# EPIC
CAMPAIGNS & SUPPLEMENTS

ILL MET BY MOONLIGHT

EPIC: ARMAGEDDON
Unofficial
SUPPLEMENT

Devastating Impact
Kinetic strikes during the Crusade for Sigma III, M37, were an integral part of the ground fighting

The Emperor's might knows no bounds

fear the retribution in the dark

CONTENTS

Getting tired of the same old 3000 point Tournament game? Thirst for new challenges, decisions, and the excitement of something new? Here you have it. All you need to put you into the realistic situations of a mobile battlefield with different strategies, plans and problems. Can you rise to the occasion and fight something that's not another "meeting engagement"?

The following scenarios were taken from the Epic40k Battles Book and modified for Epic:A. They have been tested, but all armies and possible combinations have not, so we look forward to seeing your AAR on how you handled a night road-block or a daring rescue!

While some armies may be at a disadvantage, most should do very well. Many units thought useless or not worth their points in tournament battles may shine in a scenario battle. Air heavy, teleporting, and mainly skimmer armies generally have an advantage and might give their opponent a bonus VP depending on how it might affect the game. A good dose of common sense is all that is needed.

Some of the maps were made using mapping board, a free program which can be accessed from:

http://map.tylermade.co.uk/

'No, no, no, not good!' 'How the hell did you lose it? It was your turn to guard it!' The guardsmen's bickering, having started at a whisper, rose to compete with the snapping twigs and rustling of leaves disturbed by their search. A splash and accompanying muffled swearing to the left indicated that Jackson had found a puddle, presumably a deep one. 'Commissar's going to execute us on sight for this ... Here kitty, kitty, kitty...' To the rear Smith was producing a desperate squeaking sound from nervous lips, intended to endear him to lost felines. The bickering lapsed into desperate silence as the hunt continued. Minutes passed, seeming like hours to guardsmen in the close darkness of wood.

Then, Jackson: 'Look, we're just going to have to make something up.' From the front: 'You want to make excuses to the commissar? Really?' Jackson: 'He'll kill us anyway if we don't find his damn cat, can't make it any worse.' Smith stopped squeaking, 'Lets say it went too close to the Ogryn compound, easy.' 'Nah, Doc sedated them all this morning after the stampede for extra breakfast.' Silence, again.

Then, 'We could say that the 'nids ate it?' Groans from the right indicated a familiarity from some of the squad members with Jackson's favourite excuse, but it was new to some. 'Nids? Out here? We're on garrison duty on an inner-sector agri-world, not defending the Phobos sector' 'Nids ate it always works! No one wants to think about them, they can sneak their way in anywhere and they eat anything, they'd even eat guard rations! What could be more convincing?' More bickering followed, then, more silence. Wet, warm, twitching: Smith felt something on the back of his neck. A shocked squeal escaped him as he turned, too fast, tripping over his own leg. But, even as he fell sprawling backwards he raised his gun, military training kicking into play, ready to fire. Heart pounding, he looked up into the laughing face of Bates, who was wiping a wet finger off on his trousers. Shouting, swearing, dismay. Back to searching.

'Nids ate it' muttered Smith under his breath, 'No one would believe that.' He paused from his search, catching his breath. They'd been out here almost an hour. 'Nids ate it! You'd have to be a complete idiot.' As he said this, Smith became gripped by the silence around him. The 'debate' following Bates' 'joke' had subsided a while ago, but even when the voices were quiet there had been the rustling of undergrowth. Now ... silence. Breath misting in front of him, Smith shifted his weight from foot to foot. 'Jenkins? Jenkins?' No reply. 'Bates? Come on Bates, no more jokes, this is serious ...' Smith's voice died away into the silence, the stillness.

Then noises to his right, some way off. His initial shock turned to relief, he must have wandered off a bit, easy to do in the dark. He jogged off towards the direction he thought the noise had come from. There it was again, closer this time. He opened his mouth to call out, just as he heard the noise for a third time. Now it seemed to be coming from behind. Smith turned, ready to greet a colleague. He froze – the cat. There, under a roots, eyes strangely reflective. Smith forgot the hunt for his squad and began to advance, cautiously, bow-legged, squeaking once again. When he was within a couple of feet of his target he lunged – fell – screamed. Something was holding him back, but not Bates. Pain spread through his body as he looked about franticly for the impediment, eyes registering the spectacular bioluminescence of a lictor before the feeding tentacles engulfed his face.

The 'nid ate him. The cat purred.

"The cat purred" - short story by *Apocolocyntosis*

fear the retribution in the dark

Ill met by moonlight

1. ILL MET BY MOONLIGHT

Situation: Your flanking column is speeding along the Sagan Turnpike on Wynn's World. Already running late, you need to get into position for a dawn attack in 2 hours' time. The night is cold and foggy, with no sign of the enemy, when your column's Vanguard signals "CONTACT! CONTACT! Hostile force of unknown size blocking the Pike". Immediately the swirling fog ahead lights up with the multicolour glow of explosions and tracers. It's going to be one of those days!

Weather: Night and fog slowly clear to a bleak dawn. On turns 1 and 2, no teleporting, flying, or artillery shooting into the fog and darkness. Normal firing can only be done at ranges under 15cm. On turn 3 (daybreak), normal combat rules but a -1 modifier applies to all firing over 15cm. No weather penalties apply on turns 4 through 6.

Set-up: Forces are set-up with a 250 point or less 'vanguard' unit on table. This unit may be as far as 50cm in, but at least part of the unit must touch the main road running from the centre of one deployment area to the other. The unit should be *scouts* if they exist in the army. On turn 2 the main column arrives on table, on road, in a three inch wide column (8cm). Off-road movement is possible once the unit arrives on board. Only Double movement is allowed to off-board troops. Note that the length of any preceding forces is subtracted from a unit normal movement, road movement is added if applicable, and it is possible, that not all forces enter the table on turn 2. The same restrictions to off board movement, occurs on turn 3.

Seven VP markers are placed. Three along the central road, one at each road end and one at its centre. The other four will be placed one foot out from central road side and one foot from the centreline of the table.

Table: A standard 4ft x 6 ft. table was used with players deploying along the long edge.

Forces: 4000 point armies were tested, but anything between 3000 to 5000 points would work well. A slow force may be disadvantaged and spacecraft and planetfall are not recommended.

