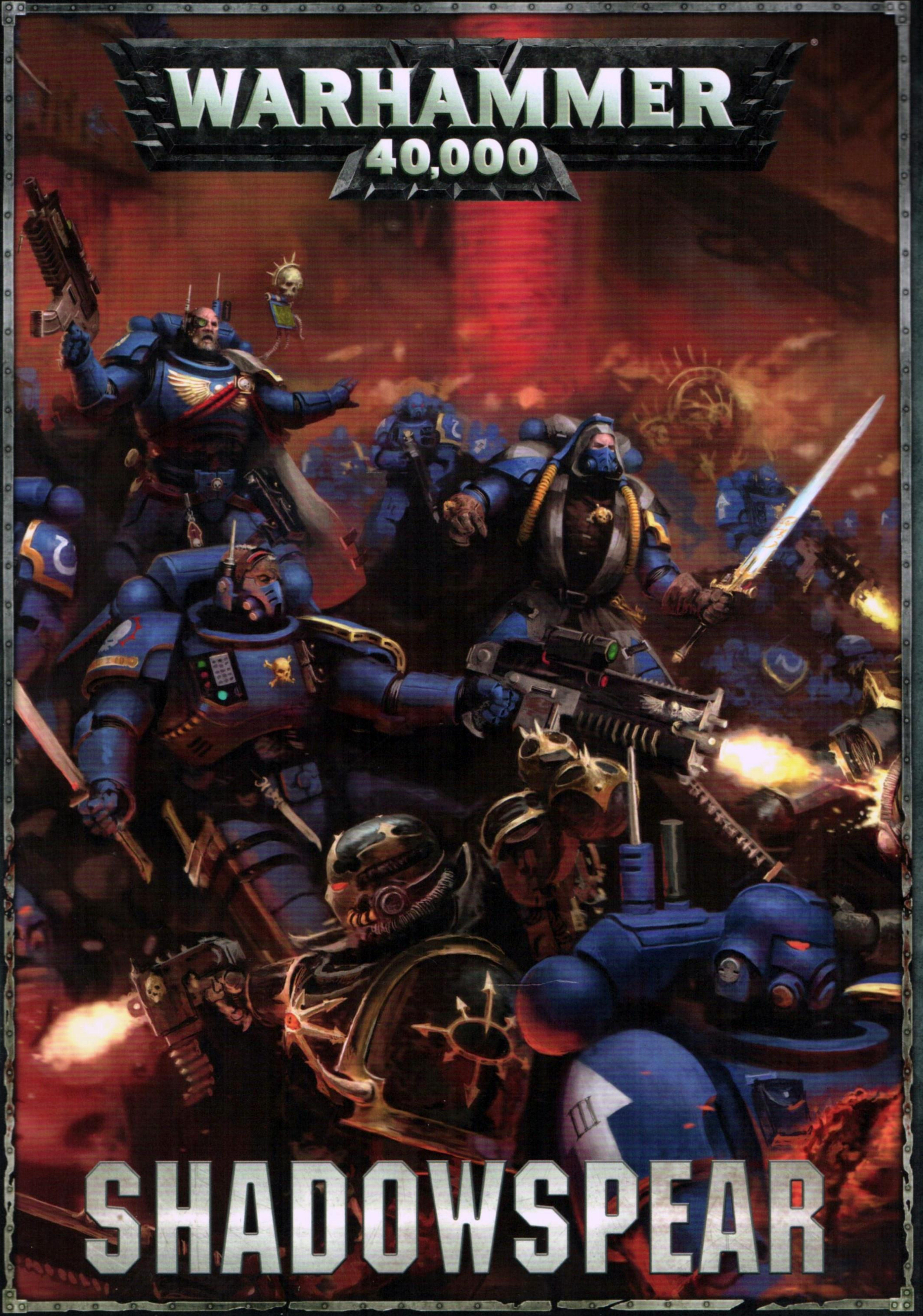


WARHAMMER 40,000



SHADOWSPEAR

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INTRODUCTION

Warhammer 40,000: Shadowspear allows you to recreate the vicious fighting that took place across the corrupted wastes of Nemendghast, as Vanguard Space Marines of the Ultramarines 2nd Company clashed with the Master of Possession Vorash and his Daemonkin warband of the Black Legion.

The embattled defenders of Vigilus refused to yield in the face of the xenos invasions and sinister cult uprisings that occurred in the wake of the Great Rift. Yet this vital world – a rare sanctuary for Humanity amidst the horrors of the Imperium Nihilus – could not stand alone. Lord Marneus Calgar, Chapter Master of the Ultramarines, despatched his Vanguard Space Marines across the Vigilus System, their task to rally scattered Imperial forces and force out any threats that lurked in the shadows of tormented space.

Captain Acheran of the Ultramarines 2nd Company led one such mission, aided by Librarian Maltis, a master of the psychic disciplines of illusion and obfuscation. Strike Force Shadowspear's task was to investigate the industrial world of Nemendghast, which had fallen silent since it was enveloped by the warp storms of the Great Rift.

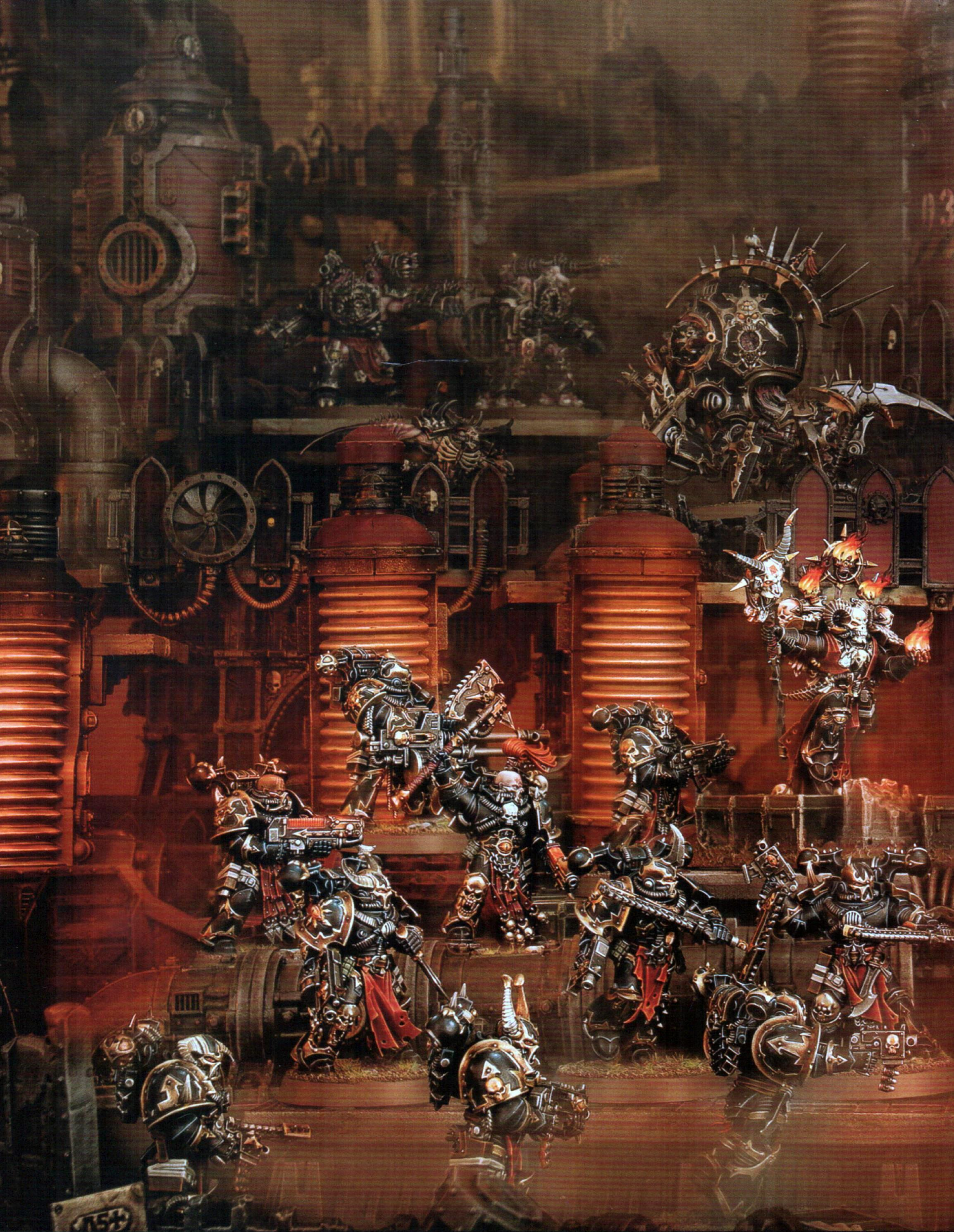
What they found was horrifying beyond imagination; a world remade in the image of the Chaos Gods, its cities transformed by Black Legion Warpsmiths into sulphur-belching flesh-factories that produced daemonically possessed super-soldiers and war engines – the Daemonkin. Above this corrupted wasteland loomed

the Forge Infernus, an enormous soul furnace ruled by the Master of Possession Vorash Soulflayer. This dread sorcerer commanded multitudes of Daemonkin warriors and Daemon Engines. As Acheran's Space Marines launched a campaign of sabotage and assassination across the corrupted world, Vorash and his followers marched to meet them, determined to put a bloody end to those servants of the False Emperor.

Warhammer 40,000: Shadowspear contains two collections of Citadel Miniatures that represent these forces, as well as rules for using them on the battlefield and showcases of painted examples of the models. You will also find the story of the Battle of Nemendghast, as well as several missions that allow you to recreate it – or even stage a daring raid of your own devising!

To discover more about the Warhammer 40,000 hobby, visit warhammer40000.com. The website contains a wealth of resources, including painting guides, faction introductions, gaming tutorials, and much, much more.





Within the sulphur-choked depths of the Forge Infernus, Captain Acheran's Strike Force Shadowspear clashes with the Daemon-worshipping followers of Vorash Soulflayer, the feared Master of Possession. Vanguard covert tactics meet the full fury of the Black Legion's deadliest Daemonkin warriors, and the flesh-factories and pyre-stacks of corrupted industry echo to the sounds of slaughter.





WAR ZONE VIGILUS

Situated within the perilous darkness of the Imperium Nihilus, on the far side of the Great Rift, Vigilus was a lone stronghold against the marauding xenos forces and terrors of Chaos in the closing years of the 41st Millennium.

With the advent of the Great Rift, and the concurrent wave of devastating warp storms, the full fury of the immaterium was unleashed upon the galaxy: stars were devoured, planets flayed and consumed, and legions of the Dark Gods' servants spilled into realspace. In an instant, the galactic north – dubbed the Imperium Nihilus – was cut off, isolated amidst a tide of tormented space. Only a scant few passages to the wider Imperium remained. The largest and most stable of these was the Nachmund Gauntlet.

The world of Vigilus was located in the northern mouth of this corridor of realspace. Though it had long been regarded as a valuable Imperial holding, its proximity to the Nachmund Gauntlet had seen it become a haven for the displaced citizens and regiments of nearby systems, a beachhead from which Humanity could fight back – and a prominent target for its enemies.

Following the manifestation of the Great Rift, Vigilus was assailed by wave after wave of xenos forces. Orks rampaged across the wastelands that surrounded the planet's great hivespawls, constructing crude forts from salvaged and looted materials. From these gun-covered bastions they launched endless raids on Imperial territory, delighting in the resulting carnage.

Hidden deep beneath the earth lurked another deadly foe: the xenos-worshipping Cult of the Pauper Princes. These mutant dissidents sought to overthrow the oppressive regime that had ground them underfoot for centuries, and their hidden claws were scattered

across every urban centre on Vigilus. Lurking somewhere far below the planet's surface was the creature they called Grandsire Wurm, the cult's progenitor and controller, a hulking Genestealer Patriarch.

So many grave threats were arrayed against Vigilus that on several occasions it seemed certain that the planet would fall. Drukhari flesh-hunters launched lightning raids from the darkness, dragging away rich hauls of screaming prisoners. The mercurial Aeldari of the Craftworlds were also sighted pursuing their own mysterious ends. Garbled vox-intercepts told of crawling, blade-limbed horrors swarming from the shadows to tear their terrified prey apart. As always, there was the insidious lure of Chaos, the eternal enemy, probing for weaknesses in mortal souls. Yet Vigilus was not overrun by anarchy and terror like so many other loyalist worlds isolated amidst the Imperium Nihilus. Its defenders fought on defiantly, hurling back the assaults at the cost of countless lives. This sacrifice bought precious time for Vigilus, and with it a glimmer of hope.

