, five Knights were felled by Riptide Wings during the Battle for Agrellan Prime.

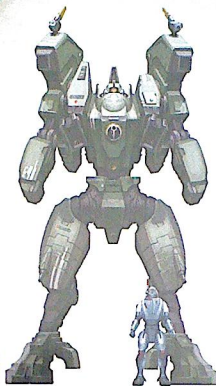


THE BATTLE FOR AGRELLAN PRIME

The battle for the capital hive saw the greatest concentration of both Imperial and Tau forces engage in the heaviest fighting of the war. It was here that Commander Shadowsun led her Firststrike Assault Cadre into the fray, urged on in person by Aun'Va and his Ethereal Council. Inspired by the legends in their midst, the Fire caste fought all the harder.

The defenders of Agrellan Prime had been bolstered overnight by the newly arrived Raven Guard 6th Company and the Cadian 724th 'Wardens', under Colonel Jericho Voss. Corvin Severax himself directed the hive city's defences, determined to see them hold long enough for Shrike and the White Scars to fight their way back into the city for extraction.

There were moments of incredible skill and heroism on both sides. During the course of the battle, the marksmanship of Magog's Ratling Rifles accounted for no less than thirty Crisis battlesuits. Meanwhile, the famous Tau Hammerhead commander, Longstrike, reaped a fearful tally of battle tanks before the city gates, and crippled a pair of Imperial Knights.



A SECRET REVEALED

During the opening months of the Third Sphere Expansion, a mysterious ship named travelled with the expeditionary fleet of Aun'Va and Commander Shadowsun. This ship played no part in any of the diplomatic or offensive actions of the expeditionary fleet, and its cargo remaining classified to all but the Ethereals and the highest ranking officers of the Fire caste.

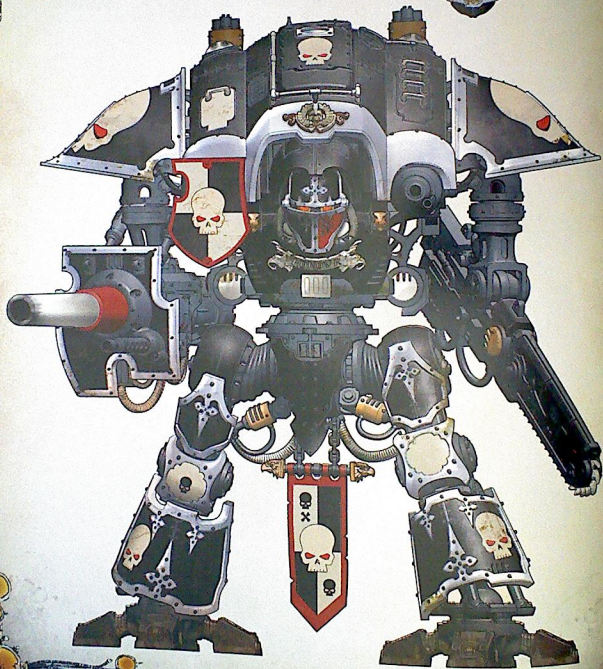
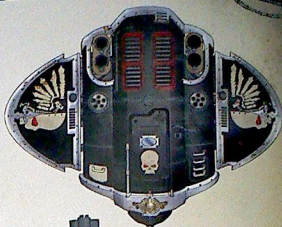
All this was to change as Commander Shadowsun prepared for the conquest of Agrellan. In the hours before Agrellan fell, the secret was finally revealed when a contingent of giant prototype battlesuits, named XV104 Ripitors, was transported to the planet's surface to lead the assault.



THE PATH OF THE FREEBLADE KNIGHT

One of the great enigmas of the Imperial Knights is the Freeblade Knight phenomenon. Each of these nameless warriors once belonged to one of the knightly houses of the Imperium, yet as a result of some grave incident or personal tragedy, has left his former life behind. A Freeblade Knight renounces any claims to birthright or title until such time as he has redeemed his past indiscretions or death claims him.

Freeblade Knights traditionally take on a pseudonym and lead a solitary or mercenary existence. The Obsidian Knight that fought on Agrellan was one such Freeblade, though it remains unclear if he was indeed the same Knight who battled so ferociously against the Tau during the Damocles Crusade, or if another fights in his name.



A FIGHTING WITHDRAWAL

Beyond the southern walls of the capital, Straken's Catachan Jungle Fighters engaged in savage ambush and counter-ambush against Kroot Hunting Packs amid the desiccated woodlands beyond the hive walls. It was here that Shrike led the White Scars on their route towards the city. The arrival of the Space Marines and a pair of Hellstorm Squadrons from the hive city soon saw the Kroot mercenaries defeated. Having forged a clear path through the Tau lines, the Imperial forces retreated back towards the relative safety of the city.

Just when it seemed that the Space Marines and Catachans would make it back to Agrellan Prime, Shadowsun sprung her trap. A simultaneous pincer assault comprising four Counterstrike Cadres and Shadowsun's own Firststrike Assault Cadre slammed into both flanks of the Imperial column. Despite a ferocious counter-attack from the White Scars and Raven Guard driving the first wave of Tau attackers back, the arrival of a Riptide Wing turned the tide back against them. Shadowsun darted between the desperate fire fights, picking off the Imperial transports with methodical efficiency. It was at that moment, just when all appeared lost, that Corvin Severax played his trump card.

The explosive arrival of this new combatant was evidenced when a vast chainblade burst from the chest of a Riptide, before tearing the battlesuit apart in a welter of sparks. The Obsidian Knight had entered the fray. Acutely aware of the specialist skills of this fabled Knight, Severax had sought out the relentless Tau-killer and transported him to Agrellan. The violence that ensued proved the Chapter Master wise, for the Obsidian Knight slaughtered the Tau forces with terrible purpose.



Symbol of the Catachan II 'Green Vipers'

COMMANDER SHADOWSUN'S FIRSTSTRIKE ASSAULT CADRE AT THE BATTLE OF AGRELLAN PRIME

- Shadowsun and Command Team (Crisis Bodyguard Team)
- Fire Warrior Teams with Devilfish x 6
- Fire Warrior Teams x 6
- Pathfinder Teams with Devilfish x 2
- XV25 Stealth Teams x 2
- XV104 Riptide x 2
- XV8 Crisis Team x 2
- Hammerhead Gunship x 3
- Sky Ray Gunship x 3
- Razorshark Strike Fighter x 4



Inspired by this veritable engine of death, the embattled Space Marines redoubled their efforts and hurled the Tau back.

At the last, the Knights of House Terryn were able to fight their way through to relieve the retreating Imperial host. There, the Knight Paladins stood sentinel, bombarding the Tau with their rapid-fire battle cannons as the Catachans and Space Marines reached the hive city at last. The Knights suffered for their brave rearguard action, the Tau Broadsides, Hammerheads and Riptide battlesuits making them pay dearly. Only when the first of the Imperial transports were launched did Patriarch Tybalt grudgingly lead his few remaining Knights back towards the awaiting Imperial drop ships. With that final act, the Imperium withdrew from Agrellan, leaving the planet in Tau hands.

Shadowsun's planet-wide assault had proved to be a tactical masterstroke. In a single day, the Imperial forces had been humbled and every hive city had been taken. Within hours of the Imperial fleet breaking orbit, work had already begun to settle this newest Tau sept world, which would be named Mu'gulath Bay.

THE OBSIDIAN KNIGHT

During the Damocles Crusade, the deeds of a lone Freeblade Knight became legend amongst the Imperial soldiery. The Knight's origins were unknown and his refusal to speak only deepened the myth behind the man. Even the title by which he became known was little more than an epithet based on the grim hue of his Knight Paladin suit.

The only fact about the Obsidian Knight that was truly beyond question was his talent for killing the warriors of the Tau Empire. The exact nature of the terrible events that transpired to bring about the Knight's burning hatred of the xenos race can only be imagined. Whatever his reasons, the Obsidian Knight fought at the forefront of every major Imperial assault, and slew the Tau in their hundreds.

VOLTORIS

The lush Knight world of Voltoris lies to the galactic west of the turbulent region of space known as the Damocles Gulf. Vast oceans span the planet's surface, the emerald hue of the water a by-product of a unique microscopic algae that reacts with the light of the planet's twin suns. The landmass of Voltoris comprises three tropical continents, each dominated by abundant tropic jungles teeming with diverse fauna.

Many of the creatures native to Voltoris are harmless, but there are three predatory beasts that even the Knights of House Terryn must be wary of: the monstrous, bat-winged vendell, the multi-limbed amphibians known as brokstars, and the howlers – nocturnal bipeds that use sonar to hunt their prey.

THE IMPERIUM REGROUPS

After the defeat at Agrellan, Corvin Severax held a council of war aboard his flagship, *Wings of Deliverance*. It was here that Patriarch Tybalt made a solemn gesture of sacrifice, offering up his own home world as a favourable battleground on which they could fight the Tau.

After many long discussions, all were in agreement that the Imperial fleet would withdraw to nearby Voltoris. If the Tau could be drawn into attacking this verdant Knight world, it could be defended more effectively than any other planet in the sector. The key to this strategy was the fact that the planet's only populated area was centred around the mighty stronghold of House Terryn, Furion Peak. If the Tau were to conquer Voltoris, they would have to attack the fortress directly. The Imperial forces could thus muster their strength in a single location.

The galactic location of Voltoris had kept the planet largely isolated from the many wars fought over the millennia by the Imperium and the Knights of the planet's ruling house. But in 980999 M41, that was all about to change.

DEATH COMES TO VOLTORIS

In the wake of her stunning victory at Agrellan, Shadowssun led her Tau expeditionary fleet onwards to fresh conquests without delay, adhering to the sage axiom of her late mentor, Commander Puretide. The Dovar System now lay open to the Tau, and Shadowssun's forces swept through the planets of the region in swift succession.

'Follow up a victory by striking quickly, and you will win another.'

- COMMANDER PURETIDE

Yet Shadowssun had her doubts. Ever in the back of her mind was what had become of the Imperial forces that had eluded her at Agrellan. Though he knew she would never admit it, Aun'Va could sense Shadowssun's frustration and determined to ease her state of mind. So did the Ethereal Supreme grant Shadowssun sanction to leave and hunt down her quarry whilst the rest of the expeditionary fleet consolidated their conquest of the Dovar System. Not only would their destruction shatter Imperial



**VOLTORIS***Designate: Knight world**Population: unknown**Pop. Centres: 1 Stronghold,**Furion Peak**Tithe Grade: Decuma Particular*

resistance in the sector, but Aun'Va was confident that after fulfilling her quest, Shadowsun would return to him more hungry than ever to expand the Tau Empire and strike deeper into the heart of the Imperium.

Setting forth with fully half of the Tau Coalition's military strength behind her, Shadowsun wasted no time in tracking the whereabouts of the Imperial host, sending out surveillance drones in their thousands to seek her prey. It wasn't long before she had discovered their location, for Voltoris was close and the Imperial forces stationed there had made no effort to conceal their presence. Shadowsun gave the order to head for Voltoris without hesitation.

When the Tau fleet arrived at Voltoris, Shadowsun was surprised to find the planet's orbit was not held against them. Despite system-wide scans revealing that an Imperial fleet was indeed present nearby, it soon became apparent that it had no intention of engaging the much larger Tau armada. Cautious of the danger, but fully confident in the superior strength and number of ships under her command, Shadowsun chose to press on with the attack on Voltoris. A few hours later, the Tau fleet was in position and ready to commence the invasion of the Knight world.

A TRAP IS SET

Corvin Severax had ordered the Imperial fleet to retreat before the Tau armada, feigning weakness. He needed to ensure that Voltoris was a suitably irresistible target to the pursuing Tau, who now had the perfect opportunity to seek revenge on the Knights that had so vehemently rebuked their ambassadors and caused so much harm on Agrellan.

House Terryn would not stand alone. Their stronghold of Furion Peak stood proud atop a rocky plateau that pierced the jungle canopy, and it was there that the Imperium would make its stand. With great effort, the White Scars Stormseer, Sudabeh, had concealed the main fighting strength of the Raven Guard beneath a shadowy psychic mist. Meanwhile, the Catachans were carefully ensconced within the dense jungle surrounding Furion Peak. Even the dangerous predators that stalked amongst them held no fear for those born and raised on Catachan. The duty of bait went to the brave shock troopers of the Cadian 724th, yet even they were heavily dug in before the great gates of Furion Peak. Within the stronghold itself waited the sharpest jaws of the trap – Khan's 3rd Company and the full fighting strength of House Terryn's Knights.