Time: Six turns.
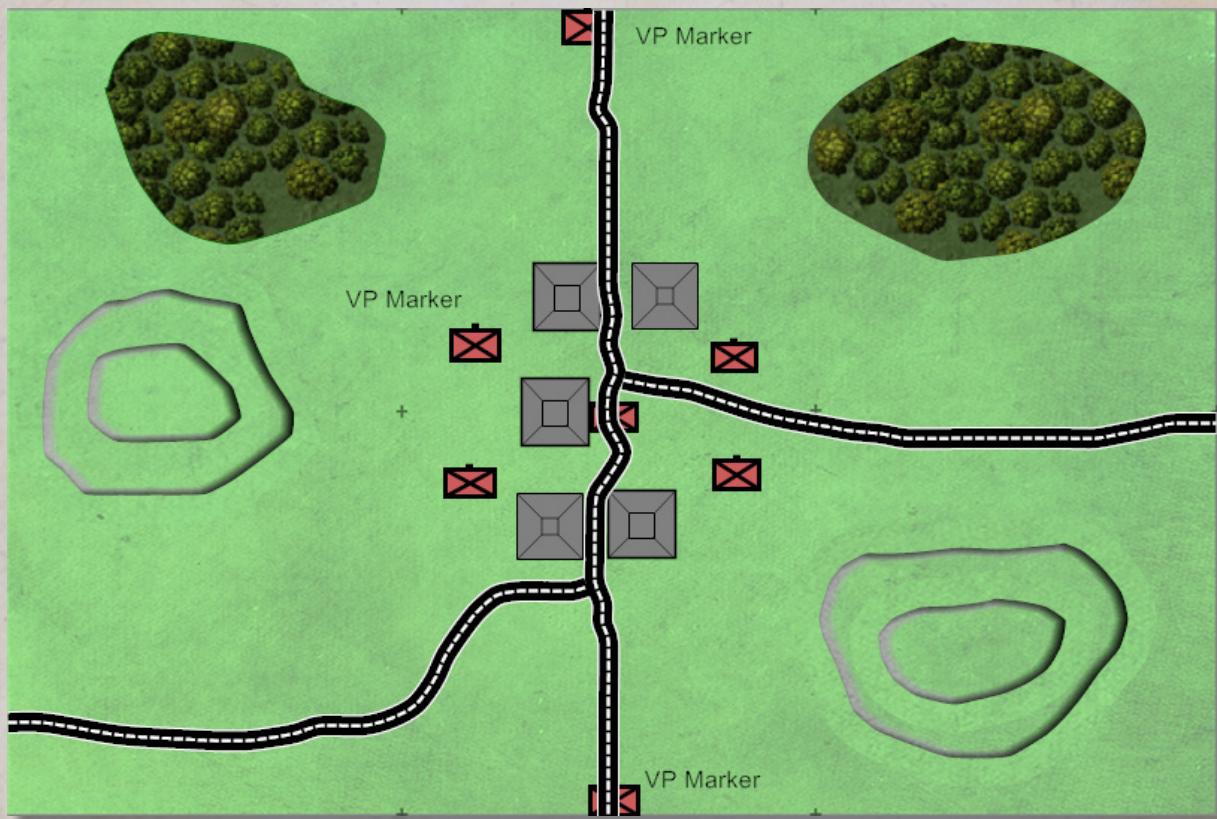
Victory Conditions: For each VP marker that a force controls (normal control rules) they gain 1 point. Whoever scores the most VP's wins. To achieve this, there should be no non broken enemy within 15cm of VP marker. Except where covered above, normal tournament rules apply.

Note: Army choice here may affect the outcome, so if only one player takes a slow army then they may find themselves blocked in and unable to manoeuvre.

Warhound titan Celerus Bellum (Legio Ignatum) during the pacification of Sigma IX, M40, its Plasma Cannon making the dead of night look like broad daylight

Battlefield:

VP Marker

VP Marker

VP Marker

VP Marker

*Baneblade Imperator Primus during the Apocrypha Styx
campaign against traitor marines of the Black Legion*

SCENARIO SUPPLEMENT

2. ESCALATING ENGAGEMENT

Situation: Two patrols clash while they are probing a weakened sector of the battlefront. As the engagement continues, both sides call for reinforcements to continue the attack.

Set-up: Both players will set up one ground unit of 250 points or less along their right long table edge. The deployment area will be along the rightmost 30cm and extend to the centre of the table (60cm) in along the short edge. Reinforcements appear just off board behind the 30 cm deployment edge, or behind other reinforcing units. Movement is calculated from where they actually are when activated. Reinforcements arrive on a D6 roll of 4+ on turns 2-3, 3+ on turns 4-5, and automatically turn 6 before activation rolls. Each unit is rolled for separately unless carried by a transport where both are treated as a group for 1 roll. Units with transport must arrive aboard. Activate as normal.

Table: Standard 4 ft. x 6 ft. table.

Armies: Any Tournament army is legal. 3000 to 5000 points recommended.

Terrain: Terrain can be mutually placed or by letting the person who didn't set up terrain choose which side to deploy on. A dozen terrain features (hills, ruins, woods, or other terrain) is about right.

Victory Conditions: Blitz Markers must be deployed along the 30cm back line of the deployment area. Other markers are placed on the far side of a diagonal line drawn between the players left edge and his opponents left edge. Usual Tournament victory points and conditions apply.

Turns: Six turns.

Alternate reinforcements: *Those wishing to have a lower luck factor game can try this. From Turn 2 onwards, up to 1000 points worth of reinforcement's may arrive on the battlefield through the player's 30cm deployment line.*

On Essin, Peridor II, in the Segmentum Solar, the Psyker gene was unusually common, and during the Dark Ages the Essenes, cut off from the rest of humanity, developed a harsh screening and training programme to detect psykers at a young age, before their talents manifested, and to train them to control their powers without falling prey to psychic parasites or warp incursions.

The programme was not perfect, but it worked, and soon a sizeable proportion of the populace was "Evolved", as they were called locally. They served as heavy labor, armed forces and ruling elite, depending on the nature of their talent, and they brutally destroyed any of their own that went out of control.

When the Imperial Crusades arrived, the Essenes joyously complied, accepted reunification and the rule of Empire, and the crusade fleet moved on after establishing an Imperial assessors office, for collecting tithes and to monitor the local rulers. On Essin, harmony prevailed.

Then came the edict of Nikaea, banning Psykers and Sorcery. The Imperial commander on Essin ordered the Evolved to renounce their evil ways, and turn themselves in for re-education. Unsurprisingly, the Essene rulers and the rest of the Evolved resisted forcefully.

The Essene no longer had an army, leaving all things military in the hands of the Empire, so the Imperial Commander believed that rounding up the Essene witches and sorcerers would be an easy task. He had never seen them at war, or even angry, but even without any formal military structure, and without any heavy equipment, the Evolved were still a force to be reckoned with.

Empaths usually working in medical facilities turned their supernatural senses on the thought and plans of the imperials, and choirs of Telepaths cast out an undetectable network of thought, reaching all of the Evolved on Essene. Imperial Arbites and Guard squads, coming to collect the psykers, all found themselves minutes, sometimes hours, late.

Not content with escaping and hiding, the Evolved soon took the fight to their enemies. Telekines and Pyrokines, once employing their talents in construction and manufactories, now turned their powers on the Imperial Guardsmen patrolling the streets. A single Psyker could crush or burn a man with a thought, while a choir could destroy a tank platoon before it got off a shot.
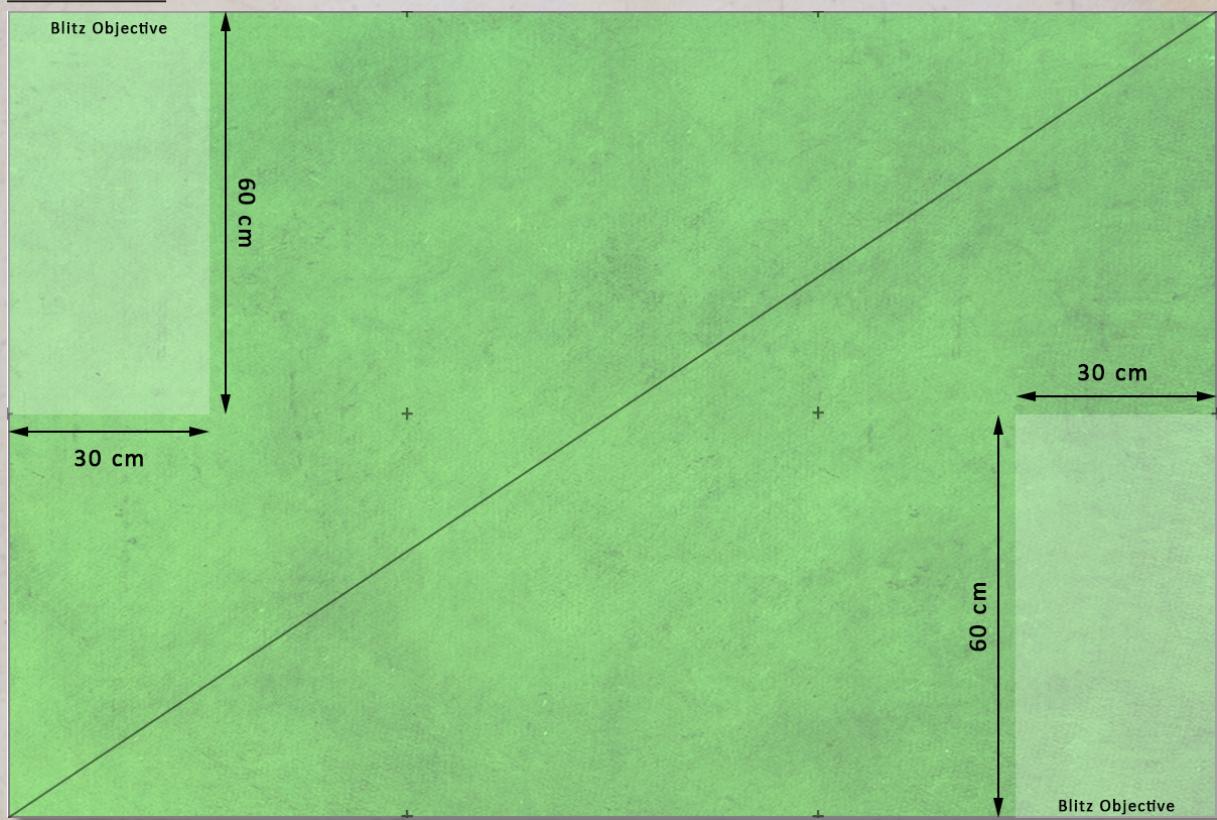
The un-evolved civilian population of Essin had been conditioned for generations to follow the direction of their evolved kin, and they readily took up hunting rifles and farm implements, following the psychic call of their leaders, the highly evolved. In addition to inspiring loyalty and courage in their kin, the Evolved leaders were also capable of panicking entire companies of guardsmen with psychic assaults, and where they led their improvised companies, the Imperials ran in unreasoning fear.