The arrival of Lord Marneus Calgar at the head of a vast Ultramarines fleet drastically altered the course of the war. The Chapter Master turned his formidable tactical mind towards the defence of Vigilus. His Space Marines reinforced and fortified a number of key strategic locations, and the bureaucratic and ineffective Aquilarian Council was dissolved and replaced by the Vigilus Senate – its founding members hand-picked by Calgar himself. The factional infighting that had threatened to

'We have brought hope to the beleaguered masses of this world, and that is all to the good. Yet we cannot allow the wretched sin of complacency to fester. I fear the true battle for Vigilus is yet to begin.'

*- Marneus Calgar,
Chapter Master of
the Ultramarines*

destabilise the governance of that vital world was quelled – at least briefly – while the senate concentrated on the bloody business of driving back the xenos hordes.

Imperial purges were carried out on both the greenskins of the wastes and the depraved cultists of the underwarrens. The Orks welcomed each fresh assault with brutal glee, hurtling into battle upon their scrap-metal war machines. Though the Space Marines slew many thousands of greenskins, the aliens' appetite for violence was not diminished. The fighting amidst the cult-controlled hives was nightmarish beyond comprehension. Every ruined building and sewer grating was laced with devious booby-traps; clusters of pressure-mines, razor-wire coils and toxin-slathered spike pits. Losses amongst the Astra Militarum regiments tasked with driving the Pauper Princes into the open were horrific, and the mighty Primaris Space Marines could not be deployed everywhere at once.

Despite the hard battles that were to come, the mere fact that Vigilus' defenders were at last on the offensive

greatly emboldened them. The sight of formations of shining Ultramarines arriving on the front lines was greeted with zealous prayer by beleaguered Guardsmen. The Mechanicus' steel-hearted legions and the elite operatives of the Militarum Tempestus ranged into enemy territory, sowing death and destruction wherever they went. Over time, more and more reinforcements arrived in the form of lost ships and battle-fleets drawn to the light of Vigilus, a precarious port in the roiling storms of the Imperium Nihilus.

Within the grand strategium of the Aquilarian Palace, Lord Marneus Calgar draws battle-plans and tactical deployments not just for Vigilus, but also for the entire sector. The Ultramarines Chapter Master is not a man to rest on his laurels. He knows the unpalatable truth: that the true battle for Vigilus is yet to begin. Even with this temporary reprieve, Vigilus teeters on the precipice of disaster, and it cannot stand alone. Allies must be sought, and strategic resources secured as soon as possible, or else the defiance of the embattled world will be for naught.



Marneus Calgar, the Lord of Macragge, took over command of the Vigilus theatre, turning his peerless tactical mind to the defence of the embattled system.



Billions upon billions lived in Vigilus' hivespawls. Between these enormous megalopolises were great tracts of wasteland, across which giant dust storms constantly raged. Water was only found at a few sites on the planet's surface, which were guarded by vast fortification complexes. The population of Vigilus, swollen by teeming masses of refugees, were given little choice but to subsist on putrid recycled fluids that had been reprocessed countless thousands of times.



INTO THE VOID

Isolated and besieged, the planet of Vigilus was in dire need of reinforcements. Summoning his Vanguard strike forces, Lord Marneus Calgar launched armoured spears into the darkness surrounding the world, seeking to establish communications with any nearby allies and put lurking threats to the sword.

The defence of Vigilus presented Marneus Calgar with many practical and theoretical challenges. By far the greatest was the isolation of the world, adrift as it was in a black ocean of fear and confusion. Violent warp storms spewing from the mouth of the Great Rift surrounded Vigilus, snuffing out vox transmissions and swallowing stray battle-fleets, thereby rendering any attempt at long-range communications futile. Calgar's desire was to establish direct contact with any nearby Imperial forces, to draw up a plan of deployment that would create an iron shield around the bastion world. The formation of this zone of command would require a thorough reconnoitre of the surrounding system. No simple

task, for beyond Vigilus lay vast swathes of tormented space. Calgar knew very well the hideous dangers of the Imperium Nihilus, the abominations lurking in the shadows ready to devour unwary souls. The Great Rift had unleashed all manner of horrors, transforming once-loyal Imperial worlds into charnel hellscapes and spilling the hideous denizens of the warp into reality.

Fortunately, Calgar had at his disposal a number of perhaps the finest recon troops in the galaxy – the Vanguard Space Marines. Veterans of the Indomitus Crusade, these warriors had fought in some of the most horrific engagements of that long campaign, leading Primarch Guilliman's forces to victory after victory. Hardened by constant exposure to the horrors of the new Imperium and used to operating far behind enemy lines without support or reinforcement, they were the perfect weapon to thrust into the darkness that lay at the far edges of the Vigilus System and beyond. Scores of Vanguard strike forces from several Chapters – predominantly the Ultramarines – were dispatched across the sector. The majority were directed towards established Imperial holdings, strategically important worlds that had fallen silent in the aftermath of the Great Rift. Their task was threefold. Firstly, they were to locate any isolated loyalist forces and establish lines of communication back to Vigilus so that an effective defence could be formulated. Secondly, they were to seize and fortify any strategic assets that would be required for the ongoing war effort.

Finally, and perhaps most importantly, the Vanguard strike forces were to uncover any potential threats in the vicinity. The tactical situation on Vigilus was already perilous, and if the defenders were caught unawares by fresh invasion forces it would surely spell the planet's doom. Calgar was determined to be forewarned in the case of any such attack. The Chapter Master trusted his Vanguard spearheads to dictate their own rules of engagement according to the Codex Astartes; though their mission was not one of direct action, he knew that his reconnaissance officers would utilise their training and extensive experience to judge when and where to engage the enemy in open battle.

Strike Forces Tercio and Corollos of the Crimson Fists pushed towards the ice world of Zemeter on the fringe of the Geisson Nebula, home to an Adeptus Mechanicus research station. There they encountered a straggling

The Vanguard battle-brothers of Strike Force Shadowspear fought with distinguished honour at the forefront of the Indomitus Crusade.

remnant of Warboss Skroghedd's fleet, which they harried and lured away from the Vigilus System. Strike Force Cladian of the Black Templars ranged beyond the spinward borders of the Great Rift, pursuing signs of heretic fleets. Battle Leader Javrik Flametongue's Space Wolves took control of the vital space-docks of Kassickan in the neighbouring Phulges System, securing a potentially priceless supply line. Other strike forces slipped into the void on their own covert missions. Some were never heard from again. Many performed acts of startling heroism that went entirely unrecorded in the annals of the Vigilus campaign.

The industrial world of Nemendghast lay on the outskirts of the Vigilus System, surrounded by a mineral-rich swirl of asteroids and comets. Aside from the system capital itself, Nemendghast was perhaps the most valuable asset in the vicinity. Its mining super-strata and promethium bores had long provided Vigilus with a steady stream of raw resources, but in the aftermath of the Great Rift, Nemendghast had fallen ominously quiet. The planet's orbit had taken it through several of the region's thickest warp storms, a dark odyssey that had afflicted the world with horrors beyond imagining. Since its re-emergence, all long-range vox hails had been met with only silence. Nemendghast was an invaluable asset, and one that Marneus Calgar was keen to secure. The task of investigating the industrial world fell to Strike Force Shadowspear of the Ultramarines 2nd Company. Command of this vital mission was given to Captain Acheran, a cunning and decisive leader whose actions during the Indomitus Crusade had earned him numerous battle honours. A laconic soul, not given to bold pronouncements or zealous oratory, the Captain had found the clandestine operations of the Vanguard Space Marines perfectly suited to his skills.

Acheran's stealth-optimised Strike Cruiser, the *Carpatia*, translated from her short-range warp jump some distance from Nemendghast. Augur scans revealed that the planet's industrial facilities were largely intact, though the readings were muddled by extreme levels of radiation interference. The planet was a furnace, blazing with the fires of mass production; something had restarted Nemendghast's forges. Ominously, several augur operators suffered violent seizures after intercepting corrupted transmissions from the planet's surface. Through bursts of static could be heard a chorus of agonised screaming, punctuated by rhythmic chanting in an infernal tongue. As the *Carpatia* burned closer, masking its engine signature behind the vapour trails of drifting comets, four dagger-like shapes drifted out from the shadow of Nemendghast before pulling into high orbit. By the eightfold eye emblazoned upon their hulls, Acheran marked them as Black Legion warships. Knowing that they had only a short window before their presence was discovered, Captain Acheran

immediately ordered a drop-pod deployment upon Nemendghast. If the Black Legion had a significant presence in the system, then Vigilus was in dire peril. It was essential to know the scale and disposition of the heretic forces.

Sensor-masked drop pods fell to the planet's surface, punching through Nemendghast's toxic atmosphere before slamming to earth. Infiltrator Squads and hunting packs of Eliminators quickly fanned out, filtering into the shattered industrial zones. They entered a wasteland of fire and sulphur, echoing to the screams of tormented slave-thralls. The Black Legion had conquered Nemendghast, and they had transformed it into a production line for the creation of dread war-machines. Rivers of bubbling gore spilled forth from towering flesh-factories. Entire districts were given over to the industrialisation of ritual sacrifice, millions of thralls bled and carved apart as an irresistible lure to creatures of the warp. Smoke-belching stacks echoed to the clangour of daemoniac machinery, and eight-limbed horrors hissed and scuttled in the shadows.

To navigate this nightmare world, Captain Acheran turned to his Librarian, Levren Maltis. Maltis was a master of the psychic art of obscurity, a technique greatly favoured amongst the psykers of the Vanguard formations. Shielding the strike force from predatory eyes, Acheran led them through enemy territory and to the outskirts of Golbrecht Hive, the world's most populous city. There, Acheran discovered a horror greater than any he could have foreseen. The entire hive was transformed into a nightmarish citadel of flesh and molten metal, a monument to the Dark Gods. Eight pillars of black stone rose to surround the tallest spire of Golbrecht Hive, the surface of each scrawled with runes and dotted with writhing bodies, still-living wretches impaled upon barbed hooks of brass. In the skies above the city a swirling vortex of sickening colour raged and screamed; it was a boiling crucible of warp-stuff spilling into reality, yet shackled by some unknown force. The spire tower itself burned with infernal fires. Screams echoed through and from it in an unending choir of agony. Malformed creatures stalked its corridors and sub-levels in great numbers, a gruesome parade of heretical warriors infected with the touch of daemonkind and swollen with unnatural gifts. This was a forge for the creation of monsters, a birthing chamber for the Possessed. Everywhere, blood-splattered vox arrays blared out in praise of Vorash Soulflayer, Master of Possession and Lord of the Forge Infernus.

Captain Acheran knew beyond doubt that Nemendghast could not be saved. Yet he would not slip away, abandoning it to the clutches of the Black Legion. Gathering his forces and formulating a series of complex battle-plans on the move, Acheran set in motion the destruction of the Forge Infernus.

WAR FOR NEMENDGHAST

Strike Force Shadowspear found themselves isolated and outnumbered on a world entirely corrupted by Chaos. Determined to destroy the towering flesh-factory that sprawled out before them, they launched a series of lightning assaults and sabotage missions.

Captain Acheran knew that as terribly outnumbered as his warriors were, they still had surprise on their side – and for Vanguard Space Marines, surprise is a deadly weapon. The first task was to breach the heavily guarded perimeter of the Forge Infernus, the hellish factory that rose from the ruins of Golbrecht Hive. Scores of Heretic Astartes guarded the outskirts of the towering structure, patrolling a series of overlapping routes that left no patch of ground unwatched. Any failed attempt

at infiltration would alert the entire complex, bringing slaving packs of Daemon-possessed warriors down upon the Ultramarines. Pulling the veil of unreality across himself and others like an impenetrable cloak, Librarian Maltis allowed his battle-brothers to slip past the enemy sentinels. With the aid of this illusory power, Acheran and his warriors breached the Daemonkin's defensive perimeter. While Eliminator teams sought out firing positions on the upper levels, Infiltrator Squads slipped into the heart of the Forge Infernus, sweeping their glowing auspex scopes across gloomy hallways and cavernous chambers filled with bubbling pools of human tallow and molten brass.