MONTKA – THE KILLING BLOW

Shadowsun had carefully reviewed the force disposition arrayed against her on the planet's surface. All of the Imperium's strength was concentrated in one location, around a solitary fortress. She was, however, well aware that the enemy formations that were visible to the armada's orbital scanners could not represent all of the Imperial forces that had escaped Agrellan. This meant any reserves were either stationed inside the enemy stronghold itself, or remained aboard their fleeing ships and planned to leave the planet to its fate. To Shadowsun's well-honed instincts, such a situation called for Mont'ka – the killing blow. She would launch a lightning assault to crush the exposed enemy with overwhelming force. Counterstrike Cadres and Rapid Insertion Forces would form a hard-hitting reserve, ready to react to any fresh enemy threats yet to be revealed. If she could conquer an entire Imperial here world in a single day, what hope did one enemy fortress have?

For the first time in her illustrious career, Shadowsun was sorely mistaken. Blinded by her determination to eliminate those that had previously eluded her, Shadowsun had fallen for the same strategy that had won her victories beyond counting. Lured into launching an all-out attack on the Imperial battle line, Shadowsun realised too late the sheer size and strength of the Imperial army lying in wait.





THE ZEIST CAMPAIGN

The Third Sphere Expansion heralded a new age of conquest and development for the Tau Empire, mirrored by its people's belief in their manifest superiority. The success of each expeditionary fleet that undertook this great expansion was far from assured, however. Even as the armada of Aun Va and Commander Shadowsun continued to gain momentum in the Lithesh Sector, in other regions of space Tau expeditionary fleets encountered much stiffer opposition from Imperial forces. In some areas, the Tau were even driven back, losing many of the planets and sept worlds that they had so recently claimed in the name of the Greater Good.

The most notable of these setbacks for the Tau took place in the Zeist Sector. In a highly successful campaign led by Captain Searius of the Ultramarines 2nd Company, the Imperium deflected the Tau advance. Supported by elements from more than nine other Space Marine Chapters and many Imperial Guard regiments, the Ultramarines reclaimed those Imperial worlds that had been lost.

Meanwhile, the Ultramarines 3rd Company liberated the Lagan System from the Tau Empire in a string of decisive engagements. Their victory, however, was something of a pyrrhic one, for even as they won back these worlds, several key planets in the neighbouring Dolmaic System capitulated to Water caste ambassadors.

KAUYON – THE PATIENT HUNTER

The Tau cadres swept towards Furion Peak, preparing to smash the Imperial army aside with a single crushing blow. Shadowsun led from the front, embodying the tip of the spear that would deliver the killing blow.

A series of distant illuminations was all the warning the first wave of Tau cadres received before explosions suddenly blossomed amidst their lines. The heavy ordnance blasted apart armour, flesh and bone with equal impunity. Carefully concealed Direct Support Batteries had been dug into the flanks of the stronghold's foothills, and they proceeded to bombard the onrushing Tau with increasing ferocity as they drew nearer. As soon as the first shells crashed down, the Catachans swarmed forth from the jungle thickets and began to pour fire into the flanks of the Tau advance.

The disciplined Tau Fire Warriors reacted swiftly to these multiple new threats, rallying around their mighty Ripides and returning fire. Seemingly impervious to the seismic explosions erupting in their midst, the battlesuits laid down salvos of missiles in an attempt to blunt the Imperial counter-attack. Entire platoons of Guardsmen were torn apart by the lines of death stitched by heavy burst cannons.

But the Raven Guard have ever been masters of the ambush, and they knew their craft well. They had anticipated such a response from the Tau – indeed, they had counted on it. The artillery batteries began to refocus their aim, targeting their bombardments to land behind the main body of the Tau invasion force to cut off any lines of retreat. Moments later, shadowy figures began to emerge from within what the Tau had mistaken for thick morning mists. The Raven Guard had entered the fray, seemingly assailing the Tau from every direction. They swiftly surrounded pockets of Tau resistance, cutting them down before disappearing back into the mists once more. Amongst them strode Furion Peak's Counter-strike Command, each Space Marine an indomitable champion of Humanity. Without fear or hesitation, they sought out the deadly Riptide battlesuits and, with blade, claw and psychic energies, they struck them down.

Shadowsun was caught in the thick of the fighting when the Space Marine commanders joined the attack. Even though her race's knowledge of psykers was limited, she had encountered the gue'la witches before and was well aware of the threat they posed. Activating her XV22 battlesuit's cloaking device, she blended into the mists and darted her way through the press towards the Stormseer. Scant heartbeats later, Sudabeah was consumed by the superheated fury of Shadowsun's fusion blasters, and with his demise, the ghostly psychic mist that had shrouded much of the battlefield began to dissipate. As the air cleared, the full gravity of Shadowsun's predicament was revealed. She looked on in horror at the sight of yet more Imperial reinforcements. Pouring forth from the gaping maw of Furion Peak's majestic gate came the White Scars, engines roaring as they sped forth to encircle the Tau army. Behind them marched the full might of House Terryn – over thirty

Imperial Knights with Patriarch Tybalt and the Obsidian Knight at their head. The Cadian 724th emerged from their dugouts to lend their weight to the big Imperial push, each company supported by a Steel Phalanx Tank Squadron.

Shadowsun knew that victory against such odds was nigh impossible, but resolved that she would try to save as many of her kin as possible. She relayed urgent instructions to her reserve cadres that were inbound aboard a wave of Mantas, rather than take the fight to the enemy below, they were to focus on driving them back from a number of key locations and buy the Tau ground forces time to retreat. In the meantime, she gave the order to fall back and regroup.

Shadowsun turned her attention back to the battle just in time to save her life. Having carved his way through the press, Kor'sarro Khan was almost upon her, his oath to slay the Tau Commander not forgotten. Were it not for the intervention of her loyal bodyguards, the Khan

would undoubtedly have taken Shadowsun's head. As it was, the sacrifice of her kin enabled her to overcharge her battlesuit's shields just in time to divert the White Scar's blow. So did the Tau Commander cheat death, Kor'sarro Khan's blade carved a furrow across her chest instead of severing her head. Shadowsun's reprieve came with the timely arrival of a Rapid Insertion Force dropping from above to rescue their sorely wounded commander. Khan was driven back by the overwhelming firepower of the elite Crisis battlesuit teams before he could finish his prey.

THE DAMOCLES WAR CONTINUES...

Despite the arrival of Tau reinforcements, it was too late for them to turn the tide. The Imperial ambush had been so swift that the Tau forces were assailed on every front within minutes of setting foot of Voltoris. When word spread of the near-fatal injuries sustained by their Supreme Commander, the resolve of the Fire caste broke. With their leader cast down and lacking the iron discipline of the Adeptus Astartes, the Tau suffered appalling casualties as they retreated from Furion Peak. The Imperial Knights and Space Marines gave merciless chase and only the formidable firepower of the Tau Mantas and Paradox Squadrons prevented a total massacre.

Many Tau gave their lives to ensure that Shadowsun was safely extracted from the war zone – a sacrifice she has not forgotten and has sworn to avenge. The Tau armada returned to rejoin Aun'Va's expeditionary fleet, humbled by their disastrous defeat. Having learned much from her failure, Shadowsun swore before Aun'Va to redouble her efforts and now leads the Tau onwards with renewed zeal.



In an attempt to restore morale in the wake of the fall of Agrellan, the Departamento Munitorum issued the Imperial Guard regiments and other military divisions that took part in the conflict with a special campaign badge in honour of their courage and sacrifice.







THE BATTLE FOR AGRELLAN PRIME, 757999.M41

Agrellan's capital hive stands as a last bastion of resistance against the invading Tau armies. The remaining forces of the Imperium gather to hold the gates of the city open long enough for their allies to make it back in time to evacuate.

The defences of hive cities across Agrellan, once thought to be all but unassailable, were found wanting against the ingenious tactics employed by the Tau's leader, Commander Shadowsun. Only at Agrellan Prime did the Imperium's forces offer significant resistance to the seemingly unstoppable Tau onslaught. Even as the fighting continued to rage outside the capital's walls, the other hive cities were reduced to little more than blood-soaked memorials to the brave soldiers that died defending them.

The Tau assault on Agrellan Prime had already tested the resolve of the Imperial defenders to its limit. The fighting raged with ever-increasing intensity as additional forces from both sides continued to converge on the fiercely contested war zone. The military leaders of the Tau and Imperium clashed in a battle of wits as their armies engaged in bitter conflict on the front line. Yet the Imperial forces knew that they could not hold out forever. The defenders fought to buy time to allow an emergency evacuation from the planet, even as contingents of White Scars and Catachans fought their way back towards the embattled hive city to join them. It was before the gates of the city that the outcome of the war on Agrellan would be decided – there, the mightiest forces of each race were gathered and would face one another in open battle for the first time.

Commander Shadowsun's strategic genius had led to the subjugation of every hive city on Agrellan in a simultaneous, planet-wide assault. She knew, however, that Agrellan Prime would be a much tougher nut to crack, defended as it was by both Imperial Knights and Space Marines. She therefore decided to lead the assault personally, where she would be able to react according to how the battle unfolded. Fighting

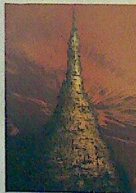
alongside her to inspire the brave warriors of the Tau's military caste was none other than the Ethereal Supreme, Aun'Va. Braving the formidable Imperial guns, Aun'Va and his council of attendant Ethereals followed the frontline formations, urging them to greater acts of courage and determination. Inspired by the spiritual leader of their race and commanded by the greatest military strategist of their empire, the massed ranks of the Fire caste were feeling justifiably confident as they prepared to launch their attack.

Despite the illustrious presence of the two luminaries in their midst, another factor was to prove equally crucial to the success of the Tau attack. The assault on Agrellan Prime would be spearheaded by a contingent of new XV104 'Riptide' battlesuits – towering, heavy-class prototypes with weapon systems powered by newly-developed nova reactors. Despite the many long years of rigorous testing during the development of the Riptide battlesuits, they had never been field tested until this moment. Piloted by the most experienced Crisis battlesuit shav'vres, each rigorously trained in the use of the Riptide, the attack on Agrellan Prime promised to be an exciting proving ground for the giant new battlesuits.

Yet even with all their latest weapons technology, victory for the Tau at Agrellan Prime was far from certain. Two companies of Raven Guard Space Marines manned the defences alongside the full might of the Cadian 724th Regiment. Also standing guard were all of the remaining Knights of House Terryn that had travelled to Agrellan and were still combat ready. Each of these powerful fighting machines would likely prove a challenge for even the immense new battlesuits.

The final obstacle facing Shadowsun's forces were the heavy defences of Agrellan Prime itself. The bitter war against the Daemons that almost led to the destruction of Agrellan had taught those rebuilding their shattered cities to ensure that their mighty walls would never again be breached should the Daemons return. Even to reach the walls, the Tau would face heavy bombardments from cannon emplacements and gun platforms, before circumnavigating the tight, solidly built defence lines.

As reports continued to arrive confirming that, all across Agrellan, hive city after hive city was falling to the Tau forces in accordance with her plan, Commander Shadowsun gave the command to attack the capital. Regardless of the outcome, the Battle for Agrellan Prime was certain to be the bloodiest and hardest fought of the entire war.



AGRELLAN PRIME

Singularly the largest and most impressive of the hive cities scattered across the arid deserts of the planet, Agrellan Prime is an incredible feat of structural engineering and a testament to those who built it. Its highest spire rises more than five kilometres above its outer walls, and from this vantage point, the barren landscape can be viewed as far as the curvature of the planet allows.

THE BATTLE FOR AGRELLAN PRIME

At the height of the planet-wide Tau assault on the hive world of Agrellan, the Imperial defenders stationed at the capital hive, Agrellan Prime, bravely held out for as long as possible to buy time for returning allied forces to evacuate off-world.

THE ARMIES

The armies used are listed on the following pages. Each side must select one of their Warlords to be their force's Warmaster.

DEPLOYMENT

The Imperial players deploy the Defenders of Agrellan Prime first of all. They must be placed in the Defenders of Agrellan Prime deployment zone (see map).

Then, the Tau Empire players deploy in the Tau Coalition deployment zone (see map) or in Strategic Reserve.

