THE KARNEMAK INCIDENT

HOR

From the memoirs of Abrocor Silanius, Stratego to Lord General Judex Gage, 3rd commander of Imperial Forces during the Espenæs Crusade.

'The Karnemak incident. The Incident at Black Sword. The most bizarre event in a 60 year crusade. We were engaged in fleet/ground operations against the enemy over the hive world of Zagris Tertius. We had just landed a huge force planetside, including over a million men and a score of tank companies. That was when the Hulk appeared. Imperial designation 'Obelisk of Cataclysm' was on our augurs for 9.9 standard minutes and in that time, all of our vox traffic turned into a horrendous howling and baying. 9.9 minutes is a blink of an eye in void combat and the ships in orbit saw little destabilization at the command and control breakdown, but the situation on the ground must have been quite different. When the hulk disappeared, we were unable to re-establish vox connection with ground forces and surface augurs showed that all forces were in severe disarray. 12 hours, 28 standard minutes later, a single vox signal came through.'

My name is Inquisitor Baldasar Drakeholm. Zagris Tertius is hereby declared Perditus et Fatalis. You are to immediately and emphatically destroy any transport currently undertaking from the surface of this world. The fleet is to perform an emergency translation to fallback point 322 zeta for consolidation.

'That was all we got. No one knew what fallback point 322 zeta was, but someone had uploaded it to the navigation cogitators. I won't say what happened there, but from that day forth, every ship had a contingent of Imperial Inquisition operating in the open on board and over a hundred agents that I know of deployed with our ground forces over the course of the campaign.'

A Cooperative Campaign

The Karnemak Incident is a cooperative campaign for Heralds of Ruin Kill Team. Two or more teams will battle their way through hordes of undead to warn high command.

Heralds of Ruin Campaigns

You will need a copy of the Warhammer 40,000 rules, the codex/index for your faction, the Heralds of Ruin opus for your faction as well as the Heralds of Ruin Campaigns supplement. You might eventually also need the Legendary Weapons supplement.

CAMPAIGN SPECIAL RULES

Morale

There is nowhere to run in the nightmare of Zagris Tertius. Subsequently, cooperative missions follow all of the rules for routing, except as follows:

In the case of a failed rout test, all models on that kill team suffer -1 to all hit rolls for that turn. At the beginning of the next friendly turn, roll again. If the test is successful, the team has rallied and returns to normal. If not, the misery continues.

Target Priority

You may ignore the target priority rules found in the Shooting phase of Heralds of Ruin: Kill Team base ruleset. Characters may still not be targeted unless they are the closest model, unless a special rule states otherwise.

Tactical Points

Since there is no opponent, each player is awarded 3 tactical points in each mission by default before applying rules from philosophies or factions. These tactical points can be used after a mission to re-roll injury rolls.

Long Range Operations

At the start of the campaign, no Kill Team may be more than 200 points. Kill teams will not take anything they cannot easily carry or use, so a kill team may save up to half of the reinforcement points earned between missions. Unless specified otherwise, no kill team may include a vehicle, monster or transport.

Survive and Scavenge

Kill Teams are constantly finding survivors, hold-outs and scavenging discarded equipment along their way. In this way, they may replace losses and even improve equipment during the campaign, though unless stated otherwise, they may never purchase a Nomad.

Total Infrastructure Breakdown

Since there is no base to return to, the maximum kill team size over the course of the campaign is automatically 500 points of bitter, embattled survivors. Grenades and ammo used in fights are replaced automatically; this is factored into the RP reward for taking part in a battle. The default campaign document assumes that you are using the following optional rules:

- Transports
- Nomad Battle Honours
- Cooperative Battle Honours
- Legendary Weapons

Help is Not Coming

Unless otherwise specified, no model may be set up after deployment and models which have rules that allow them to be set up anywhere on the table may not do so. **The only way to be removed from the table is to leave via an exit zone, mission rule or as a casualty.**

Overwatch

Between limited ammo and fatigue, the rules for Overwatch are changed as follows: once a model has been based by one or more enemy models, after all enemy models have moved, it may fire overwatch once, removing multiple charging models within 6" of the initial target per the basic Kill Team rules. A model may only fire overwatch once per turn.

Harder Campaign

Think you're a badass? Have an unstoppable kill team? Cool. You can increase the difficulty by adding a d6 to each player's spawn roll. This means more undead and a higher chance of ascended undead. If *that's* not enough, you can reduce the total tactical points each player has available to 1.

Optional Rules

Difficulty – Think you're a badass? You can increase the difficulty by adding a d6 to each player's spawn roll. This means more undead and a higher chance of ascended undead.

Deep Strike – Models which can start the game in reserve and be placed on the battlefield later may not do so in this campaign, despite players having to pay points for those abilities. Units which have, as part of their normal rules, the ability to deploy somewhere other than their deployment zone gain an additional 5 RP per model at the end of the first mission.

THE UNDEAD

Undead Psychology

Undead do not register any level of casualties and are therefore immune to the effects of morale.

Tactically Careless

A model with this special rule can never claim a bonus from cover. Note that some forms of ascended undead do not have this rule. If an undead model is charged, all undead within 2" of the charged model will attempt to pile in to make base to base contact. If they will not reach base to base with the model that initially charged, then they do not move. If a weapon with a random number of shots is used against the undead, you may always roll an additional die and choose the highest result.

Ascended Undead

Whatever is creating this undead affects some people differently. These undead are exceptionall powerful and dangerous. Ascended undead are spawned whenever a player rolls a double on the spawn dice. Multiple doubles spawn multiple ascended undead, though triples do not do anything special.

Spawning the Ascended

When it is time to spawn an ascended undead, roll on the following table:

D6 Roll	Spawn:
1	Mother
2	Brute
3	Stalker
4	Retch
5	Banshee
6	Roll to spawn two ascended undead, re-rolling further 6's.

Undead Behavior

A unit with this special rule is moved using the following rules during the enemy turn:

1. **SWARM** – Move the undead closest to a player-controlled model. Each model will move by the shortest possible route toward the nearest player-controlled model. They are not slowed by difficult terrain, though they will move around dangerous terrain and obstacles more than ½ high (note this typically means that undead will not leap through windows) by the shortest route that will take them into contact with a player-controlled model. Undead will always pass the roll to climb and will not jump. Undead will never run off ledges trying to get to player-controlled models. After the closest undead has been moved, move on to the next closest undead unit, repeating these steps until all undead units have moved. You will find it will be easier to move spawned groups together as though they were a unit, but distance to player-controlled models may split these groups, so don't get attached to the idea of them being a unit. Undead do not advance; this is factored into their move.

2. **SPAWN** – Each player rolls dice as detailed by the mission and places that many undead in a spawn zone determined by rolling a further d6. Place each undead on the corresponding spawn point and move it as with Swarm. For each double rolled by a player during the Spawn phase, in addition to the undead spawned normally, an ascended undead has also appeared on the battlefield. Ascended undead are spawned in the same way as regular undead. For speed, you should place the lead undead from a swarm and trail the rest out behind it with each having moved as far as it can. If, even after this, you cannot place any more undead at that spawn zone (such as if it is blocked by player-controlled models), do not place these excess undead and instead generate d3 ascended undead. If even these cannot be placed, place them as close to the center of the table as possible and move them as though by Swarm.

3. **SHOOT** – Choose the undead unit with ranged weapons that are in range, line of sight and closest to a player-controlled unit. Once this is resolved, move to the next closest undead unit with a ranged attack and repeat these steps. Repeat this step until all units with ranged weapons have shot.