With the seize and imprison operation in tatters, the Imperial Commander withdrew to his fortified compound, trusting minefields and long range guns to keep the foul sorcerers at bay until reinforcements could arrive.

The full capabilities of the Essene Rulers had not been used in millenia, but their Precogs had foreseen their fate were they to remain a part of the Empire, and they fought for their lives. Under the withering gaze of the Rulers, reality flowed like water, and the defenses surrounding the compound shattered, or simply vanished without a trace.

In the ensuing chaos, the Evolved led their followers forward.

"Psyker revolt" – short story by *SpeakerToMachines*

Battlefield:

Blitz Objective

60 cm

30 cm

30 cm

60 cm

Blitz Objective

Ultramarine forces (2nd Company) hold a position against the onslaught of Hive Kraken during what are now known as the Tyrannic Wars.

3. BLITZKRIEG!

Situation: Force A has punched through the lines of Force B into weakly held territory. The attackers must brush aside the scattered enemy resistance and seize their objectives before fresh defenders arrive.

Armies: Any legal army. 3000 to 5000 points are recommended.

Terrain: Terrain follows the standard Tournament setup. A dozen pieces is about right.

Set-up: This scenario is played along the short sides of the board. Both players roll D6 and add their strategy rating; the highest is player A. Starting with player A, both alternate placing an objective marker in their respective coloured areas, as marked on map. Next roll 1D6 and add their strategy rating, the high score is the attacking Force A. Player B will deploy up to ¼ his force hidden (i.e., a marker placed on the table indicating the centre of its position. Its position is revealed immediately if it moves, fires or enemy units approach within 15cm). Aircraft flying over hidden markers do not trigger them, unless they are attacking that hidden marker. These forces can be deployed hidden anywhere on the table but must be no further than 120cms from his short edge of the table. Note that War Engines can be deployed, but not hidden. Each formation has 2 markers, one of which is a dummy that can be placed up to 120cm away from the real marker.

The rest of Force B is in 'reserve' and will enter play from Player B's short table edge. They will roll to enter the table from turn 2 onwards. So on turns 2-3 a 4+ is need, turns 4-5 a 3+ is need and on turn 6 its Automatic.1D6 is rolled for each formation in the reserve. Units that have a speed of 35cm+ gain a +1 to their roll. This bonus doesn't not apply to aircraft/planetfall/teleporters. Formations in transports are considered to move at the speed of their transport but must arrive in it. The speed of the formation is determined by its slowest unit not in a transport.

Player A deploys just off his table edge. They will roll to enter the table from turn 1 onwards. So on turn 1-2 a 4+ is needed, turns 3-4 a 3+ is need and on turn 5 a 2+ is needed and on turn 6 it's Automatic.1D6 is rolled for each formation. Formations that have a speed of 35cm+ gain a +1 to their roll. Formations in transport are considered to move at the speed of their transport but must arrive in it. The speed of the formation is determined by its slowest unit not in a transport. All movement is measured from the table edge, when formations move onto the table.

Victory Conditions: Each side will get 1 victory point for each objective marker they control. No enemy force must been with in 10 cm of an objective in order to claim it. Routing units and aircraft cannot be used to claim objectives. The player with the most VPs wins.
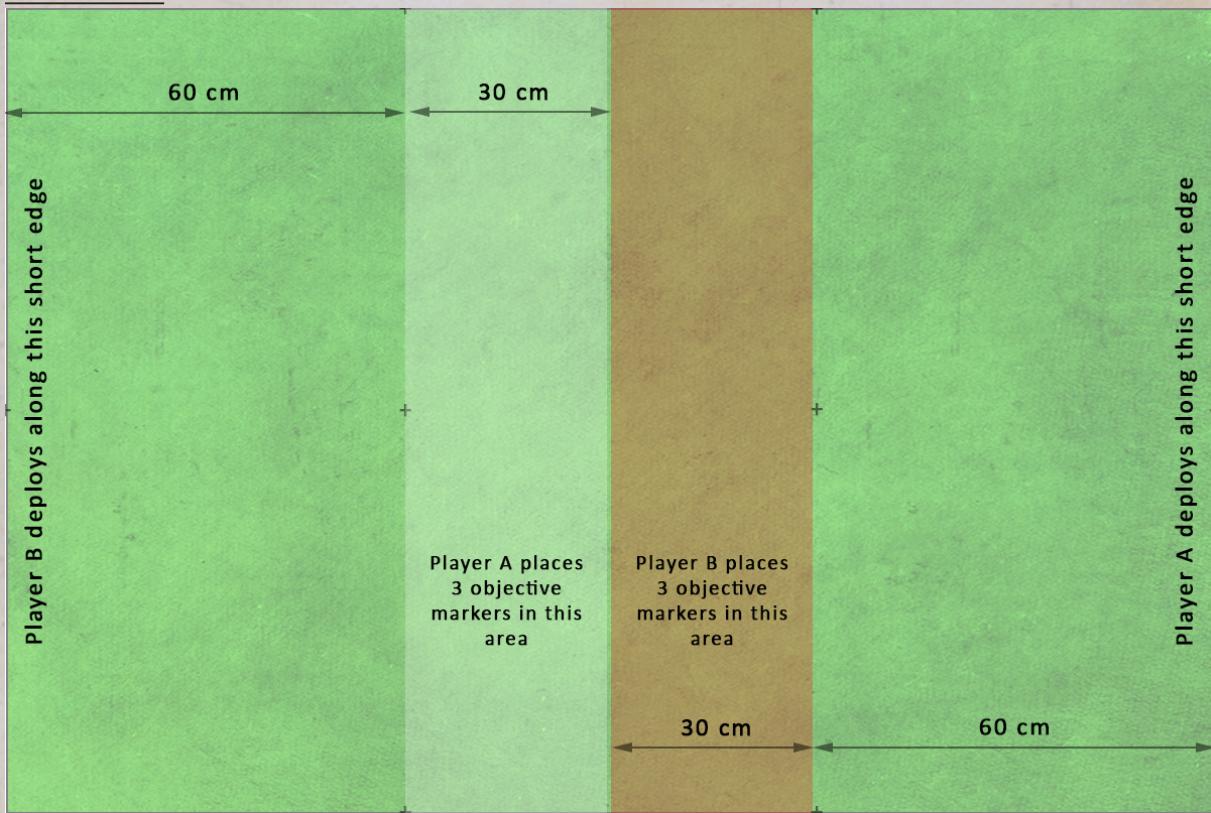
First Turn: Roll a D6 and add strategy rating to see who goes first.

Table: Standard 4 ft. x 6 ft. table.

Turns: Six turns.