Finally, the Imperial side deploys their Breakthrough Force in the Breakthrough Force deployment zone (see map).

FIRST TURN

The Imperial side gets the first turn.

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21), or until the Imperial players have successfully secured the Line of Retreat (see below).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (Apoc. pg 22). If both sides have an equal number of points then the battle is a draw.

LINE OF RETREAT

If, at the end of any game turn, the Imperial side holds all four of the central Strategic Objectives (see map below), they have successfully cleared a safe line of retreat for their forces breaking into the hive city – the Imperial side immediately wins.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets (see below), Strategic Objectives, Strategic Reserves (see the following pages for where these must deploy), Strategic Victory Points (Apoc. pg 22-37).

Agrellan War Zone: This mission uses the Agrellan Unnatural Disasters table (pg 36).

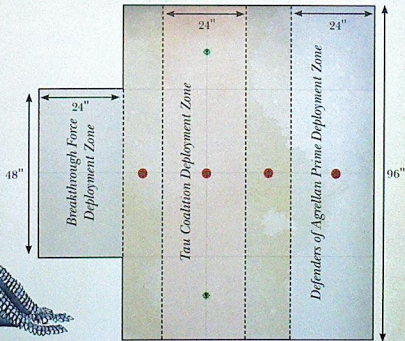
Specific Strategic Assets: The Strategic Assets used by each side are listed on the following pages.

THE BATTLEFIELD

The terrain for the battle is set out as shown on the map below, using a table that is 8' long and 8' wide. Strategic Objectives are placed as shown.

● Central Strategic Objective

● Strategic Objective



FORCES OF THE IMPERIUM

Agrellan Prime is under heavy attack by the Tau Empire's military elite. It is the last bastion of hope on a planet overrun by xenos forces. The defences have to hold until the last few units can evacuate the besieged hive city.

As the fighting outside Agrellan Prime intensifies, Shadow Captain Shrike guides Kor'sarro Khan's White Scars and the Catachan II 'Green Vipers' back towards the hive city. The Imperial forces are under orders to evacuate the overrun hive world with immediate effect. However, before they can withdraw from Agrellan Prime, it is imperative that no ground is given until the last possible moment – they must give the retreating Space Marines and Catachans enough time to make it back to the Imperial lines.

The defenders of the embattled hive city are assailed on all sides by Tau ground and air units. The Raven Guard 6th Company, Cadian 724th Regiment and the Knights of House Terryn are all that stand between Commander Shadovsun's army and ultimate victory on Agrellan. Outnumbered, outgunned and facing the greatest Tau military strategist for a generation, the defenders of Agrellan Prime must stand their ground or the Imperium's fighting strength in the Lithesh Sector will be shattered.



IMPERIAL STRATEGIC RESERVES

Strategic Reserves: Imperial Strategic Reserves must arrive at the following locations:

- **Deep Striking Units:** Anywhere on the table.
- **Agrellan Prime Reserves:** May enter play from any table edge east of the Imperial forward defence line (see map).
- **Breakthrough Force Reserves:** Any Breakthrough units held in Strategic Reserve enter play from the westernmost table edge (see map).

IMPERIAL STRATEGIC ASSETS

The following Strategic Assets must used by the Imperial army: **Beast Hunters, Charge!, Embrace the Darkness, Flank March, Gravity Mines, Patriarch Tybalt, The Star Hunt, Trophy Kill.**

IMPERIAL BATTLE PLAN

The Imperial commanders planned to hurl their huge infantry formations forwards in an attempt to stymie the deadly Tau firepower by bogging them down in combat. Casualties would doubtless prove high, but they were confident that the Tau army would not be able to withstand their sheer weight of numbers, especially when supported by a wave of Imperial Knights later in the game. In order to lend some extra hitting power to the Breakthrough Force, the Imperial players would bring on the Obsidian Knight behind the Tau lines using the Flank March Strategic Asset.

IMPERIAL ORDER OF BATTLE

The forces used in the Imperial army are listed below.

DEFENDERS OF AGRELLAN PRIME

- Raven Guard Chapter Master
- 2 Raven Guard Battle Companies
- 1 Grand Redoubt
- 2 'Imperial Shield' Infantry Companies
- 1 Baneblade
- 1 Steel Phalanx Tank Squadron
- 1 'Rain of Fire' Direct Support Battery
- 1 Thunderhawk Gunship
- 1 Stormraven Gunship
- 1 Stormtalon Gunship
- 1 Raven Guard Stormbringer Squadron
- 2 Armoured Sentinels
- 1 Scout Sentinel
- 1 Hellhound
- 1 Devil Dog

BREAKTHROUGH FORCE

- Shadow Captain Shrike
- 1 Raven Guard Vanguard Veteran Squad
- Kor'sarro Khan
- 1 White Scars Hunting Force
- 1 White Scars Vanguard Veteran Squad
- 1 White Scars Battle Company
- 1 White Scars Scout Squad
- 1 White Scars Librarian
- 2 White Scars Land Speeders
- Colonel 'Iron Hand' Straken
- 1 Catachan Ambush Patrol
- 1 Hellhound
- 1 Steel Phalanx Tank Squadron

AGRELLAN PRIME RESERVES

- The Obsidian Knight
- 1 Imperial Knight Household Spearhead

AGRELLAN DEFIANT

The Baneblade, Iron Defiance, played a crucial role in the opening stages of the battle. Again and again its mighty Baneblade cannon roared, each devastating payload blasting huge rents amid the disciplined ranks of the Tau Fire Warriors. Ultimately, however, the Iron Defiance was to meet its end when Longstrike, a Hammerhead ace, lanced a railgun shot straight through the mighty war machine's hull with clinical precision.



CHARGE OF THE WHITE SCARS

The White Scars fearlessly ploughed into the heart of the Tau army, cutting the xenos forces down with blazing bolter fire and revelling in the chance to engage them in bloody melee.

THE BATTLE

AC

THE BATTLE FOR AGRELLAN PRIME

AGRELLAN, 757.999.M41





SHADO
Beneath the
Raven's
Command
to prevent
marking
Firststrike
heavy loss
to find a
strategy
The Force
tactics to
from there
to Shado
Dreadnought
Imperial

SHADOWSUN ATTACKS

Bravely interposing herself between the Raven Guard and their White Scars allies, Commander Shadowsun arrived just in time to prevent the returning Imperial forces from reaching the hive city. Though her heroic Firststrike Assault Hunter Cadre suffered heavy losses, the White Scars were forced to find another route through the swirling maelstrom to reach their goal.

The Raven Guard immediately changed tactics to counter this new threat, emerging from their defensive positions to take the fight to Shadowsun directly, two of their revered Dreadnoughts and a nearby company of Imperial Guardsmen in support.



THE TAU COALITION

Agrellan Prime represents the last foothold of Imperial resistance on the planet. If Agrellan's defenders can be crushed before they can evacuate the planet, the worlds of the Dovar System beyond will be ripe for the taking.

Supreme Commander Shadowsun has masterminded a planet-wide assault that has seen every hive city overrun by Tau forces in a matter of hours. Only one yet remains unconquered – the capital hive, Agrellan Prime. All the remaining Imperial forces on the planet have gathered here. The hive city's defenders are desperately fighting to hold this final bulwark long enough for the last few formations to return in time to evacuate. A host of Space Marines approaches Agrellan Prime at high speed – the White Scars of Kor'sarro Khan – and they seek to secure a safe route to the hive city at all costs. Shadowsun herself stands ready to counter this threat in a Kauyon manoeuvre.

So vital is the battle to claim Agrellan Prime that the Ethereal Supreme, Aun'Va, has accompanied the Tau forces assaulting the city walls. Along with his Ethereal Council, the venerable leader of the Tau Empire urges his kin onwards for Greater Good, and the warriors of the Fire caste fight ever harder, inspired by his presence. At the forefront of the Tau offensive stride the mighty Ripide battlesuits, the newest breakthrough in Earth caste technology. These nigh-unstoppable battlesuits have already been instrumental in conquering hive cities across Agrellan. Where they fight, victory for the Tau is all but assured, and dozens now lead the assault on Agrellan Prime...

TAU EMPIRE ORDER OF BATTLE

The forces used in the Tau army are listed below.

TAU COALITION ASSAULT FORCE

- 1 Ethereal Council
- 2 Hunter Cadres
- 1 Ripide Wing
- 1 Hammerhead Interdiction Cadre
- 1 Ranged Support Cadre
- 1 Skysweep Missile Defence
- 1 Air Superiority Wing
- 1 Paradox Squadron
- 1 Kroot Hunting Pack

TAU COALITION RESERVES

- Shadowsun's Firststrike Assault Hunter Cadre
- 4 Counterstrike Cadres
- 3 Rapid Insertion Forces
- 1 Ripide Wing
- 1 Piranha Finstream Squadron



TAU EMPIRE STRATEGIC RESERVES

Strategic Reserves: Tau Strategic Reserves must arrive at the following locations:

- **Deep Striking Units:** Anywhere on the table.
- **Tau Coalition Assault Force Reserves:** Any Tau Coalition Assault Force units held in Strategic Reserve may enter play from any point on the northern or southern table edge that is in the Tau Coalition Deployment Zone (see map).
- **Tau Coalition Reserves:** May enter play from any point on the northern or southern table edge that is in the Tau Coalition Deployment Zone (see map).

TAU EMPIRE STRATEGIC ASSETS

The following Strategic Assets must be used by the Tau army: **Crack Formation, Global Data-net, Precise Coordinates, Replacements, Orbital Strike, Shield Generator, Supreme HQ, Unleash Disaster.**

TAU EMPIRE BATTLE PLAN

The Tau commanders planned to take advantage of the fact that they began the game in command of the majority of their objectives, deploying all of their support units to protect these valuable assets whilst the rest of their force advanced to engage the Imperial forces in close-range firefights. They hoped to be able to inflict massive losses on the Imperial Guard infantry with massed pulse weapon fire, whilst targeting the Space Marines with their elite units. As the game developed, they would utilise their enormous pool of reserve formations to reinforce their main attack or reclaim any objectives from the enemy to deny them any chance of an automatic victory.

VICTORY IN DEFEAT

The Tau inflict grievous losses on the Imperial forces, but are unable to deny the dogged defenders victory.

The Tau advanced on the walls of Agrellan Prime without fear or remorse, scything down the gue'la defenders in their hundreds with a relentless wave of disciplined volleys. Against such murderous firepower, the Imperial Guard rapidly dwindled in fighting strength, and only the timely charge of the White Scars on the other side of the Tau lines began to relieve the pressure.

Not wishing to lose momentum, the Tau forces wasted no time in committing their reserves to keep their enemies' forces apart. Against such a show of force, even the Adeptus Astartes were hard pressed to continue the fight, and the Raven Guard were hurled back even as the White Scars' attack began to falter.

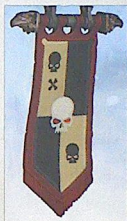
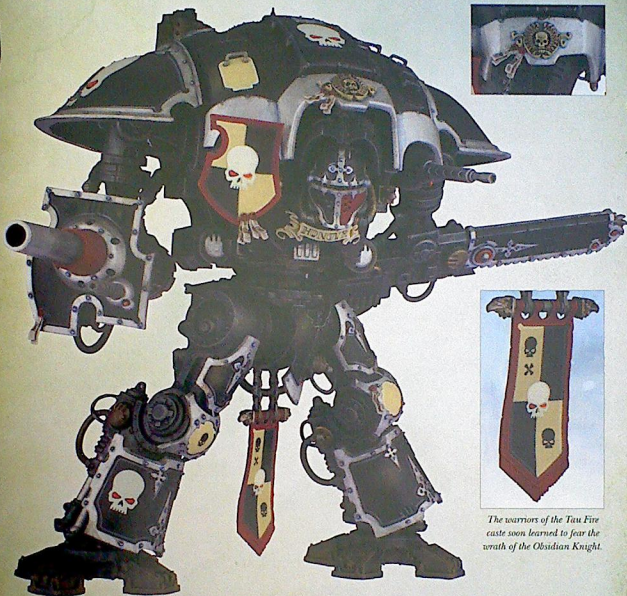
Only the fury of the Imperial Knights turned the tide, with House Terryn's brave warriors and the Obsidian Knight rampaging into the fray in a last-ditch effort to forge a breakthrough. Their valiant actions proved sufficient to the task, the merciless sweeps of their reaper chainblades clearing a path through the press just long enough for the White Scars and Cataphans to fight their way clear.