4. **FEAST** – After all undead models have shot, roll 2d6. This is the maximum charge distance for all undead on the table. Move the charging model that is closest to a player-controlled model as far as possible to get into base to base contact (or as close as you can so long as the undead had enough movement to make base contact). If, because undead are blocking each other, another player-controlled model within range becomes closer, then move the next closest undead to attack that model. Undead which cannot reach base contact with a player-controlled model count as having failed their charge and do not move. Once all undead have moved into combat, resolve the assault as normal, following the steps in the Warhammer 40,000 Rulebook. Undead are not terribly bright, so you can choose fights in whatever order benefits your kill teams, though you still have to abide by the restrictions in the rulebook (such as fighting first in the turn they charge. Undead will always pass the roll to climb and will not jump. Undead will never run off ledges trying to get to player-controlled models. Undead never consolidate or pile in; they are too busy feasting. Note that, in general, no undead unit may charge on the turn that it was placed.

THE SHAMBLING HORDES

Standard Undead

These shambling abominations shuffle forward uncertainly, knowing only that they want to taste the flesh of the living.

Level 1: Restless Undead									
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Restless Dead	8"	5+	-	3	3	1	1	5	5+
RULES	-Undead Psychology -Tactically Careless -Undead Behavior								

ATTACKS	Name	Rng	Type	Str	AP	Dmg	Notes
	Distended Claws	-	Melee	User	-	1	

KEYWORDS	Infantry, Undead

More whole and purposeful than their restless brethren, these undead have a hateful fire in their dead eyes.

Level 2: Cursed Undead									
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Cursed Dead	8"	4+	-	3	3	1	2	6	5+
RULES	-Undead Psychology -Tactically Careless -Undead Behavior								

ATTACKS	Name	Rng	Type	Str	AP	Dmg	Notes
	Distended Claws	-	Melee	User	-	1	

KEYWORDS	Infantry, Undead

Clearly made from the bodies of Zagris's defenders and former guardsmen alike, they mutter words they knew in life.

Level 3: Ravenous Undead

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenous Dead	8"	3+	-	4	3	1	2	8	5+

RULES	-Undead Psychology -Tactically Careless -Undead Behavior

ATTACKS							

Name	Rng	Type	Str	AP	Dmg	Notes
Ragged Claws	-	Melee	User	-1	1	If a wound roll using this weapon rolls a 6, resolve the attack at AP -3

KEYWORDS	Infantry, Undead

Monstrous, corded undead made large by feasting on the living; they are almost impossible to kill and hit like mag trains.

Level 4: Forsaken Undead

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Forsaken Undead	8"	3+	-	4	4	1	3	10	5+

RULES	-Undead Psychology -Tactically Careless -Undead Behavior

ATTACKS							

Name	Rng	Type	Str	AP	Dmg	Notes
Ragged Claws	-	Melee	User	-1	1	If a wound roll using this weapon rolls a 6, resolve the attack at AP -3

KEYWORDS	Infantry, Undead

Ascended Undead

'We always knew when the mothers was comin'. The risen always got so quiet, and respectful like they was waiting for her to say something. 'Course they never did. The hardest part was how they looked. Always a beautiful young woman. – Stojan Dhariwal, Karnemak Survivor.

Mother

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mother	8"	3+	-	4	4	2	2	10	4+

RULES	
	-Undead Psychology -Tactically Careless -Undead Behavior -Aura of Undeath: All undead units within 18" of one or more models with this rule improve their armor saves by 1.

ATTACKS	

Name	Rng	Type	Str	AP	Dmg	Notes
Ragged Claws	-	Melee	User	-1	1	If a wound roll using this weapon rolls a 6, resolve the attack at AP -3

KEYWORDS	Infantry, Undead, Character, Mother

'The first time we fought a brute, it came through a ferrocrete wall and punched the Chimera off it's right track. The Enginseer says it took 53 standard seconds to kill with over 40 lasrifles and a multi. His report never mentioned the 14 boys fresh from replacement detachment that it tore apart. -Sgt Josué Serviora, 33rd Antarok Royals

Brute

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Brute	8"	3+	-	7	6	5	3	10	3+

RULES	
	-Undead Psychology -Tactically Careless -Undead Behavior -Smash: This model can (and will) move through walls and obstacles to get to player-controlled models.

ATTACKS	

Name	Rng	Type	Str	AP	Dmg	Notes
Ragged Claws	-	Melee	User	-1	1	If a wound roll using this weapon rolls a 6, resolve the attack at AP -3

KEYWORDS	Infantry, Undead, Brute

'Yes, sir. I said undead xeno-forms; the whole sump is full of them. Sneaky buggers had gotten through our las-nets and spider turrets by removing their own legs and then re-growing them after eating our sentries. It was not a great day to be in the 808th, sir.' – Testimony of Corporal-Adjutant Davin Solazzo at the court martial of Captain Karys Fikret, R Co, 808th Merican Fusiliers.

Stalker

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stalker	12"	2+	-	4	4	2	3	10	5+

RULES	-Undead Psychology -Undead Behavior -Freakish Reflexes: Units targeting the stalker with ranged or close combat attacks are at -1 to hit.

ATTACKS	Name	Rng	Type	Str	AP	Dmg	Notes
	Ragged Claws	-	Melee	User	-1	1	If a wound roll using this weapon rolls a 6, resolve the attack at AP -3

KEYWORDS	Infantry, Undead, Stalker

'The primary indicator of a retch is coughing or vomiting sounds. Their distended bellies may look disgusting, but the effects of their corrosive vomit are noticeably more so. Oh, watch out. When they die, their bodies undergo a kind of pyrosis. Basically, they explode.' – Roald Scayle, Ordo Xenos Acolyte.

Retch

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Retch	8"	3+	3+	4	4	2	2	10	5+

RULES	-Undead Psychology -Undead Behavior -Vile Chemistry: When the retch loses its final wound, all models within 3" (friend and foe) take a single hit as though from retch vomit.

ATTACKS	Name	Rng	Type	Str	AP	Dmg	Notes
	Ragged Claws	-	Melee	User	-1	1	If a wound roll using this weapon rolls a 6, resolve the attack at AP -3
	Retch Vomit	8"	Assault d6	5	-1	1	This attack hits automatically.

KEYWORDS	Infantry, Undead, Character, Retch

'I don't care what you heard, Guardsman. It ain't a banshee. How do I know? 'Cuz you ain't got a nosebleed. 'Cuz you're still standin' up and waggin' yer meat flaps at me. Now, pay attention. The bolt carrier seats in the receiver like so…' – Primus Sergeant Mattheson, 3rd Recon section, Krolak 94th.

Banshee									
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Banshee	8"	3+	3+	4	4	2	2	10	5+

RULES	-Undead Psychology -Tactically Careless -Undead Behavior -Dolorous Wail: Player-controlled models reduce both their WS and BS by 1 each while they are within 18" of this model.

ATTACKS							
	Name	**Rng**	**Type**	**Str**	**AP**	**Dmg**	**Notes**
	Ragged Claws	-	Melee	User	-1	1	If a wound roll using this weapon rolls a 6, resolve the attack at AP -3

KEYWORDS	Infantry, Undead, Character, Banshee

RUNNING THE CAMPAIGN

Spawn Zone

A spawn zone is a 3x5 area in which undead are placed. They can be placed anywhere in the 3x5 area by whomever is placing them. A spawn zone counts as an objective for abilities which are triggered by objectives.

Exit Zone

A model may leave the table (and survive) at the beginning of any player phase in which it is touching an exit zone. It can leave even if it is falling back, pinned or locked in combat. If it is part of a unit, only one model from the unit needs to be touching the exit zone. An exit zone counts as an objective for abilities which are triggered by objectives.