Ork recon forces advance on the plains of Tora II, during Waagh! Gol Drugah in what would eventually become the largest armoured engagement of the war for the Tora system

Battlefield:

60 cm | **30 cm**

Player B deploys along this short edge

Player A places 3 objective markers in this area

Player B places 3 objective markers in this area

Player A deploys along this short edge

30 cm | **60 cm**

The Erhnam Coalition had swept into power on Regedra III on a swell of popular and mercantile support, ousting the corrupt and ineffectual Imperial Governor. They had promised wealth for all, but once they were firmly in control of the government and army, their true allegiance soon became clear.

Cults ostensibly devoted to prominent Imperial figures out of legend performed blasphemous rituals, making the taint of Chaos and Sorcery unmistakeable to all who could see. By this time, few would or could stand up to the usurpers.

One small equatorial region, however, was poorly infiltrated, and in a counter-coup, the charismatic Commissar Reye of the 4th Regedran Lions, a PDF Regiment, seized control over the peninsula of Pharamon, vowing to call for Imperial help and hold out until justice could be restored. The retribution from the central government was swift and brutal.

Within three short months, the Coalition forces had captured the regional seat of government, as well as all the major coastal cities, sweeping down through the coastal farmlands. Only the old capitol in the central mountains held out, protected from ground assault by miles of impenetrable jungle, and from aerial and orbital bombardment by the planets third-largest orbital defence laser site.

Knowing full well that there would be no mercy granted by the Chaos-worshipping invaders, the 4th Regedran did not surrender, but fell back into the jungles, recruiting irregulars from among the refugees displaced by the brutal occupation.

Overconfident, the Coalition army followed the rebels, pressing along the few cleared roads leading toward the old capitol.

The first indication that the war was not already won came when the attackers crossed the Ismenyr river. The advance scouts had failed to detect the demolition charges the retreating rebels had concealed within the pillars of the long bridge, and when the charges were set off (destroying a full armoured company in the process), the spearhead brigade was cut off from support and reinforcements. It found itself surrounded by rebels, its anti-air assets targeted by remote-controlled mines and its hastily erected fieldworks razed by rebel aircraft dropping incendiary bombs. By the time the Coalition forces melted back into the dense jungle, ready to strike again when the invaders least expected it.

The expected quick suppression of the counter-coup ground to a crawl — the roads were deathtraps, and advancing on a broad front through the jungle was impossible using any sort of heavy equipment. Throughout the slow, but inexorable advance, the psychic choir in the Old Capitol broadcast continuously, and eventually succeeded in breaking through the warp static shrouding the planet, and summoning help.

Unfortunately, by the time the relief fleet arrived, the Peninsula had been overrun, and all that was left of the Capitol were blasphemous altars to the Ruinous Powers. The subsequent cleansing saw every remaining citizen of Regedra either slain or mind-wiped and deported; The planet was re-colonized 42 years later, and is now known as Templars Victory. Imperial records of Regedra are classified, and contain no mention of the 4th Regedran Lions.

Short story by *SpeakertoMachines*

4. RESCUE

Situation: Red Forces have invaded Silvanos II and are making good progress toward the Capital. A Blue Force spy has infiltrated their HQ and stolen copies of their battle plan and codes. This could change the whole military situation. Unfortunately, the spy was seriously injured while escaping and is currently holed up in a ruin behind Red Force lines. Blue Force has dispatched a small detachment to secure a perimeter around the ruins as a large Red Force heads towards it. A large Blue Force Relief column now must punch a hole in the Red Force line large enough for the spy to escape through.

Forces: Any mutually agreed upon size (4000 points in our case). **No aircraft** may be used. **Blue Force** is split between a Garrison (full formations totaling up to 25% of the points) and a Relief Force just off table on the short table edge of the opposite table end (with the rest of the formations in the army and at least 75% of its point value).

Terrain: Terrain should include a ruin in the Garrison area and a dozen or so patches of hills, woods, and farmland (same as woods for visibility, but not dangerous terrain .Think of a corn or cane field) elsewhere. Then the terrain is placed equally about the table by mutual consent.

Set-Up: The Blue Relief Force will be positioned just off the left end of a short table edge as shown on the Map. Red Force deploys all its force in the Red Force deployment area as marked on the Map. The Blue Garrison will be deployed in the Blue Force Garrison deployment area as marked on the map. Roll 2D6 to determine sides. High roller is Red Force. Blue Force Garrison deploys first. Then the Red Force deploys and makes sure that no units are within 40cms of a Blue Force Garrison unit; finally Blue relief force deploys just off the left end of the short table edge. The transport vehicle containing the injured spy and medical team keeping the asset alive should be marked secretly. How this is marked is up to the players.

First Turn: Roll a D6 and add strategy rating to see who goes first.

Victory Conditions: Red Force wins if the vehicle containing the spy is destroyed. Blue Force wins if the spy exits the table end that the relief force came in on (even if routing) by the end of turn 6. Anything else is a draw.