'Let none doubt that the Tau Empire will bring unity to all – let none doubt that now is our time. Forward, for the Greater Good!'

- AUN'VA, ADDRESSING THE FIRE CASTE CADRES FROM ATOP THE RUINS OF AGRELLAN PRIME





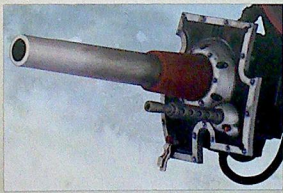
The warriors of the Tau Fire caste soon learned to fear the wrath of the Obsidian Knight.



Personal heraldry



Devotional scroll



Many Tau were slain by the Freeblade's thunderous battle cannon fire.



Cadian Colonel Jericho Voss



Cadian vox operator



Autocannon fire from Sentinels tore ragged holes in the Tau lines, their armour no proof against such fury.



The Catachans immolated many Krool with their heavy flammes.



Catachan Colonel Iron Hand Straken



Catachan Officer



Cadian lascannon teams targeted Tau Criss battlesuit teams with merciless efficiency.



A Catachan Leman Russ Eradicator blazed a fiery trail towards the hive city.



Catachan II regimental standard





Shadow Captain Shrike of the Raven Guard helped the White Scars force a path to the city.



Captain Kor'sarro Khan of the White Scars fought with all the fury of his Primarch.



The Raven Guard 3rd Company Banner fluttered atop the walls of Agrellan Prime.



An elite team of Raven Guard Vanguard Veterans served as a powerful bodyguard around Shadow Captain Shrike.



Stormseer Sudabeh of the White Scars



White Scars Tactical Marines took a fearful toll of Tau lives.



Attack Bikes formed the spearhead of the White Scars' push towards Agrellan Prime.



White Scars Biker



Shadousun, Supreme Commander of the Fire caste, led the Tau assault on Agrellan Prime personally.

The Tau Hammerhead ace, Longstriker, felled two Imperial Knights with his precision fire.



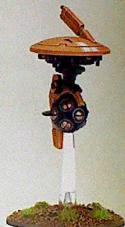
Fire Warriors formed the front line of the assault on the hive city.



Pathfinder with pulse carbine



Stealth Teams launched ambushes within the city walls.



The Tau utilized Grav-inhibitor Drones to disrupt the White Scars.



Ethereal Supreme Aun Va led the Ethereal Council.



Prototype XV104 Riptide battlesuits were unleashed for the first time in the assault on Agrellan Prime.



Each Riptide battlesuit bore a wide variety of support systems to further its destructive capabilities.



Countless Imperial Guardsmen were cut down by the fearsome firepower of the Riptides' heavy burst cannons.



DAMOCLES

RULES OF ENGAGEMENT

The major battles of the Tau Third Sphere Expansion in the Lithesh Sector took place on the hive world of Agrellan and Voloris, the Knight world of House Terry. Here we present rules for fighting battles on these two unforgiving planets.

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 presented here have been designed to represent the various environs of Agrellan and Voloris, as well as the unique battles the combatants engaged in during the second Damocles Gulf campaign. The Strategic Assets and Finest Hours allow you to recreate the strategies and heroics of the campaign's champions and villains.

The additional Apocalypse Formations presented in this War Zone portray important formations that fought in the battles of the Damocles Gulf campaign. Many of these formations, or ones similar to them, have fought in other campaigns, so they may be used in any Apocalypse game.

FORGING A NARRATIVE

Remember that over a million worlds lie within the boundaries of the Imperium. Many of these planets invariably share similar properties to the two planets described in this section. It is a harsh fact of life in the 41st Millennium that many worlds have suffered the sanction of Exterminatus, and will likely share some of the environmental hazards that afflict Agrellan. Similarly, Voloris is far from the only lush, jungle planet in the Imperium. As such, you should feel free to use some of all of the rules described here in your own games of Apocalypse.



VOLTORIS UNIQUE HAZARDS

The Knight world of Voltoris is home to a range of uniquely hostile creatures. The planet is too isolated and insular for Imperial scientists to have yet catalogued all of the monstrous creatures that live in its jungles and oceans, but some of the more common types that can be encountered on Voltoris are described below.

VENDELLS

Vendells are huge bat-winged creatures that make their lairs in the caves of Voltoris' highest mountain peaks. They primarily feed upon flocks of the docile manta-gulls that soar in the skies above the planet, though when food is scarce, they will attack any other type of flying creature, or prey upon flocks of cattle farmed by the serfs of House Terryn. Their presence in Voltoris' skies makes the use of airborne vehicles extremely hazardous, as a full-grown vendell is perfectly capable of catching and damaging even a heavily armoured Imperial aircraft. The inaccessible nature of the vendells' lairs means that there is little House Terryn has been able to do to rid their planet of the creatures, and they therefore represent a constant and ongoing threat to airborne forces.

At the start of each game turn, roll a D6 for each Flyer, Super-heavy Flyer, Flying Monstrous Creature, or Flying Gargantuan Creature in play. On a roll of 2-6 nothing untoward happens this game turn. On a roll of 1, the model being rolled for has been attacked by a vendell, and suffers D3 Strength 8 AP+ hits.



KROKTARS

Kroktars are large multi-limbed amphibian creatures that lurk in Voltoris' many lakes, rivers and oceans. When creatures come to drink at the water's edge, the kroktar lashes out with one or more of its prehensile limbs, grabbing the victim and pulling them under the water to be swallowed in a single gulp by the lurking creature. The grasp of a kroktar is notoriously strong, and they are perfectly capable of tearing off parts of an armoured vehicle.

Any model moving in open ground within 1" of the edge of a lake, river or ocean shoreline must take a Dangerous Terrain test.



HOWLERS

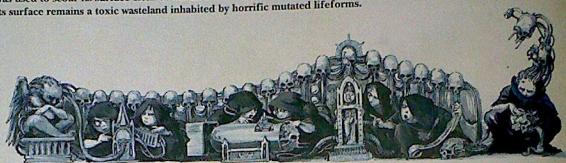
Howlers live in hidden underground lairs, only leaving them at night to hunt their prey. They are strange, sightless creatures, covered in dense dark fur that makes them almost impossible to spot. They locate their prey by emitting high-pitched screams and pinpointing the location of the victim from the resulting echoes. Their presence makes moving at night extremely dangerous for anybody on foot. The serfs that serve House Terryn rarely travel after dusk, frightening wilful children with tales of the dreaded howlers that lurk in the dark.

If the Night Fighting special rule is in effect, then Infantry models treat open ground and difficult terrain as dangerous terrain.



AGRELLAN UNNATURAL DISASTERS

Millennia ago Agrellan was subject to Exterminatus. The planet had been overrun by Daemonic warbands, and a virus bomb was used to scour its surface clear of the invaders. In the centuries since the planet has been re-populated, but the bulk of its surface remains a toxic wasteland inhabited by horrific mutated lifeforms.



AGRELLAN UNNATURAL DISASTERS TABLE

D3 +TURN	EFFECT	D3 +TURN	EFFECT
2-3	Viral Outbreak: <i>Vestiges of the virus used during Exterminatus still endure in Agrellan's soil, bringing a swift and hideous death to any who don't take the right precautions.</i> The unit on the battlefield with the most Infantry models has triggered the outbreak. If several units are tied with the most models, the Master of Disaster chooses which is affected. The unit suffers 3D6 Strength 1 AP- hits with the Poisoned (2+) special rule, which are allocated randomly.	6+	Chaos Incursion: <i>On Agrellan, the veil between reality and the Warp remains incredibly thin, and at times of crisis can tear completely. When this happens, bands of daemonic creatures materialise from nowhere, attacking any living thing they can find.</i> The Master of Disaster can deploy D3 units, each comprising of 2D6 models (roll separately for each unit). These units must be selected from the troops section of <i>Codex: Chaos Daemons</i>. The units can be deployed anywhere on the table that is not within 1" of another unit, and not within 12" of a Daemon unit that has already been deployed.
4-5	Mutagens: <i>Over the centuries, some strains of the virus have mutated, so that instead of killing their victims, they transform them into frothing psychopaths covered in tumours and hideous growths.</i> The unit on the battlefield with the most Infantry models has triggered the outbreak. If several units are tied with the most models, the Master of Disaster chooses which is affected. The unit suffers 3D6 Strength 1 AP- hits with the Poisoned (2+) special rule, which are allocated randomly. Any models 'killed' by this attack immediately attack the surviving members of their unit. Before removing them, fight an assault between the models that have been slain and the living members of the unit. The slain models count as having charged, and have the Rage special rule. After the assault has been resolved, remove all of the slain models from play (they finally succumb to the virus).		At the start of each player turn, check to see which side controls each Daemon unit; the Daemons always consider the closest model at the start of a turn as their enemy, so are controlled by the opposite side to whoever has the closest model to each Daemon unit. If models from both sides are equally close, roll-off to see which side controls the Daemon unit. Note that this may mean that Daemons change sides from turn to turn, and that they may get to move and attack in both sides' turns, one after the other! If your gaming group cannot muster enough models to place all of the units, or there is no room for them all, just place the maximum number you can – the rest are ignored.



THE STAR HUNT

WHITE SCARS

The White Scars attack with peerless impact and frightening speed.

Play this card at the start of any turn for the duration of that turn, all friendly White Scars models have the **Fleet and Furious Charge** special rules. In addition, for that turn, friendly White Scars models with the **Bike** unit type can move up to 18" when they move in the Movement phase (they may still Turbo-boost or charge normally).

WAR ZONE
DAMOCLES

EMBRACE THE DARKNESS

RAVEN GUARD

The Raven Guard are masters of winning battles with stealth.

Play this card when Scouts redeploy at the start of the battle. All friendly Raven Guard units may redeploy as if they had the **Scout** special rule. In addition, all Raven Guard units have the **Stealth** special rule for the first game turn.

WAR ZONE
DAMOCLES

GLOBAL DATA-NET

TAU EMPIRE

The Tau use sophisticated data retrieval systems in battle.

Play this card when rolling to Steal the Initiative. You Steal the Initiative on a roll of 2-6, rather than only on a 6. If this card is not used to Steal the Initiative, you may play it at any time to double the number of markerlight counters on one enemy unit.

WAR ZONE
DAMOCLES

CHARGE!

IMPERIAL KNIGHTS

Few foes can resist the crushing onslaught of a charging Knight.

Play this card in your Assault phase. All friendly Imperial Knights that declare a charge roll D6-6 for their charge range, rather than 2D6. In addition, all friendly Imperial Knights that make a Hammer of Wrath attack in that phase make D3-1 Hammer of Wrath attacks instead of only one.

WAR ZONE
DAMOCLES

BEAST HUNTERS

IMPERIAL KNIGHTS

Many Knights come from worlds inhabited by monstrous beasts.

Play this card at the start of the battle, after both sides have deployed. All friendly Imperial Knights have the **Monster Hunter** special rule for the duration of the battle.

WAR ZONE
DAMOCLES

PATRIARCH TYBALT

IMPERIAL KNIGHTS

Tybalt was revered as a mighty hero by the people of Agrellan.

Play this card when an Imperial Knight model of your choice is deployed. That Knight has the rank of **Seneschal** (see *Code: Imperial Knights*). In addition, he has one of the following special rules (of your choice):

Adamantium Will, Crusader, Hatred, It Will Not Die, Monster Hunter, Rage, Rampage, Scout.

WAR ZONE
DAMOCLES

GRAVITY MINES

IMPERIAL GUARD

These floating explosive devices are set off by enemy movement.

Play this card when deploying. Mark out three areas of open ground in your deployment area, each 18" by 6" (place a marker at each corner to show their locations). All enemy models must take a **Dangerous Terrain** test when they enter one of these areas, or if they start their move within such an area. Note that gravity mines affect all enemy models, including those that normally ignore the effects of terrain as they move (e.g. Flyers, Skimmers, Jump models etc).

WAR ZONE
DAMOCLES

UNLEASH DISASTER

ANY ARMY

You manipulate the environment to unleash disaster upon the foe.

Play this card when the Master of Disaster is selected. You are automatically the Master of Disaster this game turn. In addition, add +1 to the dice roll you make on the **Unnatural Disasters** table.