Having infiltrated the target area, Acheran split his battle-brothers into multiple small, fast-moving detachments, assigning them to missions of sabotage and assassination. Black Legion Warpsmiths were to be eliminated, their infernal machinery and dormant Daemon Engines laced with timed explosives. Squad leaders were to identify and destroy any targets of opportunity, striking from multiple locations in order to disorient the enemy. This was the Vanguard way of war exemplified, and it was executed with merciless precision. Multiple detonations rippled through the lower levels of the Forge Infernus before its Chaos masters even knew they were under assault.

In the Chambers of Ascension at the summit of the Forge Infernus, Master of Possession Vorash heard the dull thunder of explosives. His first thought was that one of his many rivals in the Black Legion had launched another raid upon his domain – the Warpsmiths resented the authority granted unto him by Warmaster Abaddon, and had made no secret of their disgust. Summoning his personal guard, the Master of Possession abandoned the flayed and screaming creature he had been preparing for enlightenment and marched to battle.

As Captain Acheran's command group pushed deeper into the heart of the Forge Infernus, Librarian Maltis was almost overwhelmed by the aura of warp energy that emanated from every corner of the fortress. The skin between dimensions had been all but dissolved, and everywhere the corrupting stuff of Chaos spilled into reality. It was all that Maltis could do to stay

The Daemonkin Chaos Space Marines under the command of Vorash Soulflayer compete for the honour of hosting a Daemon within their mortal frame.

standing as countless demented screams echoed in his mind. Summoning every fibre of his will, the Librarian held the suffocating madness at bay. With the agony came clarity. All that prevented the maelstrom of daemonic spirits that raged above the Forge Infernus from devastating the corrupted hive were the eight pillars of binding surrounding the central spire; each was scrawled with the true names of immensely powerful Daemons, keeping the primordial entities from breaking free. If those wards could be shattered, then surely the raging power of Chaos would erupt, consuming all in its path. Lacking sufficient explosives to destroy the hell-forge, it was perhaps the only opportunity that Strike Force Shadowspear had to strike a telling blow.

Lieutenant Ulleus, Acheran's second-in-command, was given the task of drawing out the Black Legion defenders, while Captain Acheran saw to the destruction of the binding pillars. Ulleus chose the vaulted halls of the soul furnaces as the location for his final stand, knowing full well that the enemy had been alerted and that any chance for retreat had long passed. Here, bound in swollen flesh-metal urns, raging daemonic essences were kept, ready to be poured into the physical frames of war machines. The Lieutenant's Infiltrators took up overlapping fire positions, hurling smoke grenades to disorient the Chaos Space Marines and Daemon Engines that poured in to assail them. The fighting was brutal, and as stray bolt rounds struck the bloated soul-urns, mindlessly destructive warp-spirits fell upon loyalist and heretic alike. Ulleus and his warriors fought to the last, until a swarm of Venomcrawlers swept up from the under-channels to tear them limb from limb. This act of sacrifice had bought Captain Acheran precious time.



Knowing that his forces would be overrun at any moment, Captain Acheran launched separate attacks against the binding pillars. Each of the enormous towers was guarded by a pair of Obliterators, sentient artillery who manifested plasma cannons and heavy autocannons from their living flesh. The fierce onslaught melted dozens of Vanguard Space Marines into bloody pools of gore. With stealth no longer an option, Acheran deployed his Suppressor Squads. Surging across the chem-spoiled wastelands on flaring jump packs came the reinforcements. Locking in servo-plated boots against steel stanchions and sump towers to brace their

huge autocannons, the Suppressors spat a storm of high-calibre rounds at the Obliterators. The twisted creatures fired back, their flesh reshaping to fashion weapons better capable of punching through the aerial units' heavy armour. With the Suppressors providing cover, Captain Acheran led his Infiltrators forwards. Chaos defenders met them with chainswords roaring, and the ground ran slick with blood. None could touch Acheran, who cut down heretic after heretic with pinpoint bursts from his bolt carbine, switching to his combat blade at close quarters.

Just as the first charges were set and primed along the base of the binding pillars, the sound of demented howls filled the air. Vorash Soulflayer, Lord of the Forge Infernus, had come, and alongside the Master of Possession loped his finest creations – hulking Greater Possessed, rife with the blasphemous gifts of the Dark Gods. They tore through the Infiltrators with hideous ease, their talons shearing through Phobos-pattern armour to disembowel their prey. Vorash channelled daemonic energies to imbue his pets with maddened fury. Any who sought to cut the Master of Possession down were burnt to ashes by gouts of hellfire spat from his force stave. The Space Marines' screaming souls were devoured hungrily by spider-like Venomcrawlers.

Worse was yet to come. A priority vox from the *Carpatia* revealed that a Chaos fleet had detected Strike Force Shadowspear's presence. A new and even greater flotilla had translated from warp-space above Nemendghast – not only Black Legion vessels, but also blood-red warships of the Crimson Slaughter, festering hulks marked with the icons of the Purge, and a dozen other heretic warbands besides. Acheran knew that the Strike Cruiser was doomed, as was his entire command, but they would leave their mark upon this tainted world. He triggered the demolition charges. The pillars collapsed in a column of flames, great chunks of stone and metal toppling to the ground. The swirling mass of bound warp-spirits was unleashed at last, and their fury was terrible to behold. The Forge Infernus was engulfed in a raging inferno, a sentient firestorm that swept through halls and flesh-factories, incinerating all in its path. Thousands of Daemon Engines were destroyed in an instant, and countless Possessed warriors immolated by the ravenous flames.

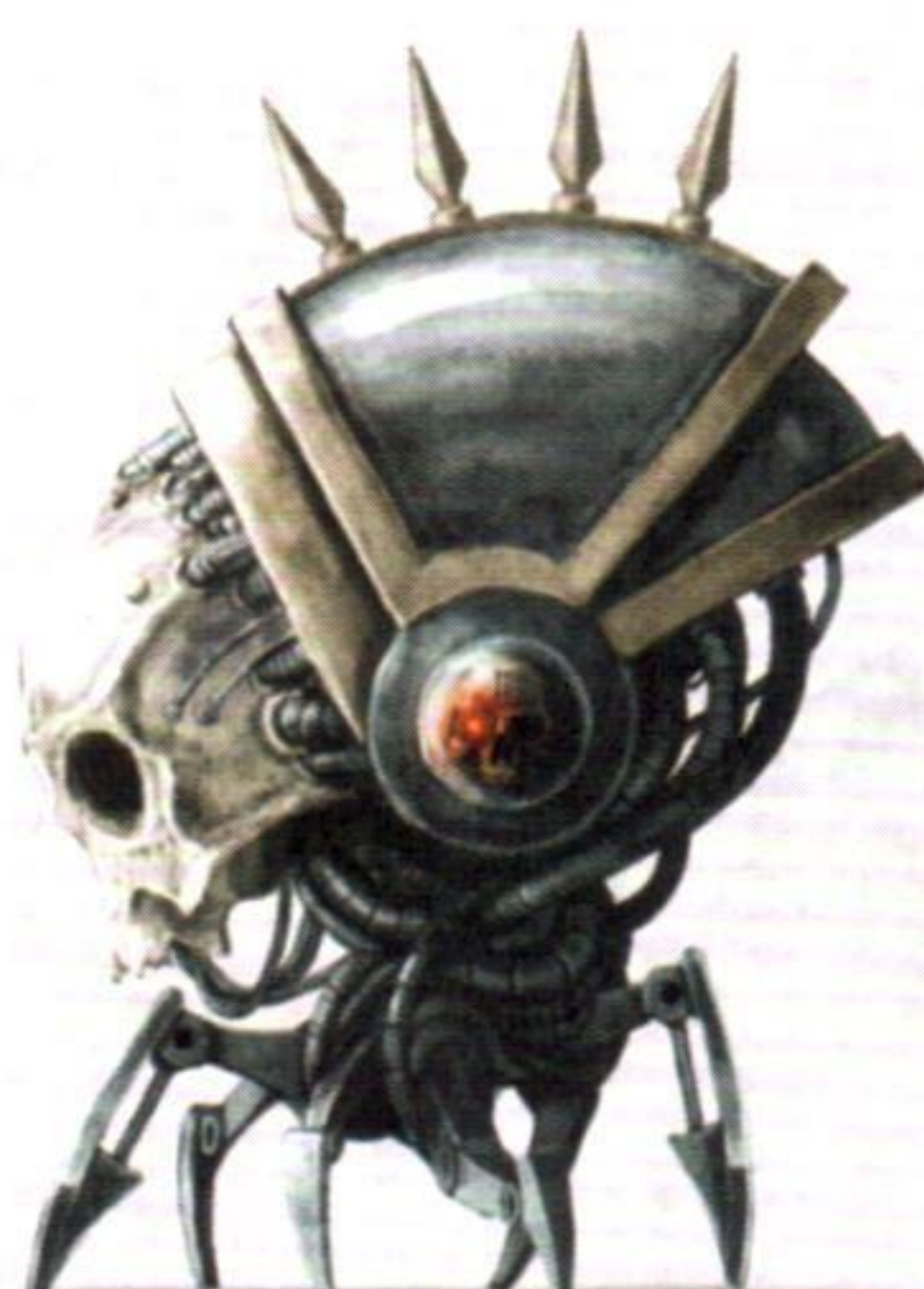
Acheran's mission was complete, but he knew that word had to reach Vigilus of the Chaos presence gathering on the system's edge. His last order to Librarian Maltis was to find a way off-world and back to Chapter Master Calgar, to tell him what had transpired upon Nemendghast. As Maltis slipped away into the chem-wastes beyond the burning Forge Infernus, he glanced back to see Captain Acheran and his few remaining Vanguard brothers holding the line against the enraged Vorash Soulflayer and a baying tide of Daemonkin.



GAME RULES & MISSIONS

This section includes a tree campaign consisting of several Warhammer 40,000 Crucible of War missions, inspired by the battle at Forge Infernus between Captain's Acheran's Vanguard warriors and their Daemonkin foes.

There are two main ways in which you can use the missions in this booklet – the most straightforward is to simply choose the mission you want to play. Alternatively, you can fight a simple tree campaign. If you choose the latter, we recommend using the additional campaign rules on the page opposite.



THE ARMIES

Each mission informs you which armies should be used; typically, one player must take either an **ADEPTUS ASTARTES** or a **HERETIC ASTARTES** army. Each mission also describes the forces that were present during the Battle of Nemendghast, allowing you to fight the battle according to the narrative. If players are using different armies, then it is up to them to choose sides.

There's nothing to stop you from playing the missions using different armies from those in the story. With a little imagination and some changes to certain mission rules and Stratagems, you can easily fight similar battles with any combination of miniatures and terrain you have in your collection.

'We may lay down our lives today, but our deaths will buy our distant battle-brothers precious time. The next few hours may determine the fate not only of Vigilus, but the entire sector. Keep that thought in your hearts as you bring fire and ruin to our enemies. It has been an honour to serve with you, sons of Guilliman. Now let us see how many heretics we can slay before the red sun rises.'