**Table:** Standard 4 ft. x 6 ft. table.
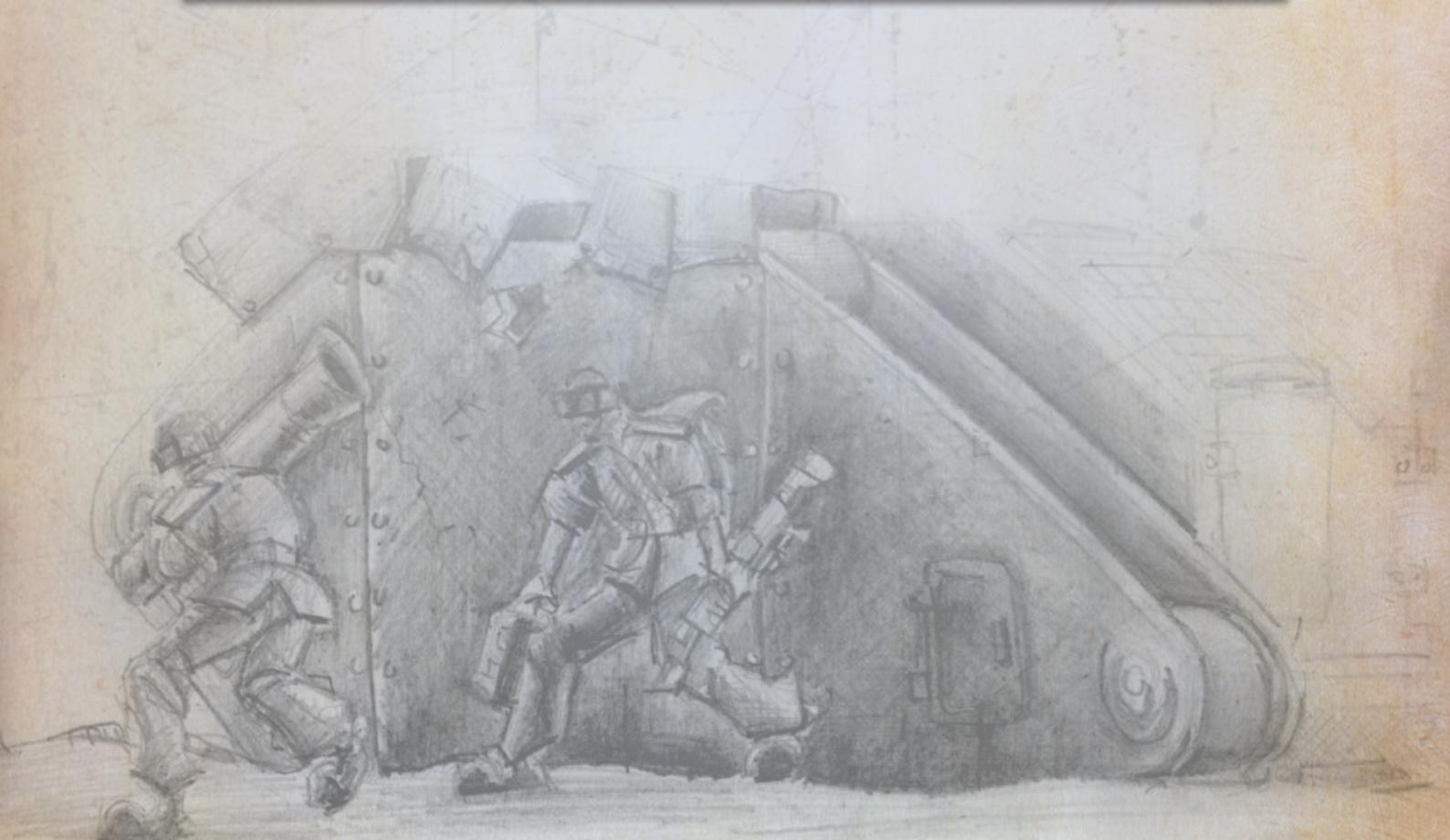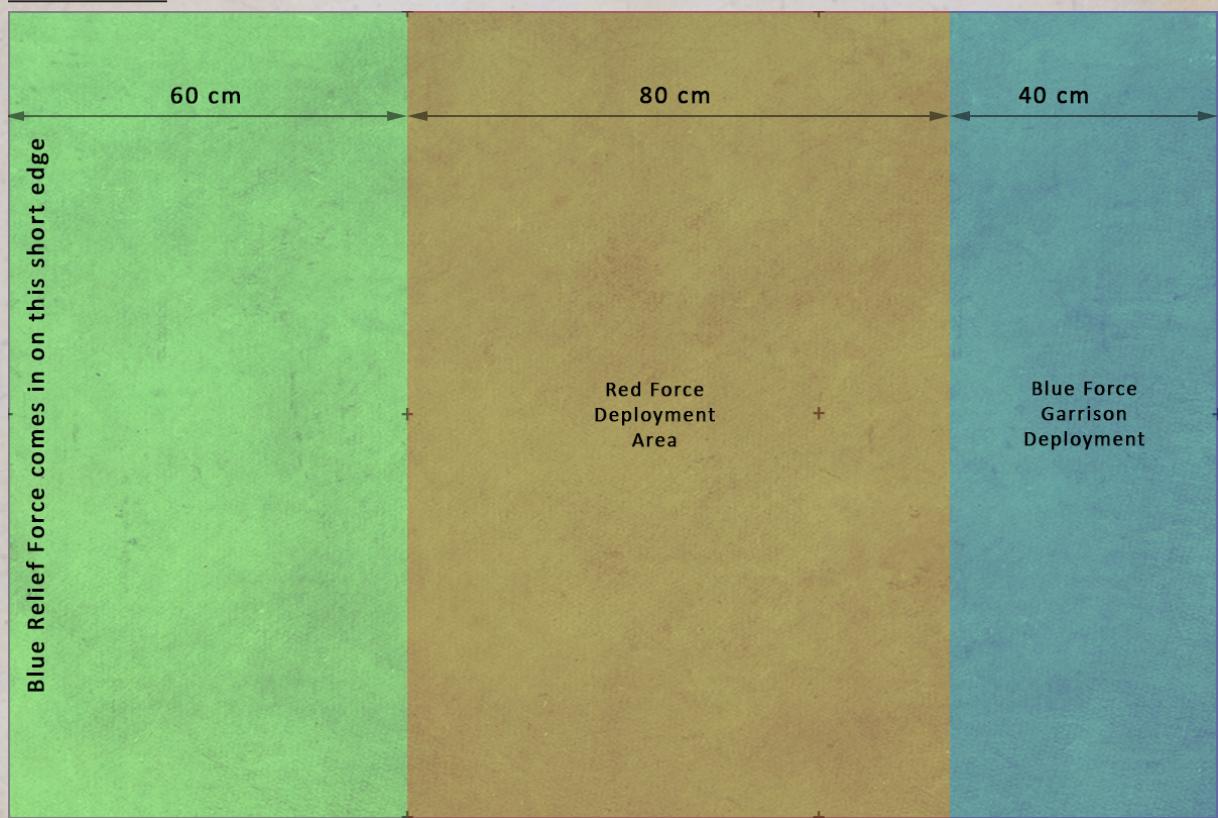
Turns: Six turns.

Captain Sicarius of the 2nd Company (Ultramarines) after drop landing on the imperial world of Luna Mundii to coordinate a large scale rescue of the Omega-98665 STC cache

Battlefield:

60 cm	80 cm	40 cm

Blue Relief Force comes in on this short edge

Red Force
Deployment
Area

Blue Force
Garrison
Deployment

Ill met by moonlight

5. REINFORCE THE RIGHT

Situation: Your dispersed force is advancing quickly through disordered enemy resistance when a strong enemy force is encountered to your front. You must collect your scattered detachments quickly and direct them to where they're needed most if you are to overcome the enemy before he overcomes you.

Forces: Any legal army. 3000 to 5000 points are recommended.

Table: Standard 4 ft. x 6 ft. table.

Terrain: Terrain follows the standard Tournament setup.

Set-up: Each player will deploy half their force by point's value or as close as possible. The rest will be divided into two roughly equal groups, called group Alpha and Beta.

Reinforcements: The player who won the strategy roll will deploy reinforcements first. Before any activation on turns 2 and turn 3, reinforcements will arrive off table. Roll a D6; with 1-3 indicating group Alpha has arrived, 4-6 that it is group Beta. The other force will arrive on turn 3.

Where the reinforcements will arrive depends on the roll of a D6. The 4 ft. x 6 ft. table is broken into the following sectors. The player rolls a D6 and checks the map for the point of entry for the reinforcements. All reinforcement will measure movement from the table edge which they enter on. Place the arriving units just off the table and move them on table one detachment at a time as they are activated. Repeat this process on turn 3 for the other reinforcement group's arrival.

First Turn: Roll a D6 and add strategy rating to see who goes first.

Turns: 6 turns.

Victory Conditions: Standard Tournament rules and victory conditions apply.

Note: *If an enemy force ZOC blocks your entry onto the table, the unit is allowed to move laterally until an opening is available, and then enter. However, this sideways movement is subtracted from the units on table move. Alternately, simply engage it!*