WAR ZONE
DAMOCLES

CRACK FORMATION

ANY ARMY

Through leadership and motivation, this formation is a cut above its comrades.

Play this card when you deploy an **Apocalypse** Formation. All models in that formation have +1 Ld and +1 WS.

WAR ZONE
DAMOCLES

A CAGED TIGER

Imperial forces were contained within their fortified hive cities for most of the battle for Agrellan. Occasionally, though, a battle force would be despatched outside, with orders to inflict as much damage as possible on the Tau formations besieging the city, and to then return swiftly to the safety of the city walls before the Tau could retaliate effectively.

THE ARMIES

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

DEPLOYMENT

The Tau Empire side deploys first. Tau Empire units can be deployed anywhere in their deployment zone, or may be kept in Strategic Reserve (Apoc. pg 37).

The Imperial side deploys second. Imperial units may deploy anywhere in their deployment zone that is more than 12" away from any Tau Empire units, 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 has the first turn, unless the Tau Empire side can Seize the Initiative (Apoc. pg 22).

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 (Apoc. pg 22). If both sides have an equal number of points then the battle is a draw.

SPECIAL RULES

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

Damocles War Zone: All of the Rules of Engagement from the Damocles War Zone apply to this battle, apart from the Voltoris Unique Hazards.

Hive Wall Batteries: The Imperial Warmaster may make one Hive Wall Battery attack in each of their Shooting phases.

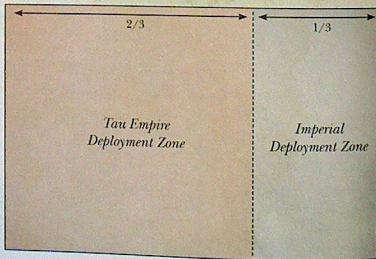
Range	S	AP	Type
Infinite	8	3	Heavy D6, Apocalyptic Barrage

Lightning Raid: The Imperial side scores one additional Strategic Victory Point for each Strategic Objective they control when points are scored for Strategic Objectives in a break or at the end of the battle.

Sally Forth: Any number of Imperial Strategic Reserves can enter play each turn. The normal limitations on when their Strategic Reserves arrive do not apply.

THE BATTLEFIELD

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area into two deployment zones, one of which takes up two-thirds of the length of table, and the other the remaining one-third of the table's length. Note that this battle is fought down the length of the table, rather than across its width. All Strategic Objectives must be set up in the Tau Empire deployment zone for this battle. This change aside, they are set up using the normal rules (Apoc. pg 20).



THE HUNT FOR SHADOWSUN

Kor'sarro Khan has hunted many powerful enemy warlords, and took a great oath to slay Shadowsun herself. He led a White Scars Hunting Force that fought a series of battles behind enemy lines, but Shadowsun was always one step ahead. Eventually, Khan was forced to call off the chase, but he vowed that one day he would fulfil his oath.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocalypse Battle section (Apoc. pg 18). One army must be composed entirely of White Scars and Raven Guard Space Marine units, and the other composed entirely of Tau Empire units. The Tau Empire army must include Commander Shadowsun. Each side must select one of their Warlords to be their force's Warmaster.

DEPLOYMENT

The Space Marines side deploys first. Space Marine units may deploy anywhere on their deployment table, or may be kept in Strategic Reserves (Apoc. pg 37). The Tau Empire side deploys second. Tau Empire units can be deployed anywhere on their three deployment tables that is more than 12" from the Space Marines deployment table, 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 Space Marines side has the first turn, unless the Tau Empire side can Seize the Initiative (Apoc. pg 22).

The Tau Empire army can Seize the Initiative on a roll of 5 or 6 in this scenario.

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 (Apoc. pg 22). If both sides have an equal number of points then the battle is a draw.

SPECIAL RULES

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

Bait for the Trap: Commander Shadowsun must be deployed on one of the Tau deployment tables indicated in the diagram below, and may not be placed in Strategic Reserve.

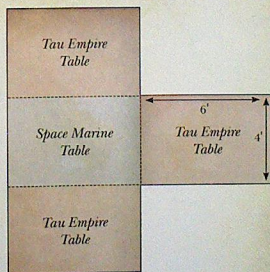
As long as she is alive, Shadowsun is treated as a Strategic Objective controlled by the Tau Empire. If Shadowsun is slain, the Space Marines side immediately receives D3+3 additional Strategic Victory points, and she no longer counts as a Strategic Objective.

Damocles War Zone: All of the Rules of Engagement from the Damocles War Zone apply to this battle, apart from the Voltoris Unique Hazards.

THE BATTLEFIELD

This mission is designed to be played on four 6' by 4' gaming tables, set up in an 'arrowhead' shape as shown by the diagram on the right. Set up the terrain for the battle in any mutually agreeable manner.

Finally, Strategic Objectives are placed (Apoc. pg 20).



RAZE AND RUIN

The Tau used lightning fast orbital assaults as their primary method of overrunning Imperial strongholds throughout the second Damocles Gulf campaign. Famous examples of such attacks were during the fall of Agrellan's hive cities, and the failed attack on Furion Peak, but there were dozens of other similar attacks both large and small.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocalypse Battle section (Apoc. pg 18). One army must be composed only of Imperial Guard units, White Scars Space Marine units and Imperial Knights, and the other only of Tau Empire units. Each side must select one of their Warlords to be their force's Warmaster. In order to use this mission, the Imperial side must also include a Grand Redoubt formation (Apoc. pg 185). If this is not possible, pick a different mission.

DEPLOYMENT

The Imperial side deploys first. Imperial units can be deployed anywhere in their deployment zone, or may be kept in Strategic Reserve (Apoc. pg 37). At least half of the units in the Imperial army must start in Strategic Reserve.

The Tau Empire side deploys second. Tau Empire units may deploy anywhere in their deployment zone that is more than 12" away from any Imperial units, 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 has the first turn, unless the Tau Empire side can Seize the Initiative (Apoc. pg 22).

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 (Apoc. pg 22). If both sides have an equal number of points then the battle is a draw.

SPECIAL RULES

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

Damocles War Zone: All of the Rules of Engagement from the Damocles War Zone apply to this battle; use either the Agrellan Unnatural Disasters table or the Voltoris Unique Hazards to represent where your battle takes place.

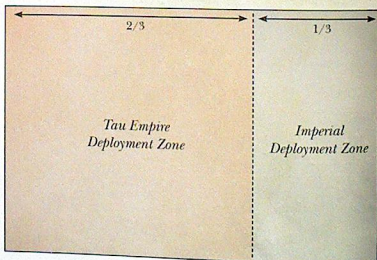
Raze and Ruin: All Strategic Objectives must be placed in the Imperial deployment zone. To facilitate this, Strategic Objectives may be placed more than 6" from another objective, rather than 12" as is usually the case.

Surprised: No Imperial Strategic Reserves may enter play during the first game turn.

THE BATTLEFIELD

This mission is played any rectangular board of suitable size (a 6' x 12' gaming table works well). Set up the terrain for the battle in any mutually agreeable manner. The battle is fought down the length of the gaming table.

Finally, Strategic Objectives are placed (Apoc. pg 20), but bear in mind the Raze and Ruin rules described above.



DAMOCLES 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 normal Finest Hour. These special rules are in addition to the normal benefits of a Finest Hour (Apoc. pg 26).

THE PATIENT HUNTRUSS COMMANDER SHADOWSUN

Displaying an instinctive mastery of the Kaouyn style of Tau warfare, Shadowsun embodies the art of the patient huntress.

If Commander Shadowsun calls her Finest Hour in the third or subsequent game turn of the battle, the following applies:

In addition to the usual effects, Commander Shadowsun and all friendly Tau Empire units within 24" have the **Preferred Enemy** and **Tank Hunter** special rules. In addition, any units that arrive from Reserves that turn have the **Outflank** special rule, and may charge even if they disembark or Deep Strike.

KNIGHT OF LEGEND PATRIARCH TYBALT

Tybalt has ruled House Terryn for more than a hundred years, and is a mighty leader of men. Following his shining example, the Knights under his command are capable of amazing feats of valour when war calls them.

If Patriarch Tybalt calls his Finest Hour in a game turn following one where he fought in the Assault phase, the following applies:

In addition to the usual effects, all friendly Imperial Knights within 24" of Tybalt are treated as if they were Seneschals, no matter what their actual Knights Rank (see *Codex: Imperial Knights*).

BEACON OF HOPE SHADOW CAPTAIN SHRIKE

Shrike appears where he is needed most to sink his claws into his foes. His name has become legend amongst beleaguered Imperial troops, who know that if they can just hold out for long enough, Shrike may deliver them from their enemies.

If Shadow Captain Shrike calls his Finest Hour in the game turn that he arrives from Reserve, or in the game turn following the one he arrived from Reserve, the following applies:

In addition to the usual effects, all friendly Imperial Guard units within 24" of Shadow Captain Shrike have the **Counter-attack** and **Fearless** special rules.





SPACE MARINES

ARMoured VANGUARD SQUADRON



Armoured Vanguard Squadrons are dedicated formations of Space Marine transport vehicles. They are usually used to launch an assault or deliver a swift counter-attack. Roaring across the battlefield, they quickly close with the enemy, and then disgorge the Space Marine squads that they are carrying. The troops aboard them waste no time after they disembark, springing immediately into the attack and leaving the enemy with only scant seconds to organise a response.



3-5 Rhinos and/or
Razorbacks in any combination

FORMATION RESTRICTIONS

The vehicles in the formation are not Dedicated Transports, and can be used to carry any eligible Space Marine units.

SPECIAL RULES:

Rapid Assault: If an Armoured Vanguard Squadron is in Arrowhead Attack Pattern, then all the vehicles in the formation have the Assault Vehicle special rule as well as the Tank Hunters special rule.



SPACE MARINES

STORMCLAD SQUADRON

A Thunderhawk Gunship is a precious relic of its Chapter – a great number of these craft soared through the war-torn skies of the Heresy's blackest days, but the secrets of their construction have been long since lost. As such, each Thunderhawk is near irreplaceable, particularly in the eyes of the Chapter's Techn Marines. In particularly deadly war zones, where the Thunderhawk has a vital duty to achieve, it is not uncommon for several Stormtalons to form up around a Thunderhawk in order to ensure it turns the tide. The selfless pilots of these escort craft think nothing of using their own hulls to screen their mighty charge, while the rich lattices of positional data their sensors supply to the Thunderhawk augment its already fearsome weapons array.



1 Thunderhawk Gunship



2+ Stormtalon Gunships

FORMATION RESTRICTIONS

None.

SPECIAL RULES:

Data Lattice: In each Shooting phase, a Stormtalon from this formation can forgo its own shooting attacks in order to transfer targeting data to the Thunderhawk. If it does so, the Thunderhawk has the **Night Vision** and **Preferred Enemy** special rules for the rest of the phase.

Lightning Interception: Each time an enemy shooting attack hits the Thunderhawk, before the enemy rolls for armour penetration, the owning player may elect to transfer that hit to a Stormtalon in the same formation that is within 4" of the Thunderhawk instead.

SPACE MARINES HUNTING FORCE

Many Space Marine Chapters, but most notably the White Scars, deploy large formations of Space Marine Bike Squads to spearhead attacks, hunt down enemy leaders, pursue defeated enemy troops as they flee the battlefield, or operate as long-range penetration forces deep behind enemy lines. A Hunting Force is a self-contained battle formation, perfectly capable of operating on its own for prolonged periods of time when necessary, or as part of much larger combined arms force in a major battle.



1 Captain



0-1 Command Squad



0-1 Chaplain



3-6 Bike Squads



1-1 Attack Bike Squads



1-3 Scout Bike Squads

FORMATION RESTRICTIONS

All HQ units must take the Space Marine Bike upgrade.

SPECIAL RULES:

Hunters: All units in the formation have the **Scout** and **Outflank** special rules. In addition, after deployment, select one HQ unit or Apocalypse Formation in the opposing army as the hunters' prey. All units in this formation have the **Preferred Enemy** and **Furious Charge** special rules when attacking their prey in the Fight sub-phase.