Marker

There are several kinds of markers, none should be larger than 3”x3”. To interact with a marker (other than to shoot it) a model must be in base to base with the marker. A marker is an objective for abilities which are triggered by objectives.

Huge Kill Teams

500 points max can mean a lot of models for some factions. Particularly when there are 2+ kill teams, you may need to move a deployment zone out 3” to fit all of them.

Notes on Terrain

Normally in Heralds of Ruin: Kill Team, there is no such thing as too much terrain. In playtesting Karnemak we found this can make the game unplayable with the rising number of undead on the table. Typically, you would want enough terrain to fully cover ¼ of the table and no more. The later missions asume that the kill teams are in a city, but do not be deterred if you have no city terrain. The undead do not care if they are scuttling over VHS tapes, DVDs, books or even rocks you found outside.

Terrain and Zone Markers

When setting up the table, it is beneficial to the flow of the game that all spawn and exit points be on the lowest level with no other terrain features within 3” of them if possible. If the table is static, you might need to make some adjustments in house rules or even move the zones so they are accessible to all models on a kill team (bikes, for example, can’t go on rooftops). In general, all zones, unless prevented by mission or campaign rules, should be accessible to all types of units.

Doors and Gates

A door or gate marker is an area up to 3x5”. **A marker of either type is a structure with toughness 6, wounds equal to three times the number of players and a 3+ armor save.** It can be shot, but only if the shooting model is within 12”. Gates are hit automatically in close combat. Models assaulting a gate are never considered to be locked in combat with it and are free to move away in their movement phase (even if only to charge it again). No model may move past or go around a gate and it is impassable until it is breached.

Survivors and Nobles

Several missions add extra models to your kill team. In such missions, these models are added to your team under your control. They do not unlock any actions or stratagems nor do they count against any maximums.

This bedraggled survivor wears scavenged armour and carries a low-quality weapon like someone who is only now beginning to realize how it works. Survivors jump at every sound and are only barely less terrified of the kill teams than they are of the undead.

Survivor									
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Survivor	6"	5+	5+	3	3	1	1	5	5+
RULES		-Galaxy of Nightmares: This model will always attempt to fall back from close combat and will flee its full movement directly away from its assailants. -Civilian: This model takes up two spaces in a transport.							

Name	Rng	Type	Str	AP	Dmg	Notes
Salvaged Autocarbine	18"	Assault 1	3	-	0	

KEYWORDS: Infantry, Survivor, **Imperium**

Decked out in the most outrageous armour and carrying the weapons one imagines of a duelist-dilettante. Even in the face of rampaging hordes of undead, they make jokes and compare swords. In the press of battle, they banter about bedroom conquests and how rich they are. Only when they are screaming for their bodyguards while being pulled apart by vicious undead do they realize that here, their privilege and wealth cannot protect them.

Noble									
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Noble	6"	3+	3+	3	3	2	2	6	4+
RULES		-Ignorant Bravado: Karnemak's nobles are terrible at taking orders and, even in the middle of the nightmare they find themselves playing games of brinksmanship with each other. Noble Survivors are immune to morale, may never fall back and will always consolidate 6" toward the nearest enemy unit.							

Name	Rng	Type	Str	AP	Dmg	Notes
Power Sword	-	Melee	User	-3	1	
Bolt Pistol	12"	Pistol 1	4	-	1	

KEYWORDS: Infantry, Noble, **Imperium**

Mission 1 – A Meeting of Minds

Kill teams meet under in the pale moonlight. Are they exchanging prisoners? Wounded? Insults? History will never know. Before they can even begin to conduct their business, the restless dead attack. The kill teams must escape, but which way?

Deployment

All kill teams deploy within 6" of the center of the table.

First Turn

The Undead will have first turn.

## Undead

All undead in the first mission are Restless Undead. Roll 2d6 when spawning undead.

The Way Out

Models must search spawn zones to see if they lead out of the ruins. A model touching a spawn zone On a 1-5, nothing happens. On a 6, flip the spawn zone over or replace it with an exit zone card; undead cannot spawn here anymore (re-roll the location of spawns in that zone). If 5 of the spawn zones have been searched, the 6th is automatically the way out and is treated as if it had rolled a 6 even if no player-controlled models are touching it.

Ending the Game

The game can end whenever the players agree that it should end after at least one model has left the table through the exit zone.

Action	RP
Took Part	20
Killed 5+ Ascended Undead	5
Killed one or more Ascended Undead on the turn after it spawned	5
No one left behind	5
Each spawn zone checked	5 ea

Mission 1 - A Meeeting of Minds (4x4)

1

24"

6

2

6" Player Deployment Zone

5

3

16"

4
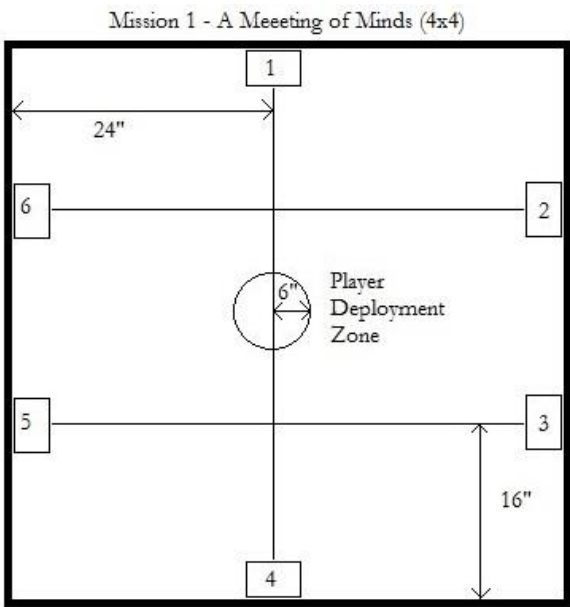
Mission 2 – Escape Corridor

Still bound together by wretched fate, kill team forward operators believe they have found a corridor back to a fortified location. All you have to do is cross an area swarming with vengeful dead.

Deployment

All teams deploy within 8" of the short table edge opposite the exit zone.

First Turn
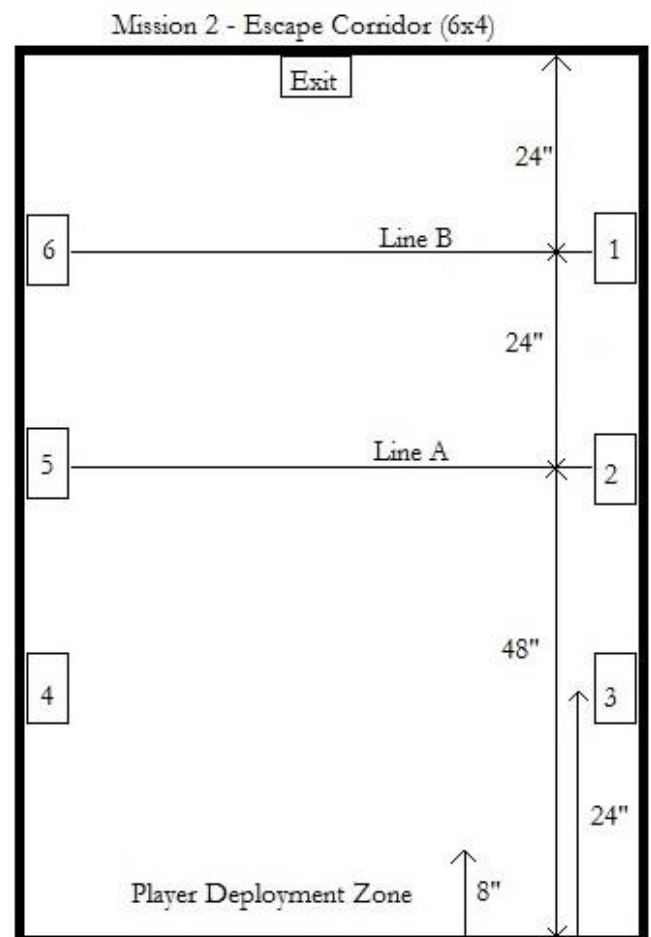
The kill teams will have the first turn.