- Captain Acheran, 2nd Company, during the Battle of Nemendghast



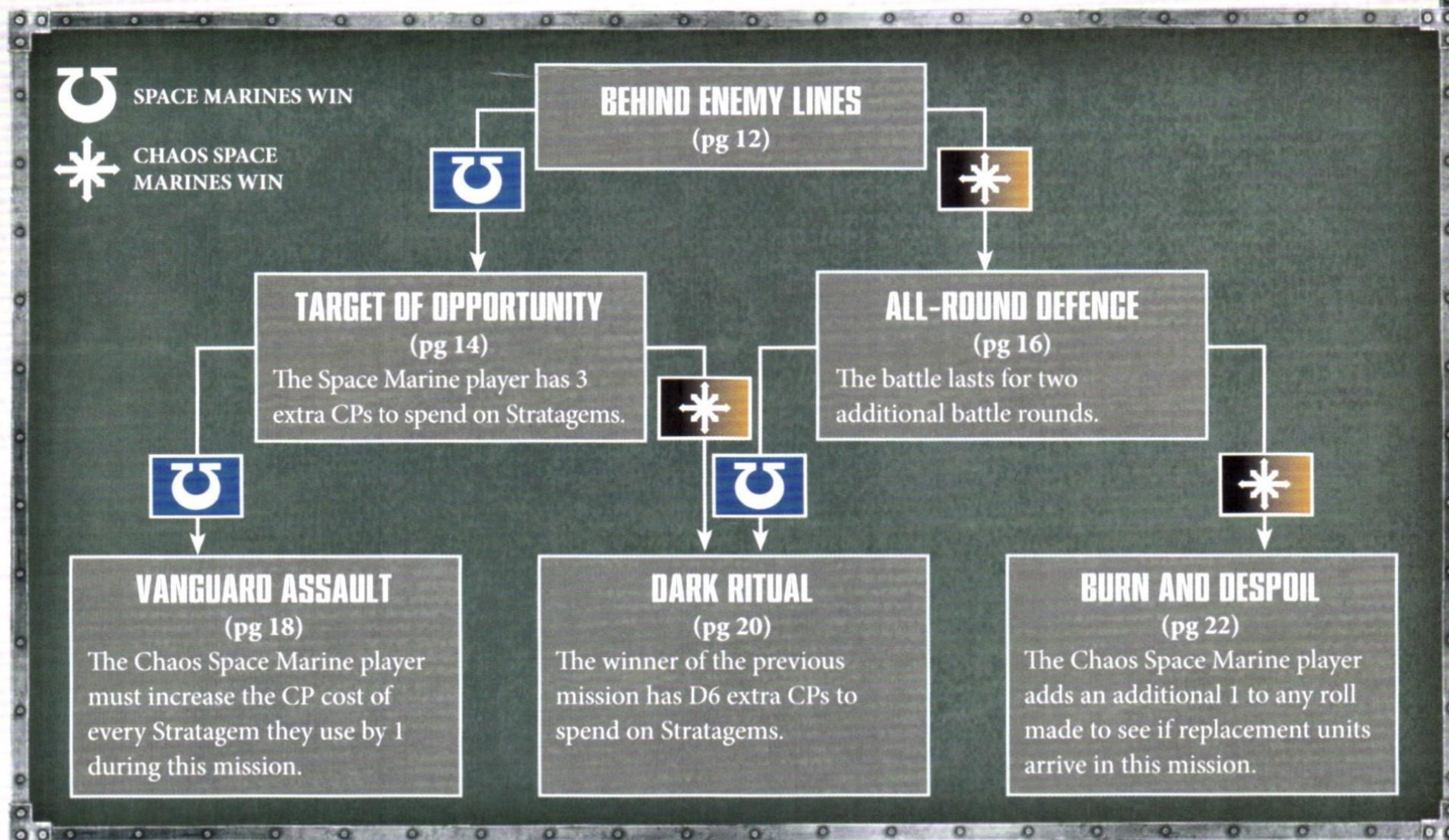
CAMPAIGN GAMES

A tree campaign is a simple series of linked games, with the outcome of each affecting the conditions of later games. They are ideal for two players to play through and can be completed over the course of multiple gaming sessions, or even in a single long gaming session.

An example of a tree campaign for two players can be found below. In it, the players are assumed to use the historic forces described in each mission, where one

takes command of the Space Marine forces, and the other the army of Chaos Space Marines.

This tree campaign consists of three consecutive battles. Whichever player wins the battle will determine which battle is played next, and the winner will receive a bonus during the second battle. Similarly, the result of the second battle will determine which mission is played next, and the winner of that mission wins the campaign!



CRUCIBLE OF WAR

BEHIND ENEMY LINES

A band of warriors looks to breach the enemy's defensive perimeter, slipping past wary sentries and eliminating solitary patrols. The Attacker must guide enough of his unit past the enemy line, while the Defender seeks to locate and destroy the intruders.

THE ARMIES

Each player must first muster an army from their collection. One player must take the role of the Attacker – their army consists of one **ADEPTUS ASTARTES INFANTRY** unit that has the Troops Battlefield Role and no more than 10 models, and one **ADEPTUS ASTARTES INFANTRY CHARACTER**.

Their opponent takes the role of the Defender. Their army consists of a single **INFANTRY** unit, chosen to be their Sentries, and up to four other units.

Each player starts with 4 Command Points and every model is treated as a single unit. Players can use the appropriate Stratagems included with this mission.

THE ARMIES (HISTORIC)

If you are using the historic armies that fought in the Battle of Nemendghast, the Space Marines army consists of a Captain in Phobos Armour and an Infiltrator Squad (10 models). An Infiltrator Helix Adept can heal any **INFILTRATOR** model within 3" of him, but cannot revive any warriors.

The Defender has a Chaos Space Marines army. Their Sentries are a unit of Chaos Space Marines (10 models). The remainder of their army consists of a unit of Obliterators (2 models), a unit of Greater Possessed (2 models) and a Master of Possession.

THE BATTLEFIELD

Use the deployment map below to create the battlefield.

DEPLOYMENT

Starting with the Defender, the players alternate setting up one model from their army until all of their models have been deployed. The Defender can only set up models from their unit of Sentries – the remainder of their models are set up as reinforcements, and will only arrive if the alarm is raised (see below).

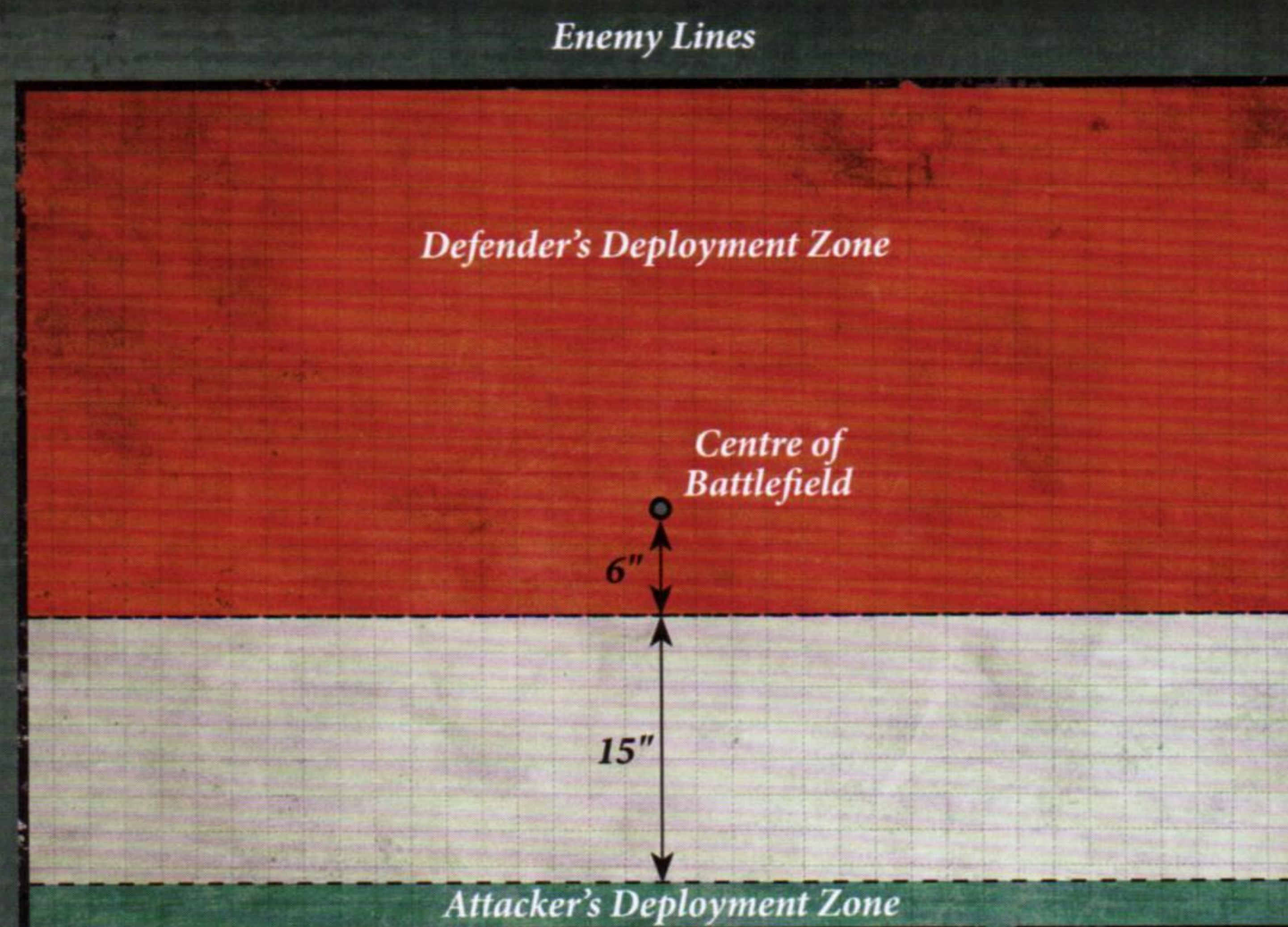
Models must be deployed wholly within their own deployment zone, even if they have an ability that would allow them to be set up elsewhere.

FIRST TURN

The Attacker chooses who has the first turn.

SENTRIES

At the start of the Defender's Movement phase, both players roll a D6 for each Sentry model, in an order chosen by the Defender. The player who rolled the highest can move the model the distance indicated on their D6 in any direction (a Sentry cannot Advance as part of this move). If the rolls are tied, the Sentry does not move that phase.



STRATAGEMS

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

1CP

SILENCED WEAPONS

Attacker Stratagem

Suppressors muffle the deafening report of a gunshot, allowing for a discrete kill.

Use this Stratagem when one of your units makes a shooting attack, immediately before the attack is resolved. The alarm is only raised if the target is hit but not slain by the attack.

1CP

SUSPICIONS RAISED

Defender Stratagem

There's something out there...

Use this Stratagem at the start of the Movement phase. Choose one of your Sentry models. Until the end of the phase, that model's spotting range is 6".

2CP

BLEND WITH THE SHADOWS

Attacker Stratagem

At a signal, the squad presses into cover.

Use this Stratagem at the end of the Movement phase if one of your models is within spotting range of a Sentry. Roll a D6; on a 4+ the Sentry fails to spot your model this phase.

1CP

THEY KNEW WE WERE COMING

Defender Stratagem

With sudden and devastating effectiveness, the trap is sprung.

Use this Stratagem at the end of your first Movement phase after the alarm has been raised. Do not roll to see how many models arrive as reinforcements this turn; instead, 6 models arrive as reinforcements this turn.

At the start of the battle, all is quiet and the alarm is yet to be sounded, but it is raised if any of the following occur:

- A model from the Attacker's army fires a ranged weapon or manifests a psychic power.
- A model from the Attacker's army attacks a Sentry in the Fight phase but fails to kill them. Note that Sentries cannot fire Overwatch until after the alarm is raised.
- A model from the Attacker's army is spotted by a sentry. A model is spotted if it is within spotting range of a Sentry at the end of the Movement phase, irrespective of whether the model is visible to the Sentry or not. A Sentry's spotting range is 3" unless modified by the Suspicions Raised Stratagem (see above).

If the alarm is raised during the Attacker's turn, their turn ends after the action that raised the alarm has been completed. If the alarm is raised during the Defender's turn, the Defender immediately starts a new turn. In either case, the Sentries are now under the full control of the Defender.

ESCAPE

The Attacker's models can move off the battlefield edge labelled 'Enemy Lines'. Any that do so have infiltrated

past the enemy lines; they are removed from the battlefield and take no further part in the battle.

DEFENDER'S REINFORCEMENTS

Once the alarm has been raised, the Defender can set up D6 models from their army at the end of their Movement phase. These can be models set up as reinforcements at the start of the battle, or models from their army that have been slain (this represents fresh reinforcements). Each of these models can be set up anywhere on the battlefield that is wholly within 6" of any battlefield edge and more than 9" from any enemy models.

BATTLE LENGTH

The battle ends when the Attacker has no models left on the battlefield.

VICTORY CONDITIONS

At the end of the battle, the Attacker rolls a D6 and adds the number of models that have infiltrated past enemy lines to the score. If the result is 10 or more, the Attacker wins a major victory, otherwise the Defender wins a major victory.