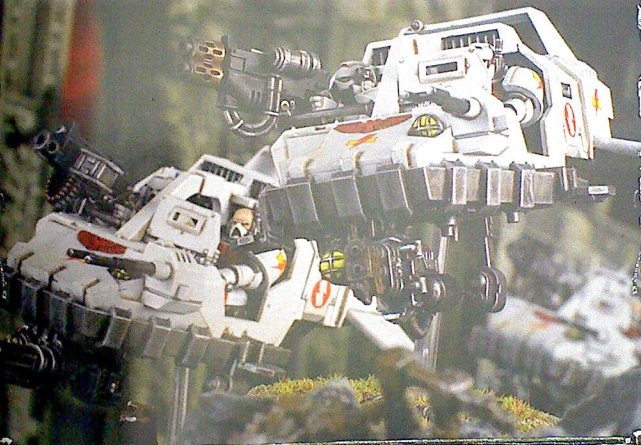




SPACE MARINES STORMBRINGER SQUADRON



Land Speeders and Land Speeder Storms are used by Space Marine commanders to range ahead of their main battle force, seizing vital objectives and disrupting enemy movements in advance of the pivotal attack. These insertion forces will often operate dozens of miles ahead of their battle-brothers, spreading fear and confusion wherever they appear and sowing the seeds for the coming battle. Once they have captured their objectives, they will secure the position and hold out against enemy attacks until their comrades arrive.



3-5 Land Speeders and/or
Land Speeder Storms

FORMATION RESTRICTIONS

Any Land Speeder Storms in the formation are not Dedicated Transports, and can be used to carry any eligible Space Marine Scout units.

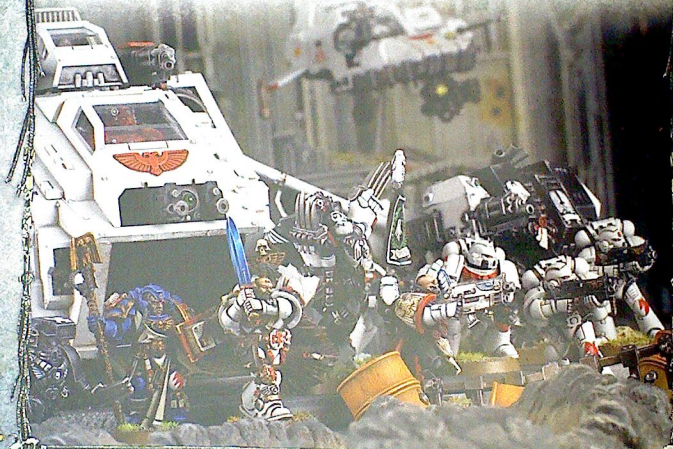
SPECIAL RULES:

Insertion Force: All vehicles in the formation have the Scout special rule. In addition, vehicles in this formation that redeploy may do so to any point on the table more than 6" from an enemy model, and any passengers they are carrying may disembark after the redeployment move, and will not count as having moved in the first turn.

Fear and Confusion: Any enemy units that are within 12" of a model from the Stormbringer Squadron after it has been redeployed must immediately take a Pinning test.

SPACE MARINES FURION PEAK COUNTER-STRIKE COMMAND

When the Tau attacked the Imperial Knight stronghold at Furion Peak, they had no way of knowing that they were walking into a deadly trap. Hidden outside the fortress, Imperial forces waited in ambush, ready to attack the Tau once they were fully committed to the assault. Controlling this vitally important force was a supreme command made up of the most revered leaders of the White Scars and Raven Guard Space Marine Chapters. It was their duty to co-ordinate the counter-strike and annihilate the Tau invasion force.



Shadow Captain
Strike



Kor'sarro
Khan



1 Raven Guard
Captain



1 White Scars
Librarian

FORMATION RESTRICTIONS
None.

SPECIAL RULES:

Dark Shadows: All models in this formation, and any friendly model within 12" of this formation, have the Shrouded special rule unless the White Scars Librarian has been removed as a casualty.





IMPERIAL GUARD HELLSTORM SQUADRON



Hellstorm Squadrons are formed when the Imperial Guard face an enemy that is likely to overwhelm friendly forces by fielding vast numbers of infantry, such as Orkish hordes or Tyranid swarms. Hellstorm Squadrons are inevitably found where the concentration of foes is greatest, tasked with the singular objective of inflicting as much devastation upon enemy troops as possible. In battle, Hellstorm Squadrons unleash a raging inferno of destruction, a deadly blaze that reduces all to smoke and ash. Such a squadron is neither a subtle nor a discriminating tool; large swathes of tightly packed troops are blanketed in burning promethium and many enemies retreat at the sight of several inferno cannons rather than attempt to face such a firestorm.



3-5 Hellhounds

FORMATION RESTRICTIONS
None.

SPECIAL RULES:

Combined Fire: If three or more Hellhounds from this formation fire their inferno cannons at the same target, they can choose to resolve the attack using a single hellstorm template positioned such that it covers, at least partially, as many members of the target unit as possible and the entire template is within 12" and line of sight of the command tank. Unsaved Wounds inflicted by Combined Fire have the Instant Death special rule.

WAR ZONE

DAMOCLES



IMPERIAL GUARD STEEL PHALANX TANK SQUADRON



The squadrons of Leman Russ tanks that make up an 'Emperor's Fist' Tank Company often operate independently, in which case they are known as Steel Phalanx Tank Squadrons. The crews of the vehicles in a Steel Phalanx formation are trained to operate in tightly knit formations, where they can support each other with their weapons and co-ordinate their movements to deliver a shattering charge against formations of enemy troops. After crushing the foe beneath their steel tracks, the tanks move on to find more prey.



3-5 Leman Russ

FORMATION RESTRICTIONS

The Leman Russ may catch be of any type.

SPECIAL RULES:

Steel Assault: If three or more vehicles from the Steel Phalanx formation Tank Shock or Ram the same enemy unit in the same phase, then roll on the Thunderblitz table (Apoc pg 67) immediately before taking the Morale check for the unit being tank shocked, or immediately before rolling for armour penetration when ramming. All of the vehicles in the formation must be moved into position to carry out the Tank Shock or Ram before the roll on the Thunderblitz table is made. The formation may only roll on the Thunderblitz table once each turn.



IMPERIAL GUARD 'RAIN OF FIRE' DIRECT SUPPORT BATTERY

A Direct Support Battery formation consists of three to five Imperial Guard Basilisks. These big gun units usually provide long range artillery support, firing barrages at distant targets, but a Direct Support Battery operates much closer to the enemy, firing with deadly accuracy at foes they can see directly. Each of these batteries operates in close co-ordination with supporting Imperial Guard infantry and armour, blasting the enemy with its heavy firepower whilst being protected from assault by the Guardsmen and tanks.



3-5 Basilisks

FORMATION RESTRICTIONS
None.

SPECIAL RULES:

Accurate Bombardment: When a Basilisk from this formation fires its earthshaker cannon, the controlling player can re-roll the scatter dice.

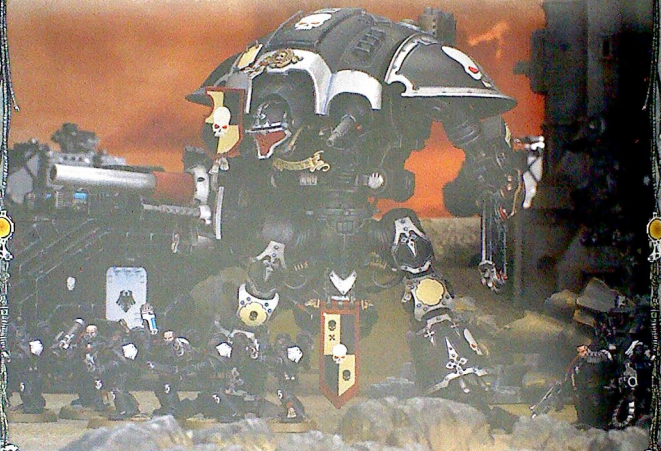
Direct Support: The Basilisks in this formation have been modified to fire at short range. Ignore the earthshaker cannon's minimum range restriction, but halve its maximum range.



IMPERIAL KNIGHTS THE OBSIDIAN KNIGHT



The Obsidian Knight is a lone Freeblade Knight who came to prominence during the heavy fighting of the Damocles Crusade. Many years later, as the Tau Empire sought to reestablish its dominance of the Lithesh Sector at the outset of their Third Sphere Expansion, the Obsidian Knight would return once more to fight his hated foe. Though the cause of the Freeblade's reckless hate of the Tau remains a mystery, the Obsidian Knight has become an implacable nemesis of the xenos.



THE OBSIDIAN KNIGHT

[Armour]
WS BS S F S R I A HP
6 6 10 13 12 12 4 3 6



400 Points

Unit Type: Super-heavy Walker

Unit Composition: 1 Knight Paladin Seneschal

WARGEAR:

- Rapid-fire battle cannon
- Two heavy stubbers
- Reaper chainsword
- Ion shield

SPECIAL RULES:

Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Outflank, Rage, Relentless, Preferred Enemy (Tau Empire), Smash, Strikedown.

	Range	S	AP	Type
Rapid-fire battle cannon	72"	8	3	Ordinance 2, Large Blast
Heavy stubber	36"	4	6	Heavy 3
Reaper chainsword	-	D	2	Melee

IMPERIAL KNIGHTS

IMPERIAL KNIGHT HOUSEHOLD SPEARHEAD

Household Spearheads consist of several Imperial Knights, often led by a seneschal or the lord of a knightly house. When the Titan Legions of the Adeptus Mechanicus march to war, Imperial Knight Household Spearheads go with them, and they are also sent to fight as support for Imperial Guard regiments or Space Marine Chapters. Arriving at the war zone, the Knights will quickly be hurled into battle, fighting directly in support of their allies, or operating independently as fast-moving scouts and outriders.



3-5 Knight Paladins
and/or Knight Errants

FORMATION RESTRICTIONS

The detachment's Command Vehicle is a Knight Warlord
(see *Codex: Imperial Knights*).

SPECIAL RULES:

Battlefield Role: When this formation is deployed, the player who controls it must state if it will be fighting as Support, or as Outriders.

- An Imperial Knight Household that is operating as Support has the **Interceptor** special rule.
- An Imperial Knight Household that is operating as Outriders has the **Scout** special rule.



TAU EMPIRE SHADOWSUN'S FIRST STRIKE ASSAULT HUNTER CADRE

One of the most important battles of the Agrellan campaign took place at the Solarus Gate hive node. The battle marked the first ever use of XV104 Riptide battlesuits. With Commander Shadowsun and the Riptides leading the attack, there was very little the Imperial defenders of the Solarus Gate could do to hold back the Tau forces. A desperate counter-attack by elements of the 83rd Cadian Armoured was contemptuously brushed aside, and the hive node fell shortly thereafter, only a few hours after the initial shots had been fired.



Commander Shadowsun



1 XV8 Crisis Bodyguard Team



6 Fire Warrior Teams
with Devilfish Dedicated
Transport vehicles



6 Fire Warrior Teams



2 Pathfinders Teams
with Devilfish Dedicated
Transport vehicles



2 Stealth Teams



2 XV104 Riptides



3 Hammerhead Gunships



3 Sky Ray Missile Defence
Gunships



4 Razorshark Strike Fighters



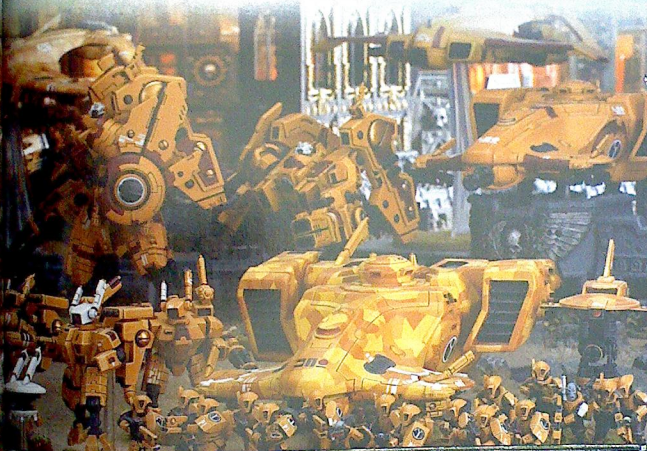
2 XV8 Crisis Teams

FORMATION RESTRICTIONS
None

WAR ZONE
DAMOCLES

"To follow any path other than the Tau'va is to doom us all. Only together and with courage and discipline shall we stand victorious. Fight with fire and courage and nothing can stand against us."

- COMMANDER SHADOWSUN



SPECIAL RULES:

Hand-picked: Commander Shadowsun and every unit from the formation that is within 24" of her have the Fearless and Preferred Enemy special rules.