Undead

Roll 3d6 when spawning undead. All undead spawned start as Restless Undead. After a single player-controlled model has passed the mid-point on the table (A in the diagram), all undead on the table and subsequently spawned are Cursed Undead. When any model passes the second line (B) 18" from the short edge containing the exit zone, roll an extra die when spawning undead.

Ending the Game

The game can end whenever the players agree that it should end after at least one model has left the table through the exit zone.

Action	RP
Took Part	20
Killed 5+ Ascended Undead	+5
Killed one or more Ascended Undead on the turn after it spawned	+5
No one left behind	+5
Blocked a spawn zone such that no undead could spawn	+10

Mission 2 - Escape Corridor (6x4)

Mission 3 – Crisis Cult

From your safe house, you notice an acolyte of some obscure Imperial sect walking through the droning hordes of undead. They seem to ignore him. Intrigued, you gather your kill teams and follow him to a cult base deep in the heart of the city. You know there is some kind of leader inside and the body of an Imperial Inquisitor is hung outside for all to see. This should be interesting.

Deployment

All kill teams deploy within 12" of the lower right-hand corner of the table as shown in the diagram. There should be a building in the center of the table roughly 8"x8".

First Turn

Since they are the attackers in a raid scenario, the first turn goes to the players.

Undead

All undead spawned are Restless Undead. After the cult leader is deployed, all undead on the table and all subsequently spawned become Cursed Undead (modified by the presence of a cultist, of course). Roll 3d6 to spawn undead.

Cultists

Both cultists and cult leaders behave in the same way as the undead, within the restrictions noted in their unit entry. A cultist will never leave the cult leader's unit unless it is as a casualty. See the Cult Leader's rules below for instructions on how to deploy it.

Ending the Game

The game ends whenever the players agree, but cannot end if the cult leader has not been killed.

Special Reward

After the mission is over, the players must each roll a die until they all have different numbers. From highest to lowest, this is the order in which each player may choose the cult leader's void blade, rosarius or archaeotech pistol. If there are less tan three players, the excess ítems are considered to have been destroyed. The chosen ítem can be given to anyone in the kill team and does not take the place of a weapon already carried.

Action	RP
Took Part	20
Killed 5+ Ascended Undead	+5
Killed one or more Ascended Undead on the turn after it spawned	+5
No one left behind	+5
Blocked a spawn zone such that no undead could spawn	+10

Mission 3 - Crisis Cult (4x4)

Cult Leader

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cult Leader	6"	3+	3+	4	4	*	3	10	4+

RULES	-**Cult Leader**: The cult leader's unitis not deployed until a model enters the building in the center of the table. The cult leader's unit may only be targeted by a model that is inside or touching the building in the center. The cult leader's unit will not leave the building for any reason. When the cult leader's unit is deployed, immediately roll 2d6 for each spawn zone near the central building, place that many undead into each respective spawn zone. They may assault during the subsequent undead turn. Plan accordingly. -**Rosarius**: This model has a 4+ invulnerable save. -**Cult Leader Wounds**: This unit has wounds equal to twice the number of players.

ATTACKS	Name	Rng	Type	Str	AP	Dmg	Notes
	Darkvoid Blade	-	Melee	+2	-3	2	
	Archaeotech Pistol	12"	Pistol 1	6	-2	2	

KEYWORDS	Infantry, Cultist, Character, Cult Leader

Cultist

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cultist	6"	4+	4+	3	3	2	1	8	5+

RULES	-**Masters of Undeath**: Whilst within 12" of one or more cultists, all undead are considered one level more powerful (Restless -> Cursed -> Ravenous -> Forsaken). Cultists follow all the rules for Undead Behavior and act as undead characters. -**Chosen of the Master**: When the cult leader is deployed, deploy 5 cultists per player with him in a unit.

ATTACKS	Name	Rng	Type	Str	AP	Dmg	Notes
	Cult Blade	-	Melee	+1	-1	1	
	Hot-Shot Laspistol	12"	Pistol 1	3	-2	1	

KEYWORDS	Infantry, Cultist

Mission 4 – Shopping Spree

The Kill teams manage to recover Inquisitor Drakeholm's effects. Among them is a servo-skull which has a message with the details of the undead plague embedded in its cogitators. It contains the location of a powerful backup-transmission array left over from the dark age of technology and the initial founding of Zagris's primary hive, Karnemak. The undead seem to be getting stronger and with no word from orbit or planetside, it seems your only choice is to warn your leadership of the Inquisitor's last message. There is a mag-lev train that can cross the ocean to get you to Karnemak, but the tracks are damaged and teeming with powerful undead. The teams decide to raid a nearby Arbites lock-up facility for its wealth of confiscated xeno-tech, weapons and equipment before heading into a major population center.

Deployment

All fighters must deploy in the central building. Some fighters must be earmarked to search the vaults; these models are not deployed and will never appear in the game. Choose wisely.

First Turn

The undead will have the first turn.

Undead

All undead spawned are Restless Undead. When a player accumulates 40 Requisition, all undead on the table and all those subsequently spawned are Cursed. Roll 3d6 when spawning undead.

The Vaults

Up to half of a team's members can be assigned to search the vaults. These models are not deployed and will never be on the table. At the end of each player turn, each model searching the vaults adds 5 Requisition to the pool. Then roll a die for each model searching; on a 5+, that model will add a further 5

Requisition to the pool. Each player will keep his or her own pool. The rest of the teams will defend the vault door which is located at the center of the table.

The Vault Door

The formerly impregnable outer doors have been slightly damaged by the teams' initial efforts to open them. The entrance is a **Toughness 5 structure with 3 Wounds and a 4+ armor save** that is immobile and hit automatically in close combat. It counts as a living, player controlled model for the purposes of undead targeting and attacking it.

Ending the Game

The game will also end immediately if the door to the vault loses its final wound. Finally, the game will end when any player's Requisition pool maxes out at 80.

Nomadic

After this mission, kill teams may purchase Nomad transports and vehicles that are normally available to their factions.

Action	RP
Took Part	20
Killed 5+ Ascended Undead	+5
Cleared all undead from the table at least once.	+5
No one left behind	+5

Mission 4 - Shopping Spree (6x4)
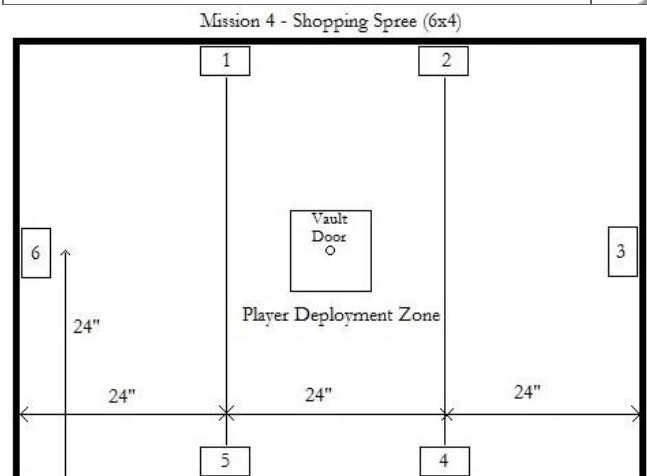
Mission 5 – Night Train

Run, run, run with the railroad,

Get out of their sight.