'Kill them all!!!'
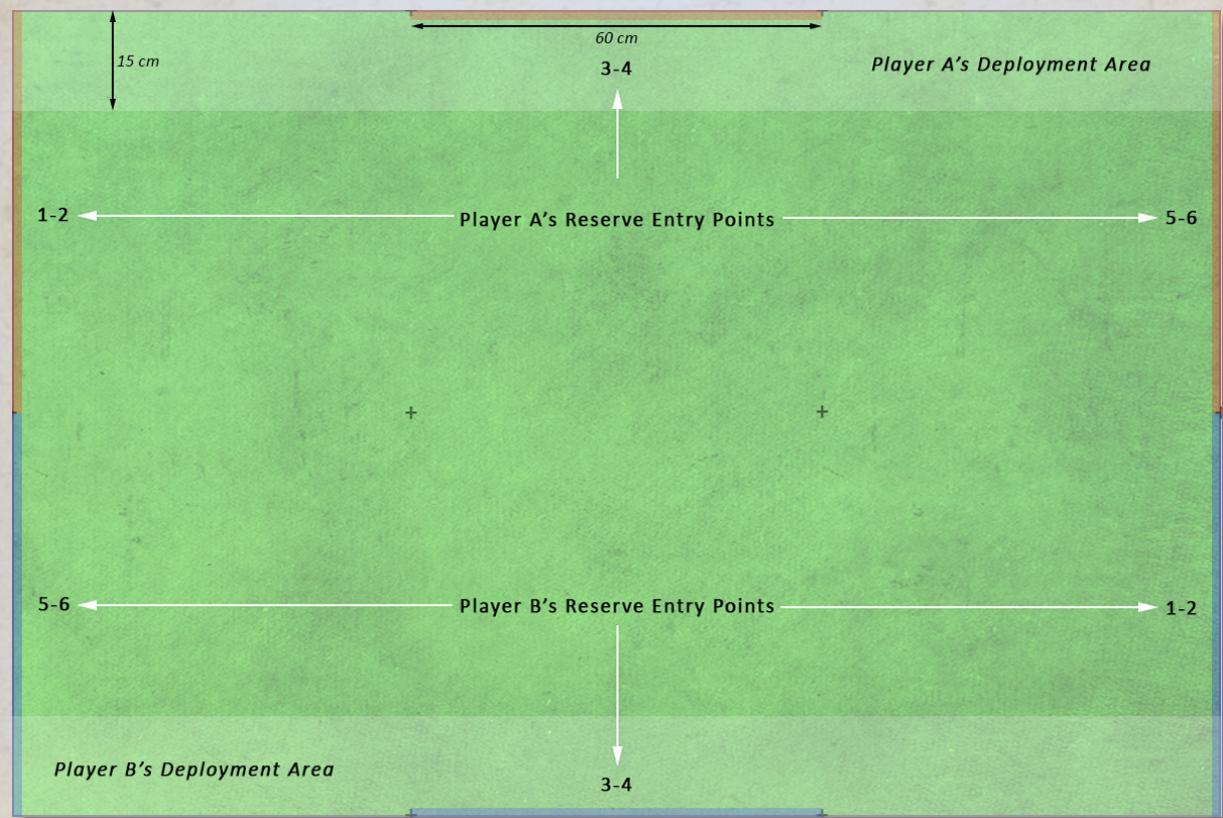
General Cato Gaius Caesareon to his troops of the 34th Steel Legion Division on his longest speech of the Damocles Gulf Crusade
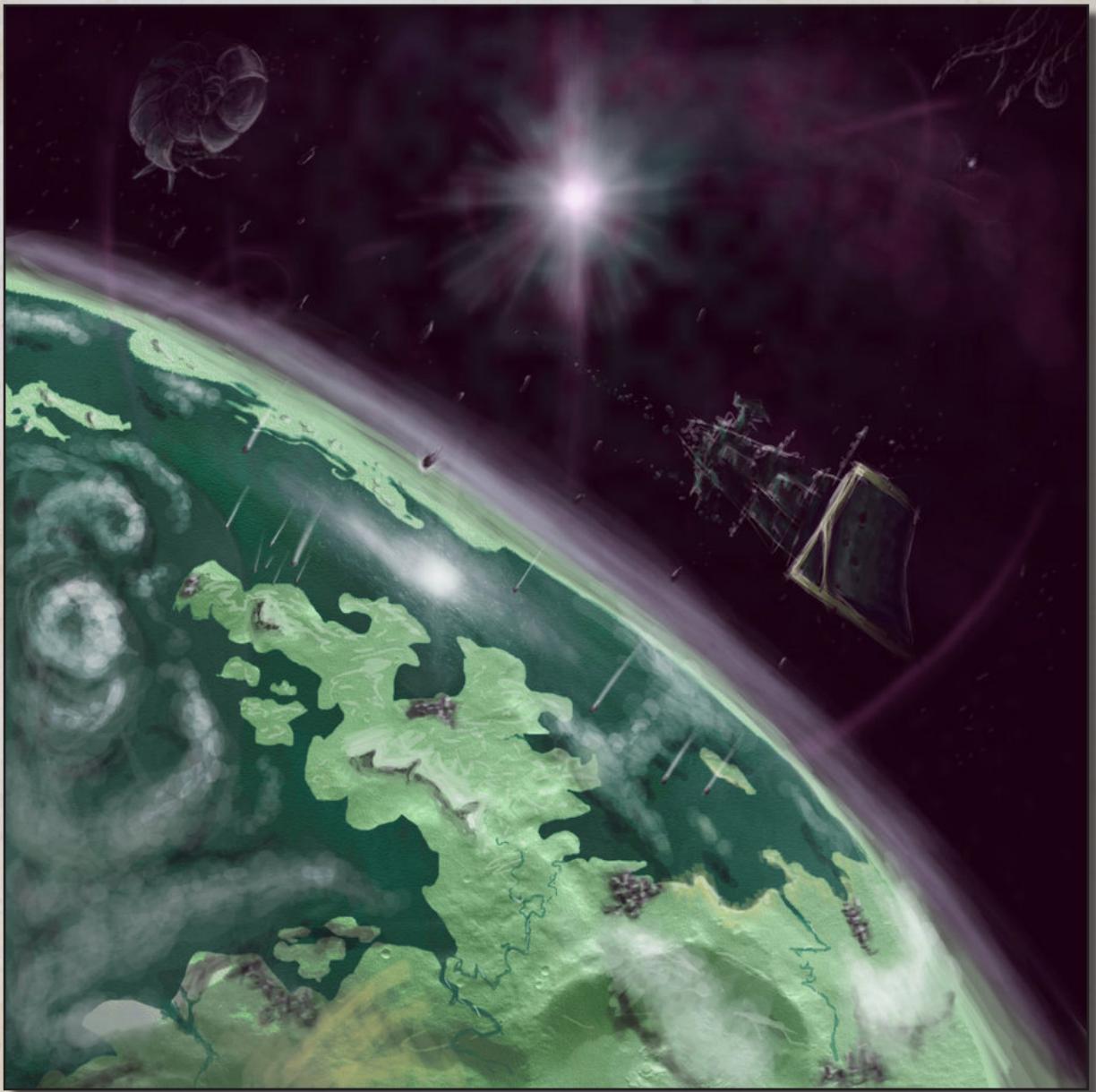
*Tyranid strike on strong point
Zeta, defended by Rynn's World
PDF Regiment 2867*

Battlefield:

15 cm

60 cm

3-4 — Player A's Deployment Area

1-2 ← Player A's Reserve Entry Points → 5-6

5-6 ← Player B's Reserve Entry Points → 1-2

Player B's Deployment Area

3-4

Rynn's World in the initial stages of the Tyranid onslaught

the Emperor's might knows no bounds

Imperial Guard light tanks on the way to recon the advance of the XXIII Sahelian Tank Regiment during the Stricke IX campaign, 998M40

Ill met by moonlight

6. BATTLE OF THE SULPHUR RIVER

Situation: The Sulphur River divides Desolation Valley into two halves and is impassable except at the two bridges that remain across it. Your mission is to seize both bridges and the access roads to the valley beyond.

Terrain: The Sulphur River was 20 cm (8") wide and went from each player's left corner edge to their opponents left corner. Two bridges, wide enough to hold a Titan, were centred 30 cm (2.5 ft.) up the river from each side, with roads leading off each directly to the long table edge. A ruined town was placed where the road left the board on both right sides and 4 cane fields (treat as woods without vehicle dangerous terrain test) and 4 hills completed the set-up. The bridges block line of sight, but can be shot into or from, and count as cover. War Engines will prevent passage through them while on a bridge, unless the bridge is wide enough for others to go around.

Table: Standard 4 ft. x 6 ft. table.

Armies: This battle was fought with 4,000 points. Larger or smaller points values could be used, but faster armies, especially those equipped with skimmers, transport aircraft, or large amounts of attack aircraft, will have an advantage.

Deployment: Armies are deployed off board one formation at a time beginning with the force with the lower strategy rating. Place just off the table edge, anywhere along the long edge of the table. No teleporting, planetfall, or air transport are allowed during turn 1.