CRUCIBLE OF WAR

TARGET OF OPPORTUNITY

The Attacker has identified a valuable target of opportunity, the destruction of which would severely hamper their foes' plans. Launching a sudden and precise assault, they seek to take it down, though doing so will be far from a simple task...

THE ARMIES

Each player must first muster an army from their collection. One player must take the role of the Defender – their army consists of a single **HERETIC ASTARTES HELBRUTE** or **DAEMON ENGINE** model (excluding models with the Lord of War Battlefield Role).

Their opponent takes the role of the Attacker, and their army consists of a single **INFANTRY** unit.

Each player starts with 3 Command Points and every model is treated as a single unit. Players can use the appropriate Stratagems included with this mission.

THE ARMIES (HISTORIC)

If you are using the historic armies that fought in the Battle of Nemendghast, the Defender's army consists of a Venomcrawler.

The Attacker's army consists of an Infiltrator Squad (10 models). In this mission, an Infiltrator Helix Adept can heal any **INFILTRATOR** model within 3" of him, but cannot revive any warriors.

THE BATTLEFIELD

Use the deployment map below to create the battlefield. Note that in this mission, the battlefield measures 24" by 24".

DEPLOYMENT

First, the Defender sets up their model centred on the position shown on the deployment map. Then, the Attacker deploys their army wholly within their deployment zone.

FIRST TURN

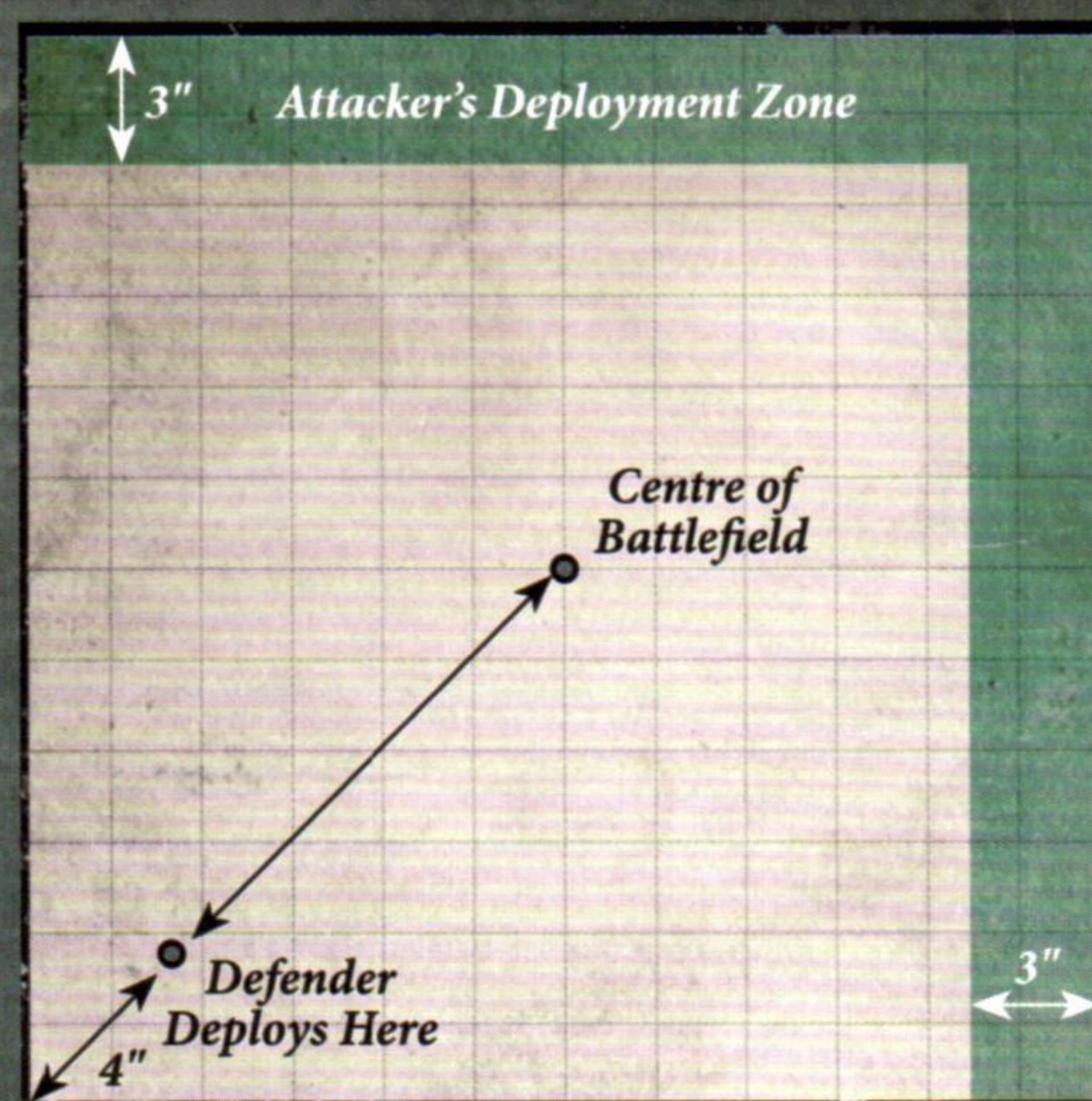
The player whose unit has the lowest Power Rating (or the winner of a roll-off if the units have an equal Power Rating) chooses which player has the first turn.

BATTLE LENGTH

The battle automatically ends at the end of battle round 10, or if one army slays all its foes.

VICTORY CONDITIONS

At the end of the battle, the Attacker wins if the Defender's model has been destroyed. Any other result is a win for the Defender.



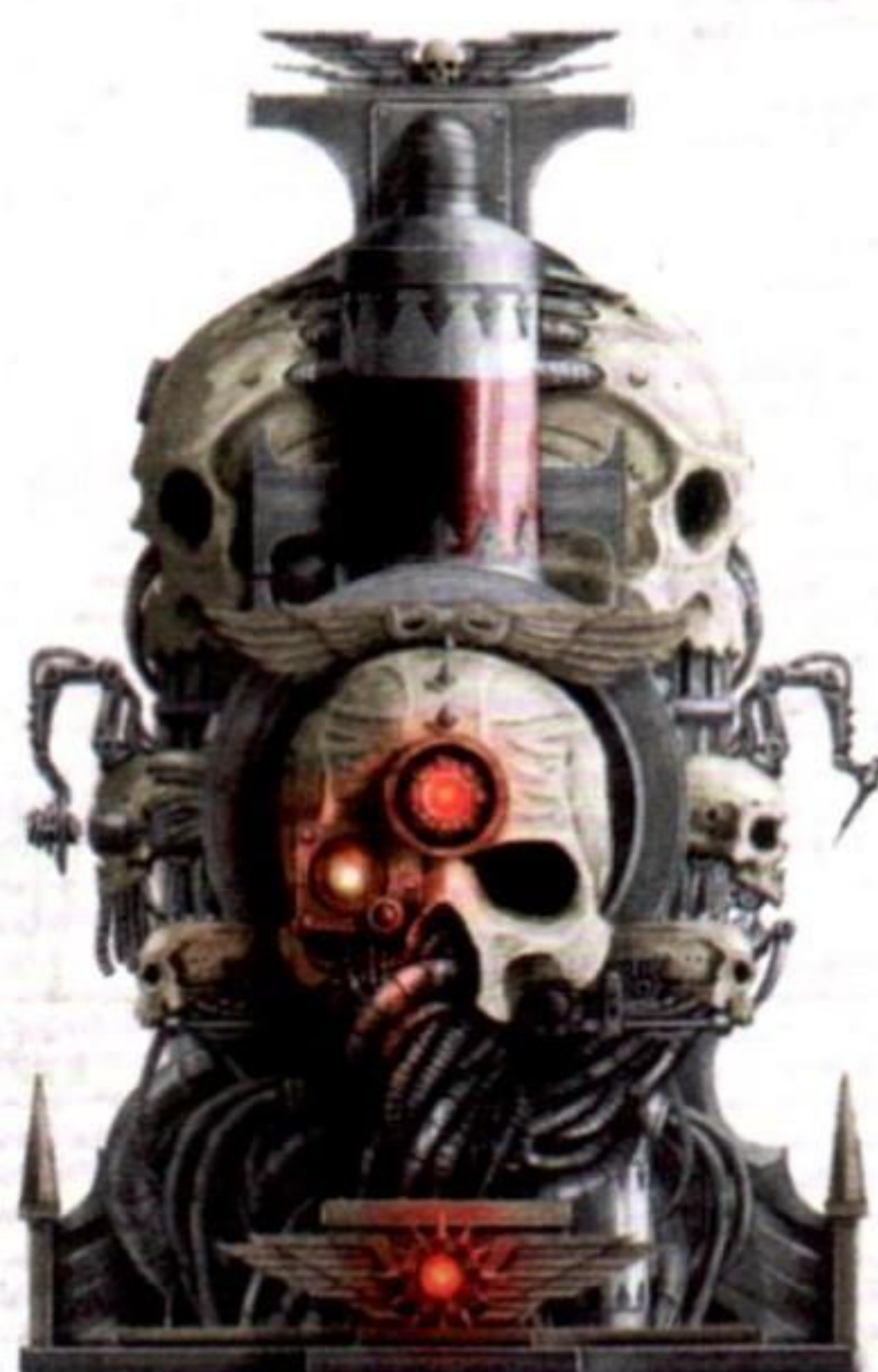
SOLO GAME

Target of Opportunity can be played by one player (i.e. you!). The following rules determine what the Defender's model does during its turn, and you control the Attacker's army.

- If the Defender's model is more than 1" away from any of the Attacker's models at the start of its Movement phase, it will move so that it ends its Movement phase as close as possible to the nearest enemy model. It will not Advance as part of this move.
- If the Defender's model is a **PSYKER**, it will attempt to manifest *Smite* in its Psychic phase if it is within 18" of a visible enemy unit, and it will always attempt to deny the first psychic power manifested by an enemy **PSYKER** within 24" of the Defender's model in the Attacker's Psychic phase.
- At the start of its Shooting phase, the Defender's model will use the Forged to Kill Stratagem provided that there are no enemy models within 1" of it and it has at least one Command Point remaining. It will never use any other Stratagem.
- In its Shooting phase, the Defender's model will fire its weapons, one at a time, starting with the ranged weapon with the shortest range and ending with the ranged weapon with the longest range (it does not have to declare which models it will target first). Each time, it will target the nearest enemy model that is visible to it. If this enemy model is slain, weapons that have not yet fired will then target the next nearest model that is visible to the firer, and so on. If there are any enemy models within 1" of the Defender's model at the start of its Shooting phase, it will only shoot with Pistol weapons that phase (if it has any).
- If the Defender's model is more than 1" away from any of the

Attacker's models at the start of its Charge phase, but within 12" of one or more of them, it will attempt to charge the closest.

- If the Defender's model is charged, it will always fire Overwatch at the charging model, unless there are any enemy models within 1" of it. If the Defender's model is a **CHARACTER**, it will always perform a Heroic Intervention at the end of the Attacker's Charge phase if there are any enemy models within 3".
- When the Defender's model Fights, it will always pile in, and will end this move as close as possible towards the nearest enemy model.
- When the Defender's model fights, it will make its close combat attacks using the melee weapon it is armed with that has the highest Strength characteristic (if it has any weapons that allow the bearer to make any additional attack with them each time it fights, it will also attack with these). If there is more than one enemy model within 1" of the Defender's model when it fights, it will split its attacks as evenly as possible between these models (you decide where excess attacks go, or which models are attacked if there are more models within 1" than the Defender's model has attacks).
- After the Defender's model has made its close combat attacks, it will always consolidate.



STRATAGEMS

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

THE SLAYER OF BEASTS

Attacker Stratagem

Nothing is invincible. Even the most fearsome monsters may be slain.

Use this Stratagem at the start of the Shooting or Fight phase. Until the end of the phase, add 1 to wound rolls made for attacks by the model from your army that is the closest to the Defender's model.

1CP

FORGED TO KILL

Defender Stratagem

This behemoth was created for a single purpose: to utterly obliterate its foes.

Use this Stratagem at the start of your Shooting phase. Until the end of the phase, the Defender's model ignores the penalty to its hit rolls for moving and firing Heavy weapons.