TAU EMPIRE PIRANHA FIRESTREAM SQUADRON

Piranha Firestream Squadrons are intended to provide heavy supporting fire for beleaguered Tau ground forces. They carry extra ammunition for their weapons, but only have a limited amount of fuel. Should a Tau attack falter or a defence line start to crumble, Firestream Squadrons will quickly be despatched from a large central reserve to stabilise the situation, screaming swiftly into battle and using their firepower to stem the enemy attack, before returning to their base to refuel and have any losses replaced.



5 Piranhas

FORMATION RESTRICTIONS

None.

SPECIAL RULES:

Rearm & Refuel: If all of the surviving models in this formation finish their Movement phase within 6" of a table edge, then the squadron can enter Ongoing Reserve. It may return to play on any subsequent game turn, and does so at full strength (i.e. five models), with any Hull Point or Weapon Destroyed damage repaired and any Drones replaced.

Reserve Formation: A Piranha Firestream Squadron must be placed in Strategic Reserves, but may not enter play until the second game turn.

The largest military organisation used by the Tau is referred to as a coalition, and it is presided over by a specially assigned Ethereal Council, made up of three or more Ethereals of the highest rank. As even one Ethereal inspires unquestioning respect and obedience from all other Tau, the presence of a full Ethereal Council creates an almost fanatical fervour in other members of their race. Every command that the council issues is carried out with single-minded dedication, no matter what the cost in terms of Tau lives or resources. Fortunately, such extreme sacrifice is rarely needed, for the collective elemental power of the council almost inevitably ensures a swift Tau victory in any battle that they participate in directly.



0-1 Aun'Va



1-5 Ethereals



0-1 Aun'Shi

FORMATION RESTRICTIONS

The council must contain at least three characters.

SPECIAL RULES:

Fanatical Fervour: The range of the Failure is Not An Option special rule is increased from 12" to 24" for all of the models in the Ethereal Council that have the rule. However, if all of the characters in the council are removed as casualties in a mission that uses Strategic Victory Points, then the opposing side receives one additional Strategic Victory Point.

Collective Elemental Power: Each character in this formation may invoke one additional elemental power when they use the Invocation of the Elements special rule.



TAU EMPIRE HUNTER CADRE

There are many types of Tau cadre, but by far the most common one is the Hunter Cadre. It is a combined arms battle formation consisting of infantry, battlesuits and gunships. The exact composition of each Hunter Cadre varies depending on the mission being carried out, the enemy being fought, other supporting Tau formations that are available and the Commander's favoured mode of attack. Tau battle tactics ensure the efficient coordination of all of the different elements that make up the cadre – from the infantry to the battlesuits, the drones to the gunships, all must work as one to defeat the foe.



1 Commander



1 XV8 Crisis Bodyguard Team



0-3 Cadre Fireblades



3+ Fire Warrior Teams



0-3 Kroot Carnivore Squads



2-6 XV8 Crisis Teams



1-3 Stealth Teams



1-3 Pathfinder Teams



0-3 Vespene Stingwing squads



1-3 Drone Squadrons



2-6 Piranhas



2-6 XV88 Broadside Teams



2-6 Hammerhead Gunships



1-3 Sky Ray Missile Defence Gunships



1-3 Super Drone Teams

FORMATION RESTRICTIONS
None

'There are certain things in war of which the Fire caste Commander alone comprehends the importance. It is not his right, but rather his responsibility to send thousands to their deaths if millions will prevail.'

- COMMANDER PURETIDE



SPECIAL RULES:

Acute Senses

Efficient Command Structure: If the Strategic Reserves mission special rule is being used, this formation may arrive from Strategic Reserve from the first game turn onwards.

Optimised Organisation: The range of the Supporting Fire special rule is increased from 6" to 12" for all of the models in the formation that have the rule, as long as they are firing in support of a unit from the same formation.



TAU EMPIRE DRONE-NET VX1-0

The Tau never waste lives needlessly, and there are times when drones can be used to carry out a task in the place of living Tau warriors. Such formations are known as Drone-nets, and consist of a large number of drones linked together to become a collective drone swarm. A Drone-net can include any and all types of drone manufactured by the Tau, from humble gun drones through to pulse accelerator drones. The resulting formation is much greater than the sum of its parts when all of the drones are synced together. The drones are able to share their collective data, making them a formidable army in their own right, quickly reacting to enemy movements and using the information they collect to enhance their firing solutions and tactical responses.



- | | |
|--|---|
|  12+ Gun, Marker and/or Shield Drones |  0+ Recon Drones |
|  0+ Sniper Drones |  0+ Grav-inhibitor Drones |
|  0+ Missile Drones |  0+ Pulse Accelerator Drones |

FORMATION RESTRICTIONS

All drones that are taken must be organised into units of 1 or more drones. These units may include different types of drone if desired.

SPECIAL RULES:

Improved Firing Solutions: All drones in this formation add 1 to their Ballistic Skill.



TAU EMPIRE HAMMERHEAD INTERDICTION CADRE

The Hammerhead Interdiction Cadre is perfectly suited for dealing with enemy formations that do not have an effective anti-tank capability. Using their speed, the Hammerhead Interdiction Cadre manoeuvres to concentrate its firepower on the target, trusting in its armour to protect it against return fire. The lead vehicle in the formation is fitted with a sophisticated markerlight targeting array, allowing the commander to supervise the cadre from within his tank, and direct fire quickly and efficiently.



3-5 Hammerhead Gunships

FORMATION RESTRICTIONS
None.

SPECIAL RULES:

Markerlight Targeting Array: As long as the Command Vehicle of this formation has not been wrecked or suffered an Explodes! result, the Tau Empire player gains D3+1 markerlight counters per turn. These are placed at the start of the Tau Empire Shooting phase on any enemy unit within line of sight of the Command Vehicle.

TAU EMPIRE

PARADOX SQUADRON

The stasis bombs used by Paradox Squadrons are deadly weapons whose unique destructive force can be combined to tear a rent in the space-time continuum, creating a dangerous temporal anomaly. Several bombs must be delivered at the same time and in a specific pattern in order to achieve the desired effect, requiring split-second timing and perfect formation flying by the Sun Shark crews taking part in the attack. A target caught in the resulting anomaly is propelled through the time-stream, reappearing in the same location but millions of years in the future or the past. Occasionally, however, the attack backfires, and an earlier version of the target blinks into existence, with any damage it has suffered so far in the battle miraculously repaired.



3-5 Sun Shark Bombers

FORMATION RESTRICTIONS
None



SPECIAL RULES:

Paradox Attack: If the formation is in Arrowhead Attack Pattern and has three or more pulse bombs, one Flyer in the formation may make a single Bombing Run using the following profile. No other Flyer from the formation may make a Bombing Run in the same phase, and all of the Flyers in the formation are considered to have used their pulse bombs after the attack has been made (roll as normal to see if they generate new ones).

Range	S	AP	Type
D		1	Large Blast, Paradox

Paradox: Rolls of 1 on the Destroyer Weapon Attack table result in the model being attacked recovering any Wounds or Hull Points it has lost earlier in the battle, instead of having the usual effect.

A Ranged Support Cadre combines Pathfinder teams and Broadside battlesuits into a single deadly attack formation. The Pathfinders operate far ahead of the Broadside teams tasked to support them. Infiltrating the enemy lines, the Pathfinders deploy in hidden locations from where they can observe enemy movement, and use their markerlights to call down a deadly fire from the Broadside's heavy weapons systems onto the targets they designate. More often than not, the first inkling the enemy will have that they are under observation is when they are struck by the Broadside's attack. Unable to easily identify who is calling down the deadly fire, the enemy have little option but to retreat or attempt to weather the storm.



- 1-3 Pathfinder Teams
- 3-6 XV88 Broadside Teams

FORMATION RESTRICTIONS
None.

Dedicated Spotting Teams: Double the value of any markerlight counters placed by any of the formation's units of Pathfinders if the counter is used by any of the formation's Broadside Teams.

Hidden Observers: All Pathfinder Teams in the formation have the Infiltrate and Shrouded special rules. The Shrouded special rule is immediately lost by a unit if any models move from their starting location (for any reason) or make a shooting attack other than with their markerlights.





APPENDIX

Although the Tau Empire is extremely young, at least when compared to the other space-faring races that inhabit the galaxy, it has already fought hundreds of wars against its neighbours, matching its peerless technology against the warriors of many races. In this appendix we examine some of the earlier battles that have taken place between the Tau and the Imperium.

BATTLE FOR POLIA

When Hive Fleet Kraken invaded Ultima Segmentum, Imperial forces from across the length of the Eastern Fringe were diverted to meet this new threat. Sensing an opportunity to enlarge their empire while the Imperium was thus distracted, the Tau were quick to annex a series of Imperial worlds along their border. Nimbosa, the most strategically important of these worlds, was contested at the factory city of Polia. Here, the Imperial Guard of the Vostroyan Firstborn clashed with the Tau Hunter Cadres of Commander Brightsword in an epic confrontation.

With the majority of Imperial Guard units redeployed to fight the Tyranid threat, the Tau landed a vast invasion force on Nimbosa. Commander Brightsword, the leader of the Tau, set about the systematic extermination of the populace. The only Imperial Guard force able to resist them was the Vostroyan Firstborn IX, who made their stand in Polia. Serving under Graf Toschenko, the Firstborn knew that against such an overwhelming invasion force, their only hope was to hold out against the Tau long enough for reinforcements to arrive, something that could take weeks if not months to happen.

The manufactoria complex was a vast industrial zone with buildings that reached high into the skies. It consisted of scores of machine workshops, a labyrinthine warren of Administratum archives spanning six city blocks, an Ecclesiastical cathedral and the great manufactorium itself.

The Vostroyans wasted no time in digging in, establishing a series of strategic strongpoints from which they could hold off the Tau. Internal walls were knocked down to allow easy movement and industrial machinery was used to heap wreckage into makeshift barricades that blocked off streets. Several buildings were carefully rigged with booby traps while a few that were deemed indefensible had anything of use scavenged from within before engineers loaded them with enough explosives to collapse them when the time came.

Ammunition was stockpiled in three key locations, and the great manufactoria was reinforced with flakbarrage and support struts and a vox-caster network linked it to the other positions. Toschenko and his officers used the manufactoria as their command centre, and it wasn't long before the Vostroyans began referring to it as 'Toschenko's Fortress'.



BRIGHTSWORD STRIKES

When Brightsword's force arrived, he found the Imperial troops ready and waiting. Other, less impetuous Tau Commanders would have offered the enemy a chance to surrender, but Brightsword, a student of the aggressive Farsight, had no such desire, and with the aggression characteristic of Vior'la Sept, he launched the attack. Shoals of Devilfish led the advance while Sky Rays and Hammerheads pounded the forward Imperial positions. Pathfinder teams rappelled down from their hovering transports and struggled through bloody firefights to secure the rooftops from the Vostroyans.

With a foothold secured, Brightsword hoped to bombard the Imperial Guard into submission, but the walls of the cathedral and Toschenko's Fortress were too robust for the weapons he had on the ground. After several days of bombardment, the Imperial forces showed no signs of surrender so, using his force's barrage as cover, Brightsword implemented a variation of the Kauyon philosophy and sent teams of Kroot forward to flush out the Guardsmen. The Kroot were met with a hail of lasgun fire that tore into their ranks, slowing their advance. However, unerringly accurate shooting from Pathfinders armed with rail rifles silenced the Imperial guns and eventually the Kroot fought their way inside the cathedral. Once within its ancient walls, the savage Kroot Carnivore Squads hacked into the Vostroyan defenders, devouring their victims as they went.

Toschenko realised that his enemy was systematically cutting off one point of defence after another and eradicating it. There was no chance of victory unless he launched a counter-attack. Across the Vostroyan positions, the order was given to rise up and assault the Tau. More than two thousand Vostroyans burst from their cover in the factory and charged down the cratered streets to the cathedral where their comrades were being exterminated. Vengeful, they stormed the building, only to find the Kroot already in full flight, retreating in the face of their fury.

Buoyed by this apparent success, Toschenko and his men, backed by what tanks remained, moved forward to engage several Tau units holding position in the machine workshops. As the Guardsmen stormed down the open streets, they encountered only light resistance and their vanguard was only metres away from cover when Brightsword sprung his trap. Criss battlesuits on rooftops fired down at the Guardsmen in the wide streets below. Tanks were blasted apart as seeker missiles guided by Pathfinder teams targeted their weaker rear armour and concealed Stealth Teams armed with burst cannons blew entire infantry companies apart.