When the engine turns,

Then you got to move on,

And you got to move on at night. – Ancient Terran Ballad (The Railroad by Goodnight, Texas)

The teams, now armed to the teeth, set out for the world's primary hive, Karnemak. The city is a continent away, but there is a mass-conveyor train used to move the world's enormous migrant worker population and their equipment between the hives. Arriving at the station, the teams note that the train is powered down and there is debris on the mag-track. Worse, the remains of the station are crawling with undead.

Deployment

Teams are deployed within 12" of the lower right corner of the table.

First Turn

The kill teams will have the first turn.

Undead

The undead here are automatically Cursed Undead. After either objective is reached, all undead on the table and all those spawned thereafter are automatically Ravenous Undead. <u>For this mission undead can charge on the turn that they spawn.</u> Roll 4d6 when spawning undead.

Powering the Train

Only one model touching the power station may attempt to power up the train in lieu of making a shooting attack. Roll a d6 and add the number of previous attempts to power the train. If the total equals 12 or more, then the train is powered. If the

model attempting to power on the train has an ability which lets them repair vehicles, they may re-roll the die to power the train.

Clearing the Debris

The debris can be represented by a counter or a 3x5 card (or an actual stack of debris). It is a **Toughness 6 structure with wounds equal to five times the number of players and a 4+ armor save**. It can be shot, but only shooting that originates from within 12" of the marker will affect it. Models attacking a structure in assault are never locked in combat and are free to move away in their movement phase (even if it's just to charge it again).

Ending the Game

Once the debris is cleared *and* the train is powered up, the mission is won and all models currently on the table are assumed to flee pell-mell toward the train as it shudders into motion.

Action	RP
Took Part	20
Killed 5+ Ascended Undead	+5
Killed one or more Ascended Undead on the turn after it spawned	+5
No one left behind	+5
Completed both mission objectives within 1 turn of each other.	10

Mission 5 - Night Train to Karnemak (6x4)
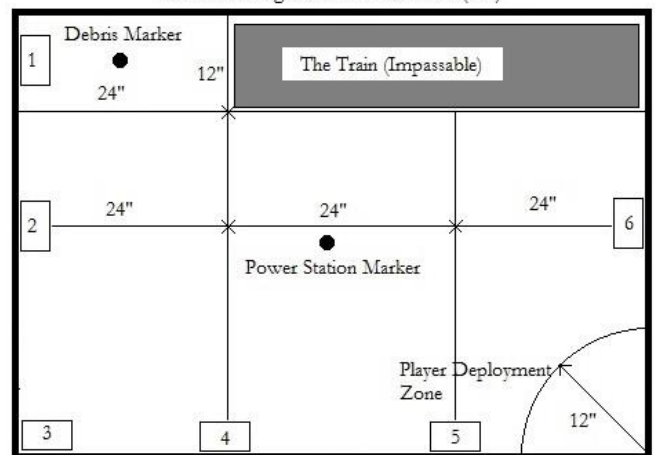
Mission 6 – Survivors

The mass conveyor pulls into the Karnemak Embarkation Promenade only to discover a group of survivors have gathered in the station after seeing it power up. At the very least, they have important information about the local area and what might be found there. The teams quickly strike a deal: in exchange for safe passage to a more remote platform, the survivors will tell what they know. Oh, you're also rescuing Imperial citizens if that matters to you. Alternatively, you could use them as cannon fodder, covering your escape into the city center. Whether the kill teams intend to impregnate, sacrifice or eat the survivors, the reward is the same.

Deployment

All teams deploy within 8" of the short table edge opposite the exit zone. Each kill team is assigned five survivors. These survivors function as members of their respective kill teams. They are considered core models that do not count agains the maximum points or maximum models a kill team may field.

First Turn

Owing to the sluggishness with which the survivors react, the undead will have the first turn.

Undead

Roll 4d6 when spawning undead. All undead spawned start as Cursed Undead. After a single player-controlled model has passed the mid-point on the table (A in the diagram), all undead on the table and subsequently spawned are Ravenous Undead. When any model passes the second line (B) 18" from the short edge containing the exit zone, roll an extra die when spawning undead.

Ending the Game

The game can end whenever the players agree that it should end after at least one model has left the table through the exit zone.

Lad's Got Talent

After this mission, all kill teams gain the Understudy battle honor for free.

Action	RP
Took Part	20
Killed 5+ Ascended Undead	+5
Each survivor that left the table via exit zone	+5
No one left behind (includes survivors)	+10

Mission 6 - Survivors (6x4)
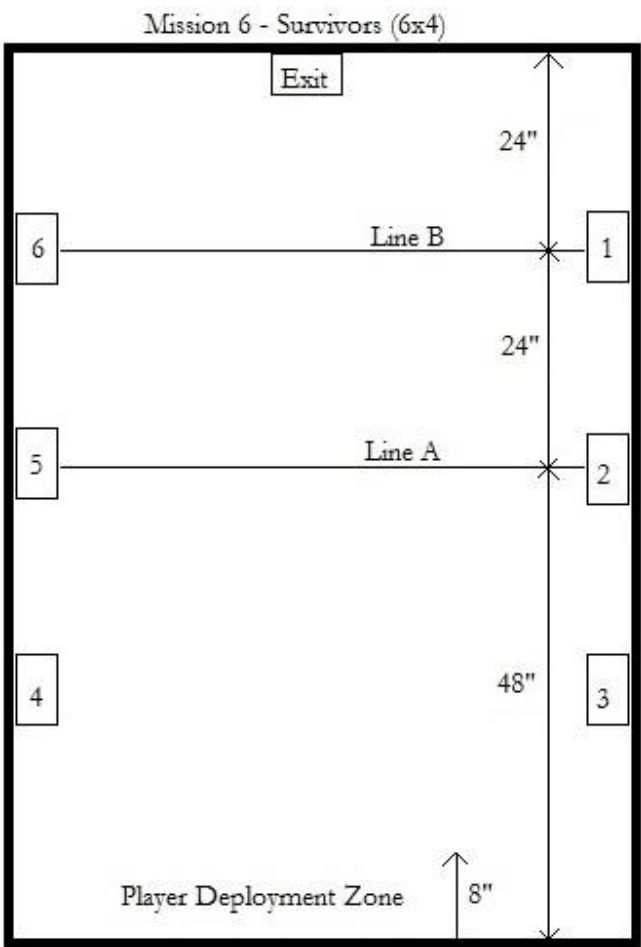
Mission 7 – City Center

The kill teams arrive at the base of the spire; the center of government on Zagris and its seat of power. Nothing has been heard from fleets or from the local government, so you must assume that the spire is infested with the undead. You hack the controls to summon the freight elevator, but this lights up the area you currently occupy, drawing wave after wave of some of the most difficult undead you have faced yet. It is impossible to tell the state of the offices and apartments at the top of the spire, but the kill teams are ready for anything.

Deployment

Kill teams will deploy within 12" of the center of one side as shown on the mission diagram. After the elevator arrives, this area is considered the exit zone.

First Turn

Since the kill teams are defending their position, the undead will have the first turn.

Undead

All undead are Ravenous Undead. Roll 5d6 when spawning undead. <u>For this mission, all undead may charge on the turn that they spawn.</u>

The Elevator

The elevator will arrive at the end of the 6th player turn, so they will be able to exit at the beginning of the 9th. After the elevator arrives, place the Exit zone in the corner where the deployment zone was measured from.

Collapse the Tunnels

Unlike in other scenarios, fighters can attempt to collapse tunnels. Each tunnel is an immobile Toughness 5 structure with 2 wounds and a 6+ armor save. It can be shot, but only if the shooter is within 12". Alternatively, a fighter may expend a single grenade of any type to collapse the spawn point on a d6 roll of 2+. At the start of the undead turn, roll a d6 for each collapsed spawn zone. On a 5+, the undead

find a way through and that spawn zone is open again, and may spawn further undead.