2CP



CRUCIBLE OF WAR

ALL-ROUND DEFENCE

All pretence at stealth is abandoned as alarms blare and gunshots echo across open ground. The Defender takes on the role of the discovered infiltrators, and must hold on against the Attacker's waves of incoming troops until reinforcements arrive.

THE ARMIES

Each player must first muster an army from their collection. One player must take the role of the Defender – their army consists of five **ADEPTUS ASTARTES INFANTRY** units, one of which must be a **CHARACTER**.

Their opponent takes the role of the Attacker, and their army can include two **INFANTRY** units and either one **VEHICLE** or one **MONSTER** model. The Attacker's army cannot contain any **CHARACTER** models. This mission works best if the Power Level of the Attacker's army is higher than the Defender's.

Each player starts with 4 Command Points and every model is treated as a single unit. Players can use the appropriate Stratagems included with this mission.

THE ARMIES (HISTORIC)

If you are using the historic armies that fought in the Battle of Nemendghast, the Space Marines army consists of a Captain in Phobos Armour, a Lieutenant in Phobos Armour, an Infiltrator Squad (5 models), a Suppressor Squad (3 models) and an Eliminator Squad (3 models). The Infiltrator Helix Adept can heal any **INFILTRATOR** model within 3" of him, but cannot revive any warriors.

The Attacker has a Chaos Space Marines army that consists of a unit of Chaos Space Marines (10 models), a unit of Obliterators (2 models) and a Venomcrawler.

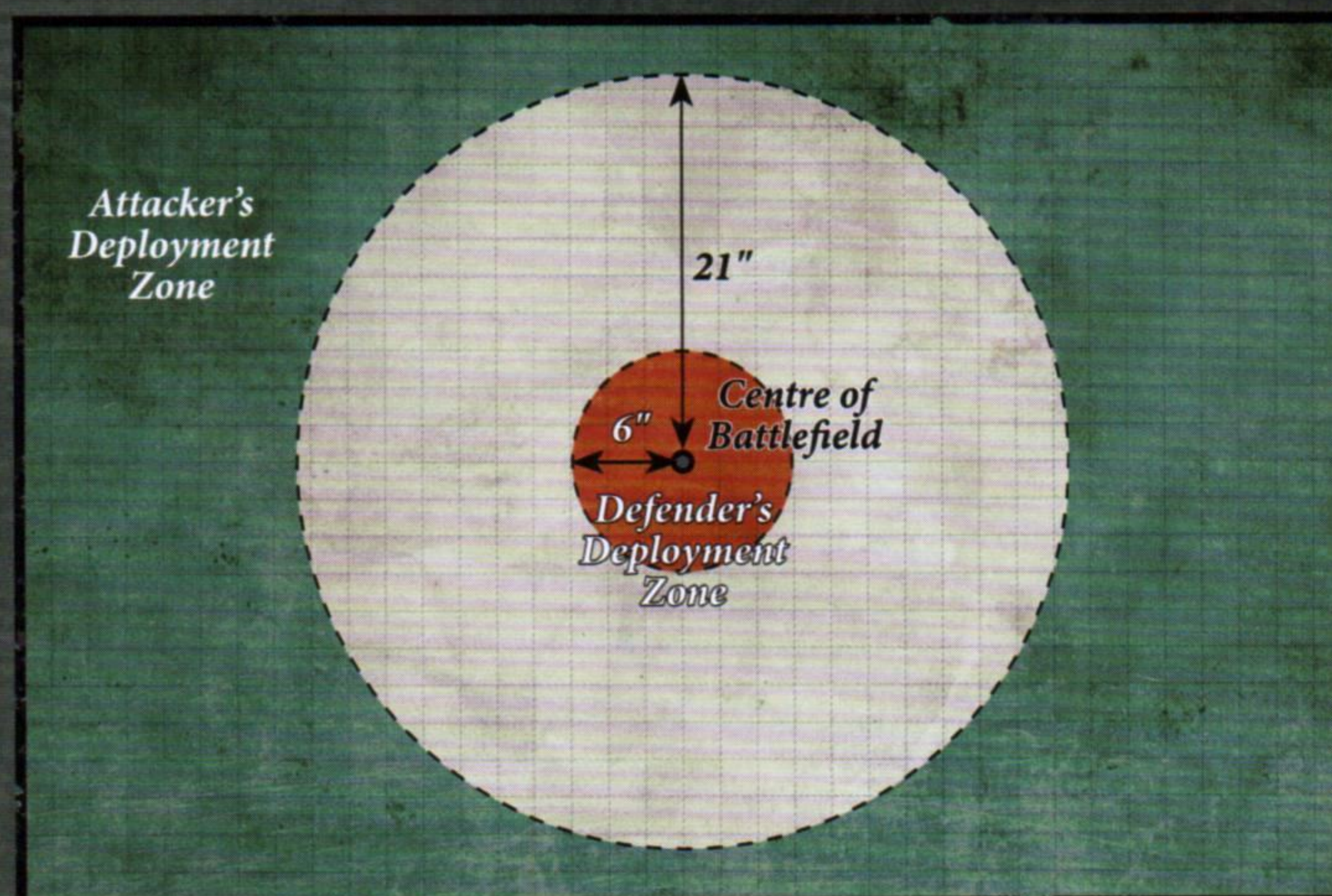
THE BATTLEFIELD

Use the deployment map below to create the battlefield. Place one piece of terrain, such as a ruin, in the centre of the battlefield to represent the cover the defenders are fighting from.

DEPLOYMENT

First, the Defender sets up their army wholly within their own deployment zone. All of the Defender's units that have an ability on their datasheet that allows them to be set-up in a location other than the battlefield must instead be set up there and can only arrive as reinforcements when the Bolster Our Brothers Stratagem is used (see opposite).

Then, the Attacker deploys all the models from one of their **INFANTRY** units (whichever has the lowest Power Rating, or randomly determined if the Power Ratings are equal), wholly within their own deployment zone.



STRATAGEMS

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

1CP

DAWN ASSAULT

Attacker Stratagem

Giving the enemy no time to prepare, the attacker strikes at the first possible opportunity.

Use this Stratagem at the start of the first, fourth or seventh battle round. Until the end of the battle round, subtract 1 from hit rolls made for attacks with ranged weapons that target enemy models more than 12" away from the firing model.

1CP

HUNGRY FOR BLOOD

Attacker Stratagem

Angered by the intrusion into their domain, the attacker seeks to inflict a furious retribution.

Use this Stratagem at the start of your Movement phase. Until the end of the phase, you can re-roll Advance rolls for units in your army.

1CP

BOLSTER OUR BROTHERS

Defender Stratagem

As the enemy closes in on all sides, desperately needed reinforcements attempt to relieve their comrades.

Use this Stratagem at the end of your seventh Movement phase. Select D3 models from your army that started the battle set up in a location other than the battlefield. These models arrive as reinforcements, and each is set up on the battlefield as described in the rule that allowed them to be set up elsewhere.

2CP

BATTLEFIELD RECOVERY

Defender Stratagem

The defenders fight on through grievous wounds, knowing that if they fall, all is surely lost.

Use this Stratagem during the last Morale phase of the third or sixth battle rounds. You can return D3 slain models, other than **CHARACTER** models, to your army. Models that are returned to your army do so with one wound remaining.

FIRST TURN

The Defender chooses who has the first turn.

WAVE ASSAULT

This battle is fought in three waves. Each wave is fought for three battle rounds. At the end of battle round 3, the Attacker's models are removed from the battlefield. The Attacker then sets up all of the **INFANTRY** models from their army on the battlefield, anywhere that is wholly within their deployment zone. This includes any of the Attacker's models that have been slain, and any wounds lost by the Attacker's models are regained (this represents fresh reinforcements). The Defender's army is also set up again, as described in the deployment section, but no lost wounds are regained and no slain models are replaced.

At the end of battle round 6, the Attacking player's models are again removed from the battlefield. The Attacker then sets up the models from their army on

the battlefield, anywhere that is wholly within their deployment zone. This includes any of the Attacker's models that have been slain, and any wounds lost by the Attacker's models are regained. The Defender's army is also set up again, as described in the deployment section, but no lost wounds are regained and no slain models are replaced.

BATTLE LENGTH

The battle automatically ends at the end of battle round 9, or if the Defender has no models left on the battlefield.

VICTORY CONDITIONS

At the end of the battle, the Attacker wins if the Defender has no models left on the battlefield. Any other result is a win for the Defender.



CRUCIBLE OF WAR

VANGUARD ASSAULT

Caught unawares by a sudden and fearsome assault, the Defender stages a desperate defence of their territory against the incoming force. The Attacker attempts to build upon the momentum granted by their sudden strike, blasting their way through the foe before they can regroup.

THE ARMIES

Each player must first muster an army from their collection. One player must take the role of the Attacker – all the units in their army must have the **ADEPTUS ASTARTES** Faction keyword.

Their opponent takes the role of the Defender, and their army can include any models in their collection. This mission works best if the Power Level of both armies is roughly the same.

If a player's army is Battle-forged, they will also be able to use the appropriate Stratagems included for this mission.

THE ARMIES (HISTORIC)

If you are using the armies that fought in the Battle of Nemendghast, the Attacker has a Space Marines army that consists of a Captain in Phobos Armour, a Lieutenant in Phobos Armour, a Librarian in Phobos Armour, an Infiltrator Squad (10 models), a Suppressor Squad (3 models) and an Eliminator Squad (3 models). The Captain in Phobos Armour must be the Attacker's Warlord.

The Defender has a Chaos Space Marines army that consists of a Master of Possession, a unit of Greater Possessed (2 models), a unit of Chaos Space Marines (10 models), a unit of Obliterators (2 models) and

a Venomcrawler. The Master of Possession must be the Attacker's Warlord.

THE BATTLEFIELD

Use the deployment map below to create the battlefield, placing two objective markers as shown.

DEPLOYMENT

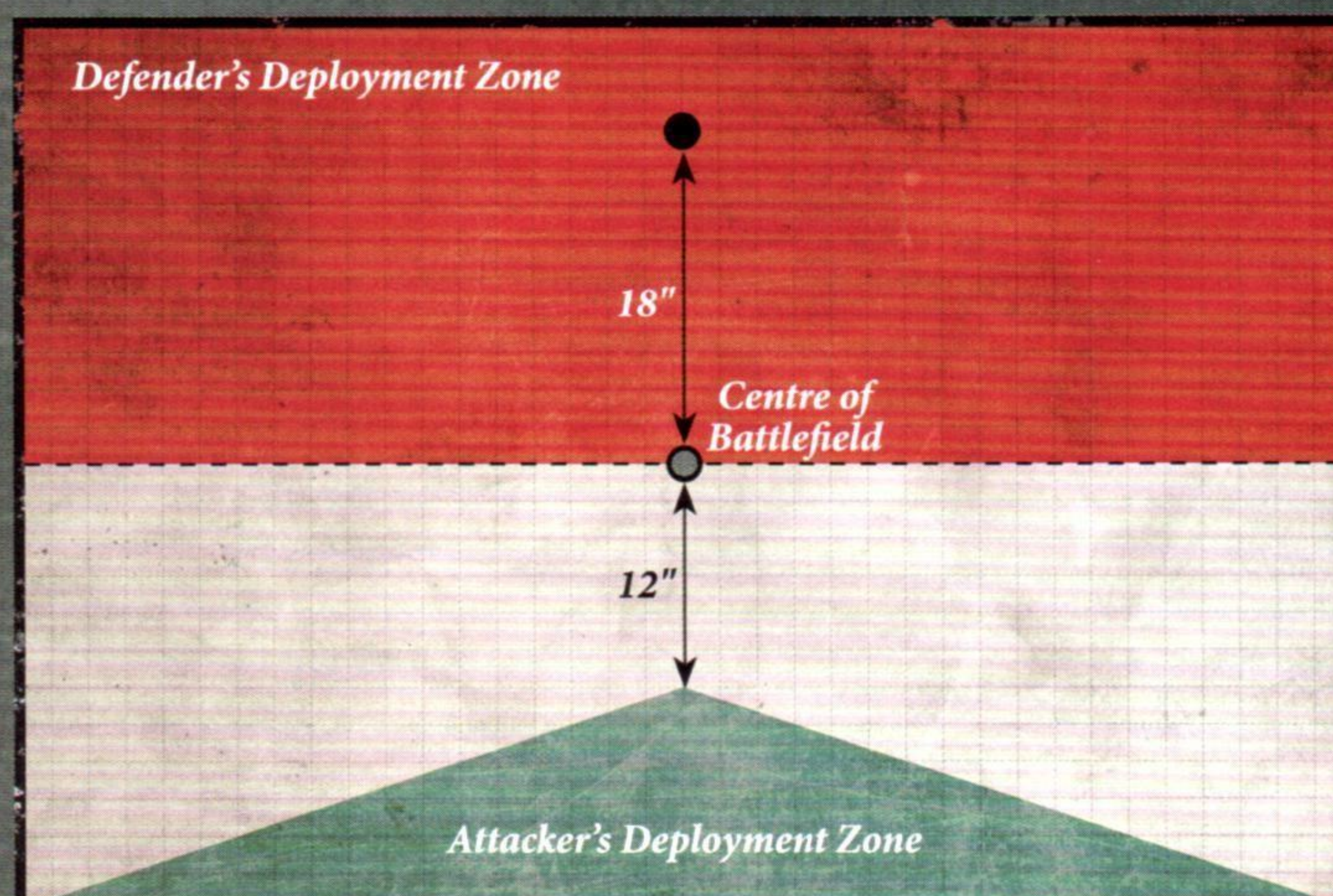
First, the Defender sets up their army wholly within their deployment zone. Then, the Attacker sets up their army wholly within their deployment zone.