At the forefront of the Vostroyan advance, Toschenko's command squad was caught in the open and cut down in a blistering hail of fire. Rising, bloody and injured, from the dirt, Graf Toschenko snatched up the regimental banner from the dead hands of its bearer and exhorted his men to fight to the last. As his remaining warriors rallied to him, a monumental battle erupted. The Tau Fire Warriors, sensing their foe was near beaten, surged forth and lent pulse rifle fire to the fury of the battle and a swirling melee erupted in the streets.

Hundreds of Tau warriors died as the Imperial Guard hacked into them with bayonets and chainswords but, in the end, the Vostroyans had no chance. At the head of his handpicked bodyguard, Commander Brightsword killed above his army and with one volley killed Toschenko and all hope of Imperial victory.

THE FIRST DAMOCLES CRUSADE

The Damocles Crusade was a military action typical of the Eastern Fringe before the arrival of the Tyrant hive fleets. Wherever possible, when challenges to the Imperium were discovered, war followed. In 742 M41, another such crusade was to be unleashed in the Lithesh Sector.

A string of Imperial sub-sectors stretching out between the Damocles Gulf and the Perdus Rift Anomaly had suffered extensive disruption due to Eldar pirate raids and Warp storm activity. As the Imperium strove to restore its grip in the region, it was discovered that an alien race called the Tau were allying themselves with dissident Imperial factions. The peril of these local alliances was evident in the number of alien goods and artefacts appearing in nearby systems.

Inquisitorial investigation revealed evidence of Tau activity in adjoining sectors. The conclusion was that they represented a major threat, and Cardinal Esau Gurney of Brimlock officially called for a crusade to be dispatched to purge the aliens. The crusade was based around a dozen capital ships, five provisional companies of Space Marines made up of contingents from a dozen Chapters, and nineteen regiments of Imperial Guard, seven

of them from Brimlock. The first move was towards the Timbra sub-sector where human colonists had been co-existing with the aliens. The crusade first reasserted Imperial rule in the Garrus and Kleist colonies. Individuals implicated in dealing with the Tau were punished at a special assize held before the furious crusaders. The Imperial colonies secured, the crusade moved on and engaged the Tau for the first time in the uninhabited Hydass System.

Seven Tau warships of approximately cruiser displacement were detected on the edge of the system. The crusade fleet attacked immediately, but found the Tau ships to be capable of launching powerful torpedo salvos at long range, breaking up the Imperial formation. Bomber waves were launched but these were countered by Tau escorts launched from the capital ships. A Space Marine Strike Cruiser supported by a squadron of Sword class frigates made the decisive attack. Getting inside the Tau formation, they inflicted heavy damage and discovered that the Tau ships lacked broadside firepower. The Tau launched more escorts as a screen while they disengaged. One Tau ship was unable to withdraw and exploded while the crew was in the process of abandoning their craft.

THE LANDING ON SY'KLELL

The Sy'Klell System contained an apparently fertile agri world with a population estimated at seven million Tau. It was defended by an orbital station, system ships and the remnants of the Tau fleet encountered at Hydass. The crusade's council of war appointed Captain Rumann of the Iron Hands to take overall command of the assault. The Imperial fleet closed quickly, pounding the orbital station as they approached. Its armaments were not as extensive as had been feared, and the Iron Hands boarded it. The Tau fleet disengaged almost immediately and was not seriously damaged. It was conjectured that they were evacuating key personnel from the planet rather than defending it. The Iron Hands quickly overwhelmed the orbital station's defenders and cleansed it with flame. It was to serve as the Imperial headquarters for the ground campaign.

Space Marines from the Seythes of the Emperor Chapter established a landing zone and the 17th Brimlock Dragoons were landed to provide heavy support. The Tau response was swift and consisted of an extremely well-equipped mechanised infantry formation with armoured support. The Tau grav-tank, designated as the Hammerhead, appeared to be a close match for the Leman



Russ, and the Tau proved most adept at supporting their armour with infantry. The Dragons suffered heavy losses when enemy infantry wearing heavy jump armour ambushed them in rolling ground. Only swift intervention from the 4th Storm Trooper Company and the Scythes of the Emperor averted a massacre.

While the crusade pushed ever nearer to Sy'Kell's population centres, the Tau evacuated the most qualified workers and dismantled any advanced technology. When the 9th Brimlock Fishers were landed, the Tau resistance crumbled and all objectives were quickly attained. The planet was duly cleansed.

While arrangements were made to cross the Damocles Gulf to the Imperial designated sub-sector of Kendral, an expeditionary force was sent to deal with the Tau presence in the Vis'el System. Early reconnaissance had revealed the sixth planet to be an ice-covered water world on which the Tau had

established fishery colonies. As no great strategic benefit was evident to controlling the planet, it was subjected to orbital bombardment, melting the ice around the main colonies and destroying them.



NEAR DISASTER AT PRA'YEN

After a five month journey across the Gulf, the crusade arrived in a Tau-held system within the Kendral sub-sector. The outermost planet, Pra'yen, was protected by an orbital station and was clearly intended to provide the first line of a system defence. The Imperial fleet's commanders assumed the station would be no more dangerous than those already encountered, but it proved much more formidable, mounting heavy railguns whose first volley crippled the *Honour of Dantass*. The

fleet broke formation just as eleven Tau ships emerged from behind Pra'yen. The Imperial escorts attacked the orbital station while the main battlefleet swung towards the Tau ships. The Tau fleet concentrated its torpedoes on the *Regent Lakshmbai*, a Dauntless class light cruiser; a lucky shot caused massive bulkhead collapse which triggered a plasma drive overload, destroying the ship with all hands. The Imperial ships still had the numerical advantage, however, and the Tau fleet were horrendously punished.

The Imperial escorts suffered heavy losses fighting the Tau orbital station. As soon as they were closely engaged, though, a Kroot Warsphere appeared from nowhere after suddenly powering up, steering directly for the Imperial transports. The transport flotilla had no choice but to scatter. Fortunately, the huge Kroot hulk was slow and its guns short-ranged, but its sheer size seemed certain to eradicate the transports and the millions of troops they carried.



Salvation came in the form of Admiral Jalique's flagship, the *Blade of Woe*, a Reiriboun class battleship. Leaving the rest of the fleet to finish off the Tau warships, the admiral had turned about, planning to help the escorts, when the warsphere arrived. Accelerating to maximum power, the great ship overtook the lumbering warsphere, and turned across its path. From the first exchange, it was clear that the *Blade of Woe* carried the greater weight of fire and its salvos gradually ripped the warsphere apart.

The crusading fleet had won a truly pyrrhic victory. Although the Tau's fleet and orbital station were destroyed, it was at a cost of four capital ships and fourteen escorts. The Tau had earned a new respect in the eyes of the Imperial fleet.

DAL'YTH EXPOSED

Although some amongst the crusade's command advocated turning back, the lure of a major Tau world lying ahead was too tempting. Dal'yth was protected by three orbital stations, but their guns were weaker and they were destroyed at leisure.

Knowing that a new Tau fleet could arrive at any time, the Imperial fleet launched an immediate assault, scores of Space Marines deploying via Drop Pod and strike craft directly into the planet's largest city, Gel'bryn. However, their daring attack was soon revealed to be foolhardy as they were slain to a man by rapidly redeployed battlesuits.

The main strength of the crusade's armies were deployed on Dal'yth's rolling planes soon after, unnumbered Imperial Guardsmen and their accompanying armour spilling from immense bulk landers.



The drop was contested by large numbers of Tau flyers but was eventually successful. The full force of the crusade was finally deployed and the invasion began. The Tau's efficient transport routes excellent aided the Imperial advance, one front of which neared the city of Gel'bryn before a defensive line could be formed. With Titans and armoured formations as the spearhead, the Imperial attackers

ploughed toward the city. As they advanced, enemy missiles, fired from beyond hills and woods, started to inflict heavy losses. Units had to be detached to drive back the Tau spotters, but these were in turn engaged by Tau jump troops equipped with cloaking fields.



Gradually the coherency of the attacking wedge was broken up until, by the time it reached the outskirts of Gel'bryn, there were three spearheads pushing forward ahead of the main force. One of these was made up of Titans from the Legio Thanataris. This was countered by Tau Mantas, the same craft that had been launched in the earlier space battles from the Tau warships. The second spearhead was predominantly veteran light infantry of the Rakarshan Rifles, whose intelligent use of cover had thus far kept them out of harm's way. They were countered by the emergence of a host of Kroot warriors holding the nearby buildings of Gel'bryn. The third was a detachment of crusading Space Marines consisting of brethren from the Iron Hands, the Ultramarines and the Scythes of the Emperor Chapters. These the Tau countered with their own finest – their heavy jump troops. These timely Tau counterattacks stalled the momentum of the Imperial attack some twenty miles from Gel'bryn.

GRINDING STALEMATE

Their advance temporarily halted, the Imperial forces, commanded in this operation by General Wendall Gauge, had to dig in to avoid the worst of the Tau's firepower. The aliens possessed superior night-fighting capabilities which they exploited, moving up to extreme range of their weapons and opening fire, only to withdraw at dawn. Space Marine combat patrols helped, but losses continued to mount. This was compounded by the constant worry that a new Tau fleet would arrive, bringing reinforcements from other sept worlds. As the siege ground on, more Tau warriors seemed to arrive at the front each day.

The Imperial high command concluded that, in Dal'yth, the crusade had targeted a world the Tau would not concede, and that their remaining resources were insufficient for the task set them. Inquisitor Grand, who accompanied the crusade, was all for evacuation followed by Exterminatus, as the

Tau were clearly too dangerous to be allowed to exist. The Imperial forces on the ground had found the Tau to be honourable adversaries, however, and there was a marked opposition to such an extreme sanction within the high command. While the crusade's council of war was paralysed by internal debate, General Gauge acted. He formed the Titans under his command up with the Brimlock regiments and pushed towards Gel'bryn once more. In preparation, his artillery pounded other sectors and the Imperial Navy fighters began an offensive against Tau airfields that was costly but kept Tau flyers from the front. His strike force took their primary objective in the first few hours – a town containing a bridge – and achieved complete surprise. As the assault continued, it was countered by ultra-mobile Tau units deployed from the ubiquitous Mantas. For the rest of the day, a running battle was fought through the Dal'yth suburbs which ended with Gauge's forces a mere five miles away from trapping tens of thousands of Tau. Overnight, the Tau troops disengaged and fell back to another defensive line beyond Gel'bryn. By the morning, the Tau were gone and, while the city itself was congested with the detritus of previous Space Marine attacks and infested by lurking Kroot, the starport on the outskirts was quickly secured.

The starport, combined with the distance which the Tau had retired, made an excellent opportunity for evacuation and General Gauge took it. Resistance from the Inquisition and Adeptus Astartes was overruled by the arrival of an express order from Inquisitor Kryptman to return to Brimlock with all available forces. The Tau sensibly realised that getting in the way would serve no sane purpose and parleys held under flags of truce were honoured by both sides.

The Imperium had learned to respect the Tau skills of war and the Tau had discovered the true scale and bitterness of a galaxy that they had previously thought to be theirs for the taking.



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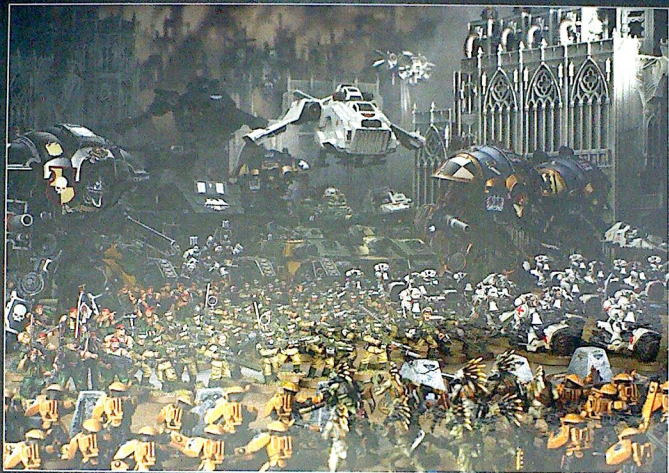








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