Ending the Game

The game can end when the elevator arrives and at least one model has made it off the table via the exit zone.

Victory or Death

After this mission, there are no reinforcements coming. New recruits may not be purchased after this mission, though gained RP may be spent on battle honors. Units with the ability to repair vehicles may make 2 attempts to do so, including bringing it from 0 to 1 hull point and may even attempt to repair their allies' vehicles.

Action	RP
Took Part	20
Killed 5+ Ascended Undead	+5
Killed one or more Ascended Undead on the turn after it spawned	+5
No one left behind	+5
Collapsed a spawn zone and that model not put out of action	15

Mission 7 - City Center (4x4)
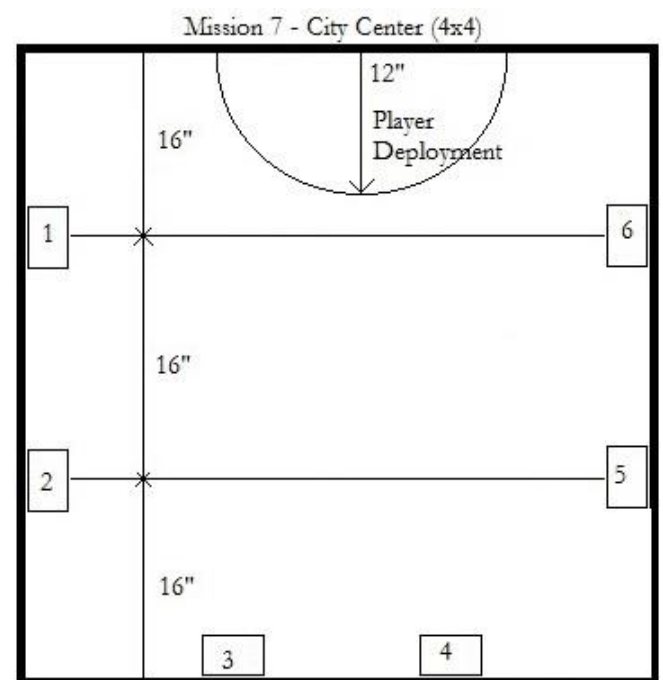
Mission 8 – Elevator Action

The kill teams are now spirebound on a fast-moving freight elevator, but the noise and activity they are creating has undead leaping onto the platform from nearly every level they pass. Most of the undead splatter on the platform, but many are lucky and fall on equipment or just have good enough timing to land safely on the platform. Quarters are tight and with few obstacles to move around, the kill teams shoot and assault frantically to stem the tide of undeath before they are overwhelmed.

Deployment

Kill teams may deploy anywhere on the table. There is no escape.

First Turn

The undead will have the first turn.

Undead

Only the toughest undead survive landing on the platform. All undead are Ravenous Undead. There are no spawn zones in this mission. After rolling for spawns, choose one undead from the group and scatter them 3d6" from the table center, reducing the distance by the minimum necessary for them to land safely. Then place the rest of that group around them as though they were a unit arriving from deep strike.

If you don't have a scatter die, place them in the center of the table in a tight group and then move them before placing more spawns. Once they land, they follow all the rules for Undead behavior. Roll 5d6 when spawning undead. After the elevator arrives, all undead on the table and all subsequently spawned become Forsaken Undead.

In either event, roll 5d6 to spawn undead.

Ending the Game

The game ends when the elevator reaches the platform and all undead have been (re)killed. At the end of the 6th player turn, the elevator will arrive at the spire. No more undead will spawn, but all remaining on the platform must be killed for the game to end.

Victory or Death

After this mission, there are no reinforcements coming. New recruits may not be purchased after this mission, though gained RP may be spent on battle honors. Units with the ability to repair vehicles may make 2 attempts to do so, including bringing it from 0 to 1 hull point and may even attempt to repair their allies' vehicles.

Action	RP
Took Part	20
Killed 5+ Ascended Undead	+5
No one left behind	+5
Cleared the elevator at least once	+5

Mission 8 - Elevator Action (4x4)

Player Deployment
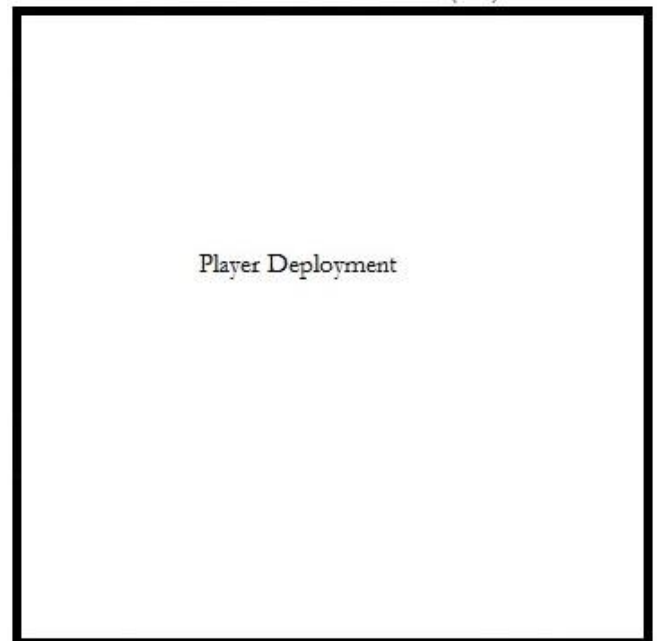
Mission 9 – The Spire

The air is thin five kilometers off the surface of Zagris Tertius. As the teams step out onto the open freight gantry, they see that the security gates have all been triggered for this area, though all automated defenses have been torn to pieces by the undead. The teams must defeat the security gates to gain access to the comms array, but some fighters swear that they can hear… music?

Deployment

Kill teams deploy at the bottom of the table as shown in the mission diagram.

First Turn

The kill teams will have the first turn.

Undead

All undead are Ravenous Undead. When the teams breach the first gate, all undead on the table and all subsequently spawned become Forsaken Undead. Undead will not run around a gate but must run through it. When spawning undead, roll 5d6. If there is no way through, they will get as close to the gate as possible.

The Gates

If you have walls you can put across your table, then excellent! If there are no actual walls, we assume there is an energy barrier or wall of brown noise keeping the teams in place. Forge the narrative!

Split Spawn Zones

Some spawn zones lie on both sides of a wall. When generating undead, the player generating must choose which side of the wall to put them on. Undead may be split and those which are placed on the inaccessible side of a wall will move toward the nearest gate to wait for it to be breached. This creates a choice: do you fight the undead now, or attempt to destroy them once the wall is breached? Choose wisely.

Ending the Game

The game can end whenever the players agree that it should end after at least one model has left the table through the exit zone.

Victory or Death

See Mission 8.