FIRST TURN

The Attacker chooses who has the first turn.

SECURE AND MOVE ON

A player controls an objective marker if, at the end of a turn, there are more models from their army within 3" of the centre of it than enemy models. Once a player controls an objective marker, it remains under their control until their opponent controls it, even if the unit that was controlling it moves away or is destroyed.



STRATAGEMS

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

1CP

LIGHTNING ASSAULT

Attacker Stratagem

The sheer speed and ferocity of the assault gives the enemy no time to react.

Use this Stratagem at the start of your Shooting phase. Select a unit from your army. Until the end of this phase, that unit treats all ranged weapons it is equipped with as Assault weapons, and it does not suffer the penalty to its hit rolls for Advancing and shooting them.

1CP

SWEEP THEM ASIDE

Attacker Stratagem

Even as the foe struggles to reform, they are mown down by vicious volleys of fire.

Use this Stratagem at the end of your opponent's Movement phase, after they have set up a unit on the battlefield. Select a unit from your army that is more than 1" from any enemy models. The selected unit can immediately shoot at the unit that has been set up as if it were your Shooting phase.

2CP

REINFORCEMENTS REQUESTED

Defender Stratagem

The situation is becoming desperate, and reinforcements are urgently required.

Use this Stratagem at the end of your Movement phase. Select a unit from your army that has been destroyed and set it up again wholly within 6" of your battlefield edge.

1CP

HOLD YOUR GROUND

Defender Stratagem

The defenders will not give up an inch of ground to their hated foes.

Use this Stratagem at the start of your turn. Select a unit from your army that is within 3" of an objective marker. Until the start of your next turn, add 1 to saving throws (excluding invulnerable saving throws) taken for that unit whilst it remains within 3" of that objective marker.



SURPRISE ASSAULT

Once the first turn has begun, the Defender can only set up one unit as reinforcements on the battlefield each battle round. This includes all units that arrive as reinforcements, such as those set up during deployment in locations other than the battlefield, replacement units that can be set up as the result of the Reinforcements Requested Stratagem (see above) and any new units added to your army through abilities or psychic powers.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7, or if one army slays all its foes.

VICTORY CONDITIONS

At the end of the battle, the player who has the most victory points is the winner. If both players have the same number of victory points, the Defender wins. Victory points are scored for achieving the following:

Take and Hold: At the end of the battle, each objective marker is worth 3 victory points to the controlling player.

No Quarter Given: Each player scores 1 victory point for each enemy unit that is destroyed at the end of the game.

You Made a Mistake Coming Here: If, at the end of the game, the Attacker's Warlord is slain, the Defender scores 1 victory point (in addition to the victory point you score for each destroyed enemy unit).

Into Their Lines: If, at the end of the battle, the Attacker has at least one model within 6" of the Defender's battlefield edge, they score 1 victory point.

CRUCIBLE OF WAR

DARK RITUAL

The sky tears open and lurid, unnatural colours vomit into reality as a vile ritual builds to a crescendo. The Defender must ensure their dark rites are seen through to completion, while the Attacker seeks to disrupt the ritual by any means necessary.

THE ARMIES

Each player must first muster an army from their collection. One player must take the role of the Defender – all the units in their army must have the **HERETIC ASTARTES** Faction keyword.

Their opponent takes the role of the Attacker, and their army can include any models from their collection. This mission works best if the Power Level of both armies is roughly the same.

Each player starts with 3 Command Points, and can use the appropriate Stratagems included with this mission.

THE ARMIES (HISTORIC)

If you are using the historic armies that fought in the Battle of Nemendghast, the Defender's army consists of a Master of Possession, a unit of Greater Possessed (2 models), a unit of Chaos Space Marines (10 models), a unit of Obliterators (2 models) and a Venomcrawler. The Master of Possession must be the Defender's Warlord.

The Attacker's army consists of a Captain in Phobos Armour, a Lieutenant in Phobos Armour, a Librarian in Phobos Armour, an Infiltrator Squad (10 models), a Suppressor Squad (3 models) and an Eliminator Squad (3 models). The Captain in Phobos Armour must be the Attacker's Warlord.

THE BATTLEFIELD

Use the deployment map below to create the battlefield. Place an objective marker in the centre of the Defender's deployment zone to represent the Site of Dark Power. Ensure there are no terrain features within 6" of this objective marker.

DEPLOYMENT

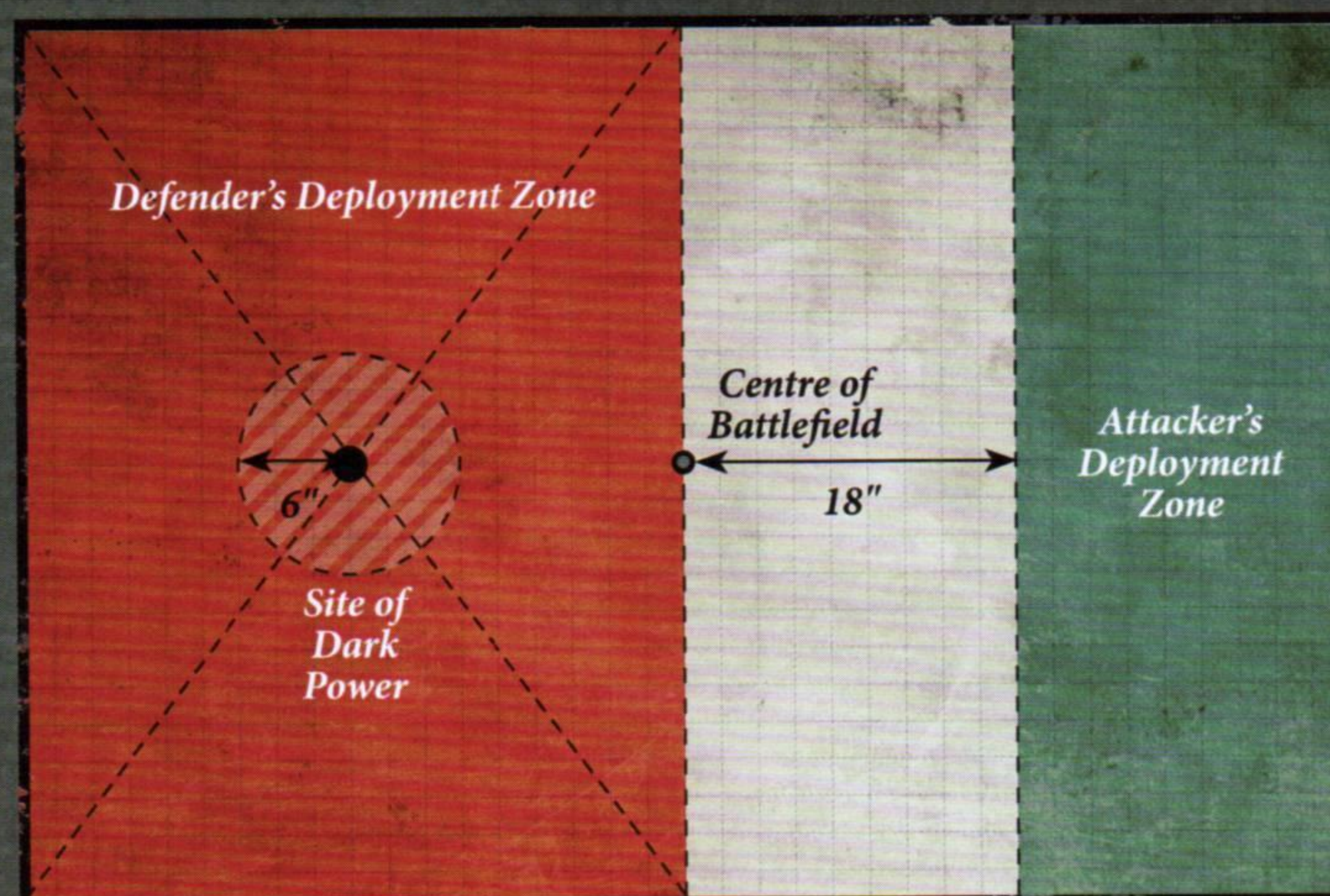
First, the Defender sets up their Warlord within 3" of the objective marker. They then set up the remainder of their army wholly within their own deployment zone. Then, the Attacker deploys their army wholly within their own deployment zone.

FIRST TURN

The players roll-off and the Defender adds 1 to their result; the winner chooses who has the first turn.

SITE OF DARK POWER

CHAOS units have a 4+ invulnerable save while they are wholly within 6" of the objective marker. Invulnerable saves cannot be made for any other units while they are within 6" of the objective marker.



STRATAGEMS

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

1CP

PSYCHIC DISRUPTION

Attacker Stratagem

Risking their mind and their very soul, the psyker attempts to quell the rising tide of madness.

Use this Stratagem in your Psychic phase if a **PSYKER** from your army is within 18" of the objective marker. Roll a D6. On a 1-3 the range of the Site of Dark Power rule is reduced to 3" until the start of your next Psychic phase. On a 4+ the Site of Dark Power rule ceases to apply until the start of your next Psychic phase.

1CP

STOP THE RITUAL

Attacker Stratagem

With the enemy beaten back, all attention is turned towards the destruction of profane symbols and binding stones.

Use this Stratagem if a **CHARACTER** from your army is within 3" of the objective marker and there are no enemy models within 3" of the objective marker. Your opponent immediately loses D6 Ritual Points (to a minimum of 0). You can only use this Stratagem once per turn.

1CP

DAEMONIC REINFORCEMENTS

Defender Stratagem

As the barrier between reality and the warp begins to break down, hideous monsters spill through the breach.

Use this Stratagem when a **CHAOS CHARACTER** from your army attempts to summon a unit to the battlefield using the Daemonic Ritual ability while it is within 3" of the objective marker. If the ritual is successful, the summoned unit can be set up anywhere on the battlefield that is more than 9" from any enemy models, irrespective of the distance from this character.

1CP

SORCEROUS RITUAL

Defender Stratagem

Chanting sickening incantations, the sorcerer tears apart the fabric of reality.

Use this Stratagem at the start of your Psychic phase if a **CHAOS PSYKER** from your army is within 3" of the objective marker. You gain D3 additional Ritual Points. You can only use this Stratagem once per turn.

THE RITUAL

At the start of the Defender's Psychic phase, they must roll a D3 to determine the number of Ritual Points they gain this turn. If the Defender's Warlord is within 3" of the objective marker, they instead roll a D6 to determine the number of Ritual Points they gain this turn. Keep a note of the cumulative number of Ritual Points from turn to turn.



BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7, or if one army slays all its foes.

VICTORY CONDITIONS

At the end of the battle, the Defender wins if the current number of Ritual Points is at least 20. Any other result is a win for the Attacker.