First Turn: Roll a D6 and add strategy rating to see who goes first.
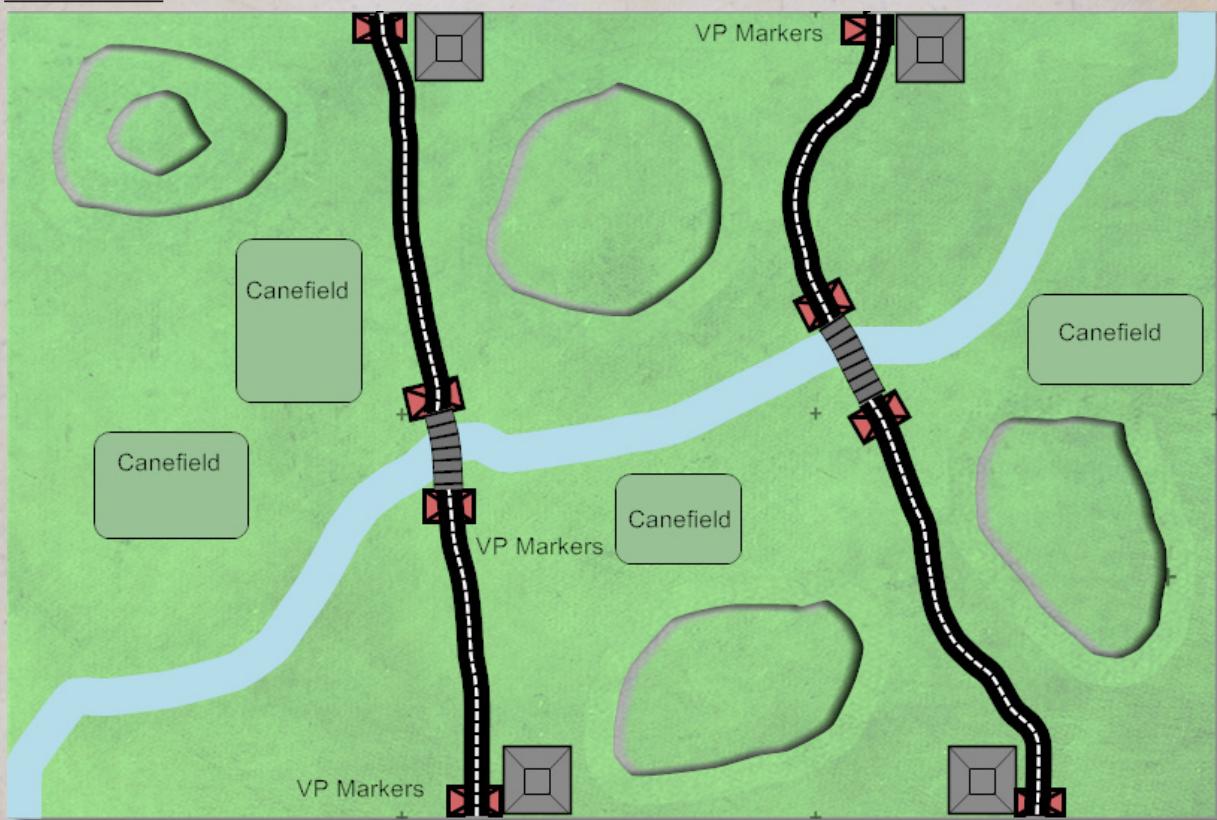
Victory Conditions: Eight victory markers are placed, one at each road entry point, and one at each end of the bridges. Whoever controls the most Victory Markers at game end is the winner.

Turns: A minimum of four is suggested, but if you have the time, keep going until one side controls both bridges and one access road on each side.

Historical: The original Battle of the Sulphur River was fought between the Imperial Fists and Warboss Waaa-Dreg's Orks. A similar battle (you can use the same map) took place between Ghazghkull's Orks and Blood Angels at the Battle of the Skeletus River. In this case, the Orks deploy as above but the Blood Angels arrive on turn 1 by Drop Pod.

Battlefield:

During the Battle of the Sulphur River, several mega-gargants were engaged by imperial titans. This depicts one such encounter.

Ill met by moonlight

7. HELL'S HIGHWAY

Situation: Your army has launched a major drive up the Sanlando Valley on Rynn's World. Commanding Alpha Force, you are ordered to hold open its only viable supply road through this desolate country from Bravo Force's counterattacks.

Terrain: Two small parallel ridges 2 ft. and at 4 ft. In from the left table edge block Line of Sight. Parallel to these, and centred 3 ft. from the left and also running across the board are 2 strips of the divided highway. Six Mesa or other desert terrain pieces were also used.
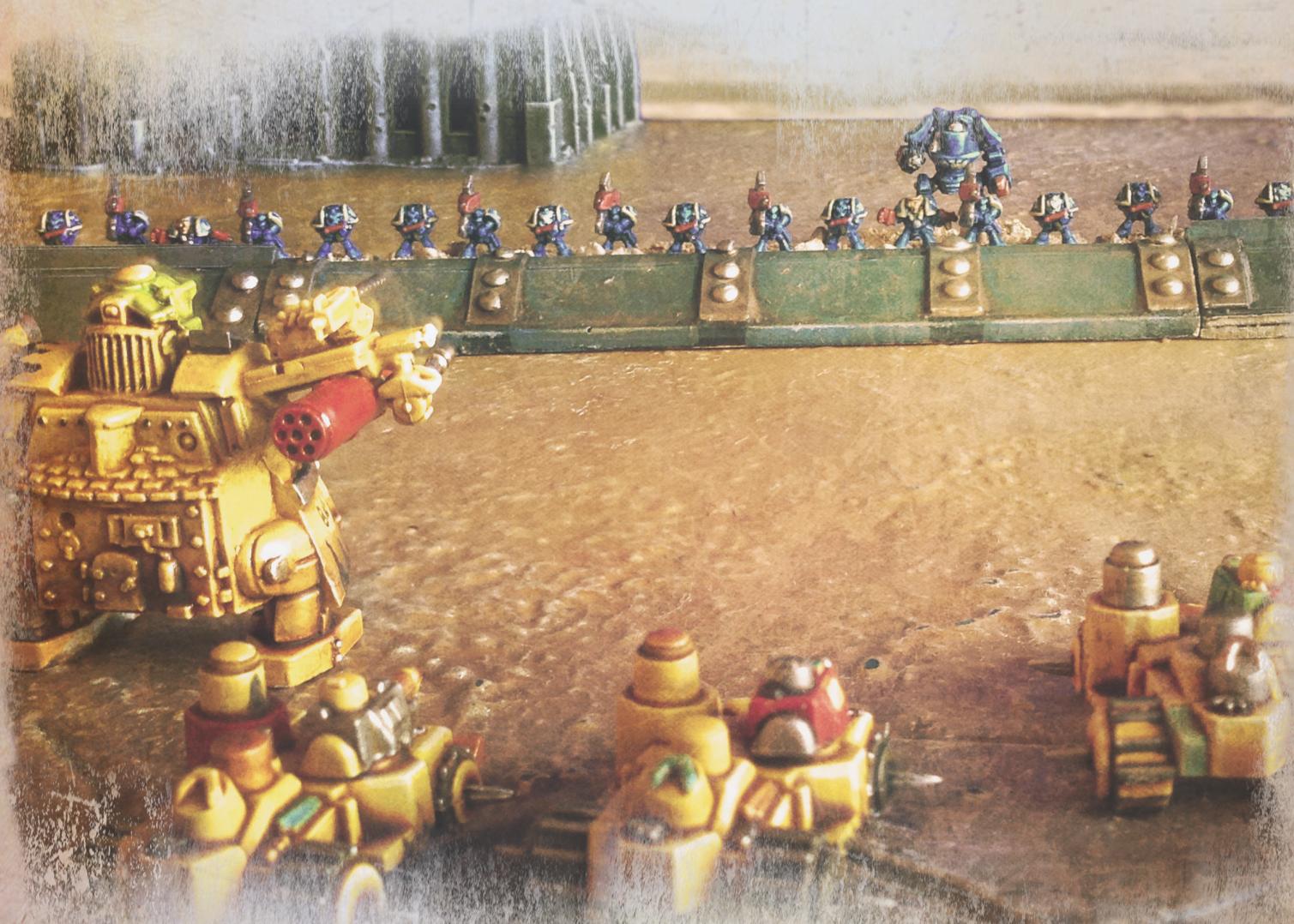
Table: Standard 4 ft. x 6 ft. table.