Action	RP
Took Part	20
Killed 5+ Ascended Undead	+5
Killed one or more Ascended Undead on the turn after it spawned	+5
No one left behind	+5
Removed all of either gate's wounds in a single round.	+10

Mission 9 - The Spire (6x4)
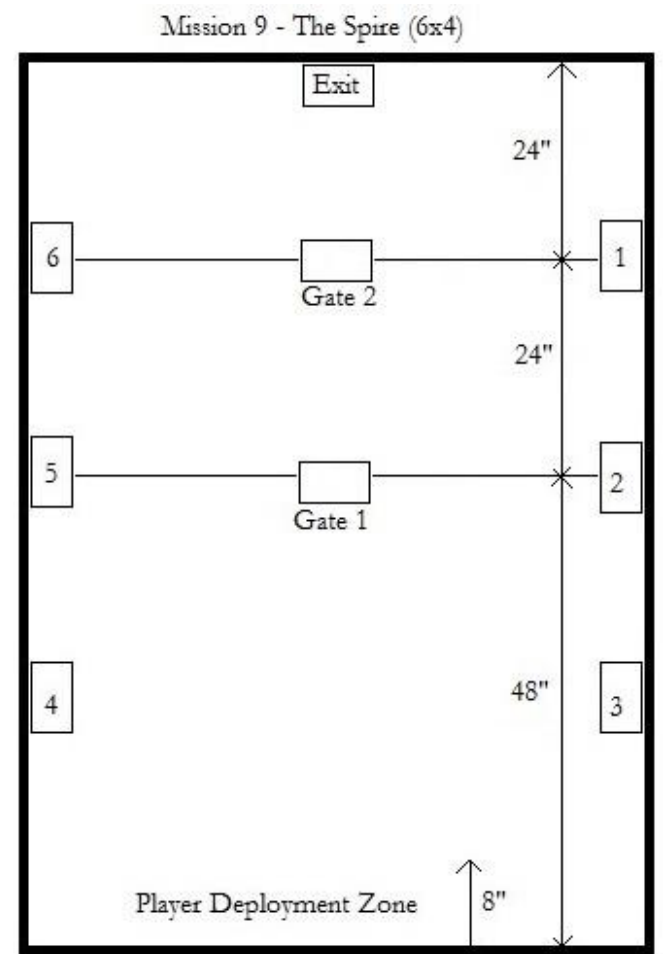
Mission 10 – Perditus et Fatalis

The kill teams exit the elevator and breach several heavy blast doors headed for the governor's quarters in the original hive skeleton. The last blast door crashes open into a full-blown masquerade ball attended by Karnemak's decadent nobles who have sealed themselves off from their dying world and thrown party after party to distract themselves. Men and women of the hive's highest levels are aghast at the kill teams' blood and gore-spattered armor and heavy weapons, carrying wounded and driving mud-caked vehicles through white, parianite halls. The teams' activity has also opened a path for the undead on the spire to reach these quarters and it isn't long before the screams of the nobles join the moans of the undead. Even for loyalist kill teams, after 10 hours of desperate, life and death battle so close to their goal, it's difficult to care about the fate of Karnemak's elite. Some of the nobles have entreated your team for help, pledging their fortunes and most prized possessions.. It is up to you whether or not you accept.

Deployment

All teams deploy within 12" of the corner of the table as shown in the diagram.

Each player gets control of 3 noble survivors alongside their kill teams. The survivors can be transported but take up two spaces each as they are civilians with servitors, retainers and large amounts of luggage.

First Turn

The kill teams will have the first turn.

Undead

All undead are Ravenous Undead. Once the signal is sent, all undead on the table and all subsequently spawned are Forsaken Undead. When spawning undead, roll 5d6. Once the Exit zone is revealed, roll 7d6 to spawn undead.

Sending the Signal

The signal array should be placed in the center of the table. Only one model at a time can attempt to send the message. At the beginning of the assault phase, a model in base to base with the comms array marker may roll a d6 and add the number of times this has been attempted. If the total equals 12, the signal is sent. If the model sending the message has an ability which allows them to repair vehicles, you may re-roll the die. Once this has been accomplished, roll a d6. The spawn zone corresponding to the roll is now the exit zone. Re-roll the spawn location for any undead that spawn there.

Ending the Game

The game can end whenever the players agree that it should end after at least one model has left the table through the exit zone.

Armed to the Teeth

With a chance to stop, rest and re-arm, RP may now be spent on new equipment and recruits (rescuing survivors, raiding for parts, etc).

Action	RP
Took Part	20
Killed 5+ Ascended Undead	+5
Each noble that left the table via the exit zone	+5
No one left behind	+5

Mission 10 - Perditus et Fatalis (6x4)
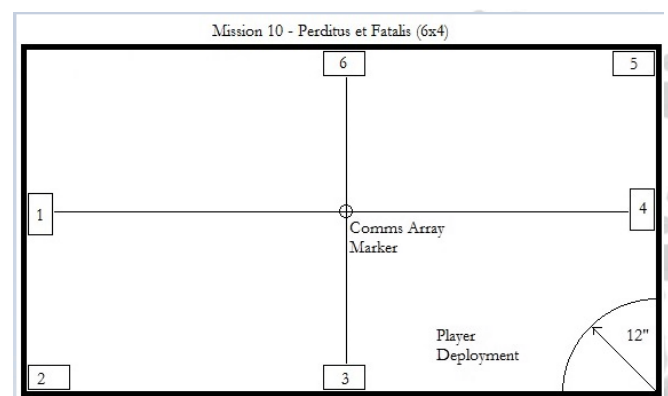
Mission 11 – Cult Compound

Stealing one of the few functioning flyers left on the landing slab and giving its pilot-servitor the appropriate motivation to help, the kill teams make their escape from Karnemak. Below, the teeming hordes of undead swarm over the bones of the city while above, ships can be seen leaving orbit one by one. The team leaders know that their factions will never accept them back, stained as they are with the taint of undeath. Before a morale crisis can set in, the flyer's pilot announces that he has picked up vox signals. The cult of undeath you initially fought is planning to leave the world once there are no fleets in orbit to stop them. The team leaders decide this can never happen to another world and resolve to either stop them or discover their secrets on behalf of their own factions. Following the signal, the kill teams set down on a small island in a toxic sea and make their way to the signal's source overland.

Deployment

Kill teams will deploy within 12" of the corner of the table as shown in the scenario diagram.

First Turn

As this is a raid, the first turn goes to the kill teams.

Undead

This is the heart of the infection. All undead are Forsaken undead. Once a model enters the central compound, an ascended undead will be generated alongside all spawned groups in their spawn zones (roll on the ascended undead table). This is in addition to any ascended undead generated by rolling doubles. When spawning undead, roll 5d6. <u>In this mission, undead can charge on the turn that they spawn.</u>

Doorway to Oblivion

Once the door has been destroyed, replace it with a 3"x5" exit zone centered where the door was.

Ending the Game

The game can end whenever the players agree that it should end after at least one model has left the table through the exit zone.

Victory or Death

See Mission 8.

Action	RP
Took Part	20
Killed 5+ Ascended Undead	+5
No one left behind	+5
Destroyed the compound door in a single phase.	+15

Mission 11 - Cult Compound (4x4)
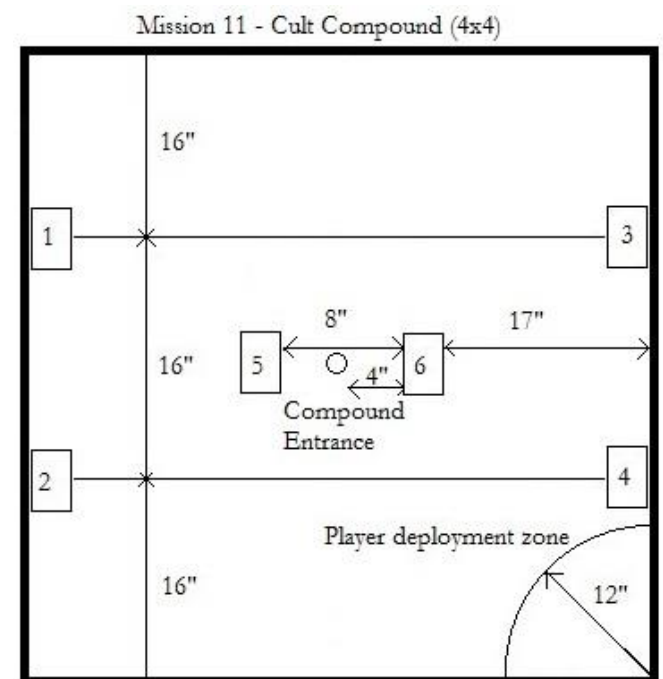
Mission 12 – The Endless Swarm

The kill teams make their way inside the compound, ready for anything. Corpses are strewn everywhere, clogging some corridors so thickly that they have to be cleared by grenades. The kill teams enter the main labs only to find nothing but a single maddened cultist tending to the glowing liquid being pumped into the atmosphere. He stops his insane ranting and turns to face the kill teams. The initial assessment was wrong—he is not tending the tanks, he is pumping his own being into the tanks through tubes in his chest! His eyes glow a gold so bright that they can be seen through any obstruction. Sickeningly, his mortal form warps, unable to contain whatever is within. A word, repeated over and over pounds into the heads of every fighter. Iash'Uddra… Every warrior knows that this will be the fight of their lives.