CRUCIBLE OF WAR

BURN AND DESPOIL

In a race against time, the Defender must retake several priceless assets that have fallen into enemy hands before they are destroyed. The Attacker seeks to obliterate or corrupt these treasures, thereby inflicting a grievous wound upon their foes.

THE ARMIES

Each player must first muster an army from their collection. One player must take the role of the Attacker – all the units in their army must have the **HERETIC ASTARTES** Faction keyword.

Their opponent takes the role of the Defender, and their army can include any models in their collection. This mission works best if the Power Level of the Attacker is higher than that of the Defender.

If a player's army is Battle-forged, they will also be able to use the appropriate Stratagems included for this mission.

THE ARMIES (HISTORIC)

If you are using the historic armies that fought in the Battle of Nemendghast, the Attacker's army consists of a Master of Possession, a unit of Greater Possessed (2 models), a unit of Chaos Space Marines (10 models), a unit of Obliterators (2 models) and a Venomcrawler. The Master of Possession must be the Attacker's Warlord.

The Defender has a Space Marines army that consists of a Captain in Phobos Armour, a Lieutenant in Phobos Armour, a Librarian in Phobos Armour, an Infiltrator Squad (10 models), a Suppressor Squad (3 models) and an Eliminator Squad (3 models).

THE BATTLEFIELD

Use the deployment map below to create the battlefield, placing 6 objective markers as shown.

DEPLOYMENT

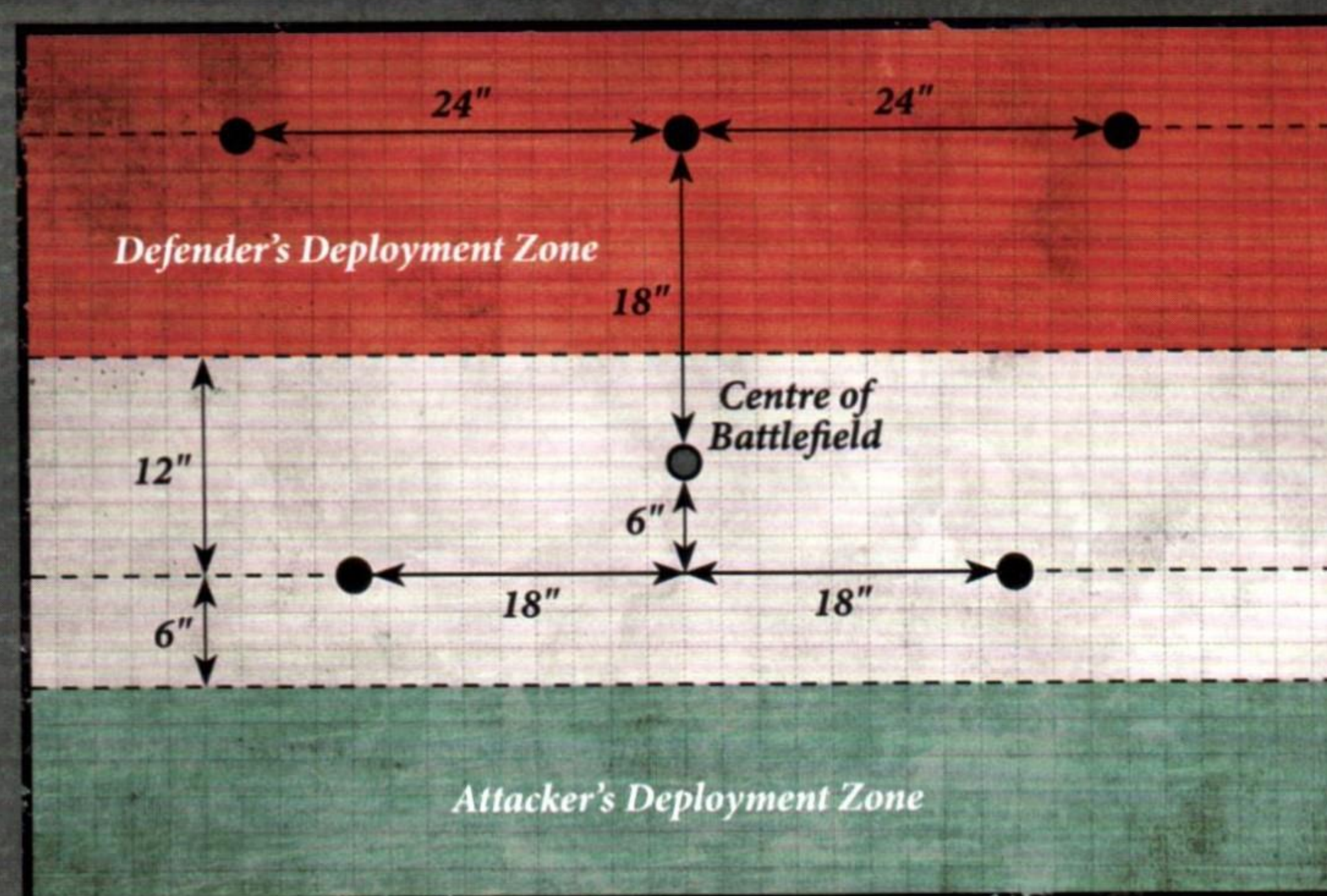
First, the Defender sets up their army wholly within their deployment zone. Then, the Attacker sets up their army wholly within their deployment zone.

FIRST TURN

The players roll off and the Defender adds 1 to the result; the winner chooses who has the first turn.

BURN IT TO THE GROUND

If the Attacker controls an objective marker at the end of any turn, it is destroyed and removed from the battlefield. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does.



STRATAGEMS

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

2CP

OUTFLANKING REINFORCEMENTS

Attacker Stratagem

Reinforcements launch a pincer attack on the enemy's flank, hoping to shatter and pull apart their battle line.

Use this Stratagem when a replacement unit arrives on the battlefield. That unit can be set up anywhere that is wholly within 6" of any battlefield edge, other than the Defender's battlefield edge.

1CP

DISRUPTION TACTICS

Defender Stratagem

Well-timed acts of disruption slow the tide of enemy reinforcements.

Use this Stratagem before the Attacker rolls any dice to see whether they get replacement units this turn. Subtract 1 from all those dice rolls this turn. You can only use this Stratagem once per battle.

2CP

THE WARP IS MY ALLY

Attacker Stratagem

Summoning the unholy power of the warp, the sorcerer blasts through defensive wards.

Use this Stratagem at the start of your turn. Select a **CHAOS CHARACTER** from your army. Until the end of your turn, the Sanctified Wards rule does not apply to this model.

1CP

EMERGENCY POWER FIELD

Defender Stratagem

An inbuilt safeguard is enacted, creating a near impenetrable shield around the target.

Use this Stratagem when an objective marker would be destroyed. Roll a D6; on a 4+ that objective marker cannot be destroyed this turn.



SANCTIFIED WARDS

CHAOS CHARACTERS cannot attempt to summon units to the battlefield using the Daemonic Ritual ability whilst there are at least 3 objective markers remaining on the battlefield. In addition, **CHAOS PSYKERS** must subtract 1 from any psychic test made whilst they are within 3" of the centre of any objective marker.

SUSTAINED ASSAULT

At the end of each of the Attacker's Movement phases, roll a D6 for each of their destroyed units, adding 2 to the result if that unit has the Troops Battlefield Role. On a 4+, immediately set up that unit within 6" of the Attacker's battlefield edge.

The Attacker can also, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or less of their starting number of models (or, in the case of single-model units, a quarter or less of its starting number of wounds). This unit then counts as having been destroyed for all purposes, and so can be brought back into play later as described above.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7, or if there are no objective markers left on the battlefield or one army slays all its foes.

VICTORY CONDITIONS

At the end of the battle, the Attacker wins if there are no objective markers left on the battlefield. Any other result is a win for the Defender.



WAR WITHOUT END

No form of war is unknown in the galaxy. Below you will find an example of an open play mission – A Knife in the Dark – that you can use to start waging war right away with your *Shadowspear* miniatures. You will also find a few ideas below to spark your imagination for other open play battles; you should feel free to use these hooks as the basis of your battles, or simply create ones of your own.

- You uncover a desperately needed cache of munitions, just as the enemy stumbles across the same prize. Race to secure as many supplies as possible.
- An elite force strikes behind enemy lines to assassinate the foe's commanders.
- A group of sappers attempts to sabotage a war factory before it comes online and produces a new legion of war engines.
- A convoy is ambushed – how many of its vital supplies can it escape with?
- Planetary cannons are tearing your assault fleet apart. Silence the guns before it is too late.
- You and your opponent(s) are trying to reach a holy relic; use your fastest units to race across the long battlefield and be first to claim the prize!
- As you signal the attack, your own allies suddenly reveal their traitorous intent and open fire upon your lines. Can you rally to wage a war on two fronts and prevail?
- Your enemy believes their position unassailable. Lead the forlorn attempt to create a breach and bring victory!
- A band of operatives must silence sentries, set traps, and otherwise pave the way for their army's approach.
- Several sentries have gone missing while patrolling a subterranean complex. Investigate and eliminate any threats lurking below the surface.
- A priceless piece of archeotech is lost within these war-torn ruins – your forces must be the ones to discover its location and take it back to your headquarters.
- Your army has secured a xenos artefact of unknown design only to discover that it is in fact corrupted by Chaos – without warning it tears open a rift to the warp through which a legion of Daemons spills forth. Battle the tide and close the rift, if you can...
- You have been entrusted with the life of a dignitary – you must escort them safely across the war zone.
- Snipers and close-quarters fighters come into their own in a claustrophobic battle through the gantries, walkways and smoke-belching machineries of a heavily industrialised zone.
- After months of fighting, the enemy army is on the verge of routing. Break their morale and victory will be assured.

A KNIFE IN THE DARK

Two patrols clash amidst the ruins of a xenos city of unknown origin. Neither eyes nor scanners can pierce the unnatural gloom blanketing the area, so warriors prepare for brutal close-quarters fighting.

THE ARMIES

In order to play this mission, you must first muster an army from your collection. You can include any models in your army, but this mission works especially well when both armies have a roughly equal Power Level.

THE BATTLEFIELD

Create the battlefield and set up terrain. Ensure there are some ruins on the battlefield.

DEPLOYMENT

Once the battlefield has been created, the players roll off. The player who rolled highest divides the battlefield into two equal-sized halves. Then, the player who rolled lowest chooses a half to be their deployment zone; the opposite half is their opponent's deployment zone. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. Models must be set up in their own deployment zone, more than 12" from the enemy deployment zone. Continue setting up units until both players have set up all the units in their army, or you have run out of room to set up more units.

FIRST TURN

The player who finished setting up their army first has the first turn.

BATTLE LENGTH

The battle lasts for five battle rounds, or until one army has slain all of its foes.

UNNATURAL GLOOM

In this mission, enemy models are not visible if they are more than 12" away.

VICTORY CONDITIONS

If one army has slain all of its foes, it wins a major victory. Otherwise, the army that slays the most enemy models wins a minor victory.



WARHAMMER 40,000



THE FORGE INFERNUS MUST FALL!

The precious industrial planet of Nemendghast lies on the edge of the Vigilus System, shrouded by the darkness of the Great Rift. Captain Acheran leads Strike Force Shadowspear on a mission to secure this vital asset, but on the surface of the world they find that the servants of the Chaos Gods have already laid claim to the planet.

Rising up from Nemendghast's ash-choked wastelands is the Forge Infernus, a daemoniac flesh-factory spewing out corrupted war machines and warp-possessed warriors – shock troops for the dreaded Black Legion. Outnumbered and deep in hostile territory, Acheran and Strike Force Shadowspear vow to see the Forge Infernus destroyed, even if it costs them their lives...



INSIDE YOU WILL FIND:

- A history detailing the Battle of Nemendghast and the conflict at the Forge Infernus.
- A branching tree campaign that allows you to stage your own reconstruction of the fierce fighting that took place between Captain Acheran's Vanguard battle-brothers and the Daemonkin forces under the command of the Master of Possession Vorash Soulflayer. Alternatively, you can use the rules provided to play out your own covert missions.
- Unique Stratagems for both Attackers and Defenders, simulating the ebb and flow of battle!

A supplement for

WARHAMMER
40,000

You will need a copy of the *Warhammer 40,000* rules in order to use the contents of this book



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