Deployment

Kill teams deploy within 8" of any corner (the map shows only 2 corners, but putting a deployment zone in . Place Iash'Uddra in the center of the table.

First Turn
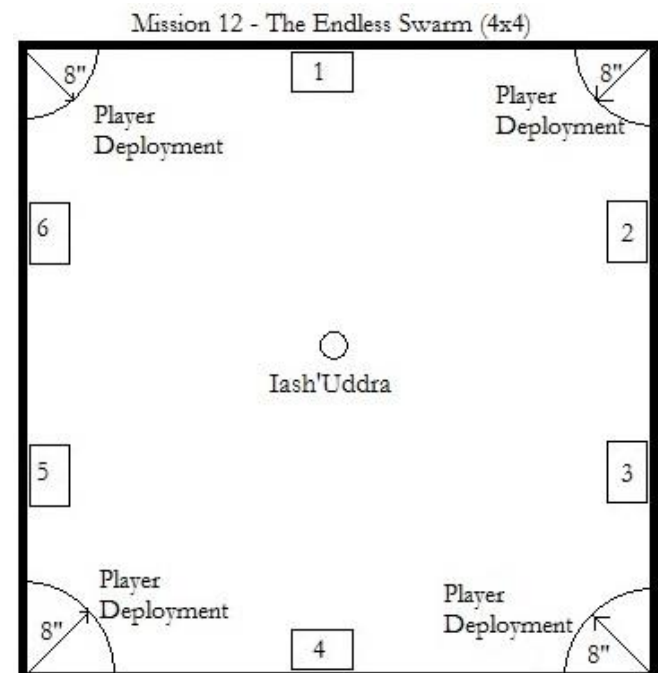
The undead will have the first turn.

Undead

All undead are Forsaken Undead. Roll 6d6 when spawning undead. In this mission, undead can charge on the turn that they spawn.

Ending the Game

The game ends when Iash'Uddra loses its final wound.

Awards

Action	RP
Took Part	20
Killed 5+ Ascended Undead	+5
Killed one or more Ascended Undead on the turn after it spawned	+5
No one left behind	+5
Blocked a spawn zone such that no undead could spawn	+10

Mission 12 - The Endless Swarm (4x4)

Iash'Uddra, the Endless Swarm

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Iash'Uddra	20"	2+	2+	6	6	*	D6	10	3+

RULES	
	-Primordial Fear: To look on Iash'Uddra is to look upon reality gone mad. Iash'Uddra. Units attacking Iash'Uddra are -1 to hit (ranged and CC).
	-Disjointed Necrodermis: Iash'Uddra has a 3+ armor save and a 4+ invulnerable save. Each time Iash'Uddra takes a wound, every model (friend or foe) within 6" takes a mortal wound on a d6 roll of 4+. Iash'Uddra is immune to mortal wounds.
	-Immune to Natural Law: This model's starting Wounds characteristic is equal to the number of players x6.

ATTACKS

Name	Rng	Type	Str	AP	Dmg	Notes
Soul Spear	18"	Assault 3d3				This attack causes d3 mortal wounds each time it hits. If a model is destroyed by this attack, mark its final position with a marker. All terrain within 3" of this point is now impassable until the start of this model's next turn. This attack is automatically suppressive.
Writhing Tentacles	-	Melee	9	-9	9	

KEYWORDS	Monster, Character, C'Tan, Iash'Uddra

The Endless Swarm

Iash'Uddra is deployed in the center of the table. Iash'Uddra acts first in any undead turn. First, no matter its current position, scatter Iash'Uddra 4d6" from the center of the table, reducing the distance if this would put it off the table.

If you don't have a scatter die, roll a d6 and place Iash'Uddra in the spawn zone corresponding to the result, then Iash'Uddra moves 20" directly toward the nearest player-controlled model. If it makes contact and still has movement remaining, it then moves toward the next closest player-controlled model and so on until it runs out of movement. Each of these models is considered to have been moved out of the way (see below).

Mark Iash'Uddra's final position and move all models (living and undead) 6" directly away from Iash'Uddra. Any model so moved takes an automatic strength 4, Ap- hit. If Iash'Uddra does not land within 6" of any

player-controlled model, it regains a wound lost earlier in the battle. If you don't have a scatter die, roll a d6 and place Iash'Uddra in the spawn zone corresponding to

Iash'Uddra then shoots the nearest player-controlled model within 18" with its Soul Spear. If there are no player-controlled models within 18" of Iash'Uddra when it shoots, then Iash'Uddra does not shoot and gains a wound lost earlier in battle instead. Iash'Uddra does not require line of sight and extends a metallic tentacle like a spear with the following profile:

Iash'Uddra then attempts to assault the nearest player-controlled model within 12", ignoring line of sight and terrain. Iash'Uddra does not have to charge the model it shot at or test to redirect its charge. If there is no player controlled model within 12", Iash'Uddra does not attempt to assault and regains a wound lost earlier in battle, instead. At this point, you would start generating and moving undead.

Epilogue

It's over. With the death of Iash'Uddra, vox traffic resumes as normal and efforts to rally a resistance against the undead are underway within hours. Within days, the major forces return and get back to the business of butchering each other. Of the heroes that fought and slogged their way across two continents, only a few bodies left inside the cult compound remain to tell their story. There are some rumors that a servo skull was found that contained such a tale as would turn the bravest Inquisitor fearful, but if such a thing existed, it is a certainty that it disappeared into an archive or vault somewhere to be pored over by those who care about such things.

Do you want to know what happened to your beloved kill team? Find out what happens in the next Heralds of Ruin cooperative campaign, Obelisk of Cataclysm!

Saviours of Zagris Tertius

Although the kill team actions from Zagris Tertius went largely unrecorded, there was always a certain amount of cameraderie among survivors, even among competing or warring factions. To represent this, your models which survived the horror of the Karnemak Incident have earned the right to wear the Saviours of Terius badge. This badge should consist of a skull over crossed Spears, each of which has a pennant hanging straight down. On the forehead of the skull is the letter Z. This is so that players that have gone through the horror will know one another.

A Note From Master Antaeus

Thanks for playing our campaign! It was a blast to write and test. It is my fervent hope that players from opposite ends of the world recognize the Saviors of Karnemak badge on each other's models over a competitive or narrative game and can enjoy a bond that few others would understand.

Special Thanks-

To my amazing wife for putting up with endless shop talk, notebook scribbings and the occupation of the dining room table for testing.

Ash, Adam, Andy, Ben, Charles, Jake, Greg, Ivan and Pincer; the the Heralds of Ruin admins; that group of tabletop desperados who make this whole thing possible.

Eric Michels, Asx32/Artur Pilichowski, Fish, Thomas and Mercy Covent, and the clan of Ni^2.