Armies: We used 4000 points. Smaller armies will favour the attacker. Slow armies will be advantaged as the defender. Units with 15 cm or less movement **must** have transport.
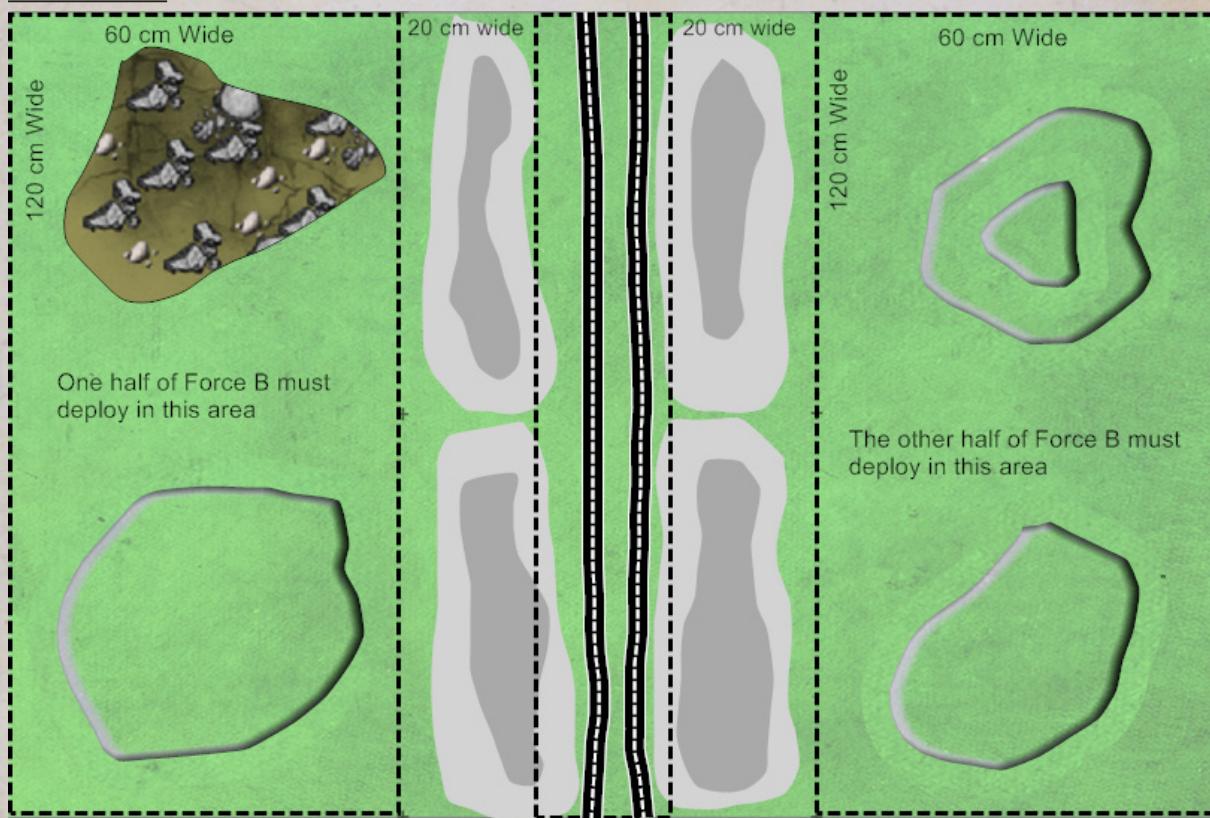
Deployment: Player A deploys all his formations first, on or between the two road strips (as marked on the map by the black rectangle). Player B divides his force into two groups (Points even) called Alpha and Beta. Then Player B deploys group Alpha into one of the deployment zones marked on the map. Then Group Beta will be deployed on the other deployment zones, marked on the map.

First Turn: Roll a D6 and add strategy rating to see who goes first.

Victory Conditions: Check for victory from the end of turn 4 onwards. If in any end phase a player has the only non-routed units on both highway strips, that player is the victor. Any other situation at the end of the game is a draw.

Battlefield:

| 60 cm Wide | 20 cm wide | | 20 cm wide | 60 cm Wide |

120 cm Wide

One half of Force B must deploy in this area

120 cm Wide

The other half of Force B must deploy in this area

Gate claxons wailed as the governor's motorcade left the Iron Hand's compound. The limousines accelerated, conspicuous in their impracticality, antique wheels bouncing over the shattered road. Iron Father Ichmal watched their progress, head turned, mechadendrites continuing to operate on the exposed innards of the vindicator. Those cars were antiques: pre-dating even the old-est STC, primitive, but with an undeniable elegance of form. Ichmal turned back to the task as hand, detailed images captured by his bionic eyes saved in his augmented brain.

An unusual problem, this, and he had yet to find the cause. Three days ago this vindicator had been reported as defective, having apparently suffered full engine failure while on parade for the governor's first visit. Mechanically it was sound, there was no physical clue as to the cause of such a malfunction. With his own eyes Ichmal had seen this vehicle cross the battlefields of a hundred worlds, never shedding a track. With the subtleties of perception known only to Iron Fathers he had sensed the resolute power and endurance of this machine's spirit. But now something had changed, the spirit was restless.

The motorcade passed out of sight as Ichmal re-secured the diagnostics hatch. As he drove the bolts home the vindicator's engine emitted a bellowing roar, suddenly running at full power. The Iron Father stepped back warily, sensing deep turmoil in the machine spirit. Behind him a clutch of servitors went into spasm, their limited AI functions thrown into disarray. Offering a silent ben-ediction Ichmal re-approached the vindicator. Exhaling, he relaxed his mind into a state of communion with the tank's machine spirit, his mechadendrites interfacing with the main battle system I/O port:

///Zoooooooooooom/// Zooooooooooooom/// Zooooooooooooom/// Zoooooooooooom///Critical system error: component failure: chrome hubcaps: missing; one way glass: defective; wax finish: failing. ///Zooooooooooooom/// Zooooooooooooom///

INTERRUPT: 42B7C51-> objectives overwrite: target: open road; 'freedom of the highway' 'pedal to the metal'

///Zooooooo—

Ichmal staggered, mind full of strange visions: gleaming cars in myriad shapes and forms speeding past. And desire, such ... longing ... the vindicator wanted—

Another great roar from the tank's engine, this time the drive systems had fully engaging. Servo harnesses ripped and sparked as tracks spun. Ichmal bellowed the litany of rebooting, but to no effect. The vindicator accelerated, ploughing through the compound perimeter and towards the road. Sentry turrets snapped round in response, mass bolter fire ineffectually perusing the errant vehicle in a glorious blaze.

By the time the land speeders had been crewed the vindicator was already on the horizon, engines running on full, pursuing a dream.

Short story by Apocolocyntosis

fear the retribution in the dark

Ill met by moonlight

8. BREAKOUT

Situation: In a desperate bid to escape, Force A launches a dawn assault through the encircling enemy forces besieging it.

Forces: Any legal army. 3000 to 5000 point armies are recommended, but no army may include aircraft, planetfall or wraith gates. The defender (Force B) will reduce his army to half the points of the attacker (Force A). Note that slow armies are disadvantaged.

Table: Standard 4 ft. x 6 ft. table.

Terrain: Terrain follows the standard tournament setup. A dozen pieces are recommended, placed before sides are chosen.

Set-up: Before game start, both sides roll 2D6. High roller will be the attacker and loser will be the defender.

Deployment: Defender (Force B) deploys anywhere up to half way across from his table edge, using numbered markers which indicate the centre of the formation. These are revealed immediately if they fire, move, or the enemy comes within 15cm of them. Markers may be fired upon and will get a blast marker each time they are, but are otherwise unaffected. These BMs will stay with the unit and will affect their activation. The defender gets one numbered marker for each formation in his **original** army. Those not corresponding to the formations to be deployed are treated the same as the others, but when revealed they are MINEFIELDS (5cm x 15cm) and are treated as Dangerous Terrain by both sides (ie, kill on a roll of 1 without saves and not causing any blast markers"). Note that War Engines **are** set up directly onto the table and cannot be hidden.

The attacker sets up 20cm from the opposite long table edge.

First Turn: Roll a D6 and add strategy rating to see who goes first.

Victory Conditions: To win, the attacker must exit off the defenders table edge with half or more of his detachments. Detachments on or under half strength do not count. He has only 6 turns, so step lively!!!
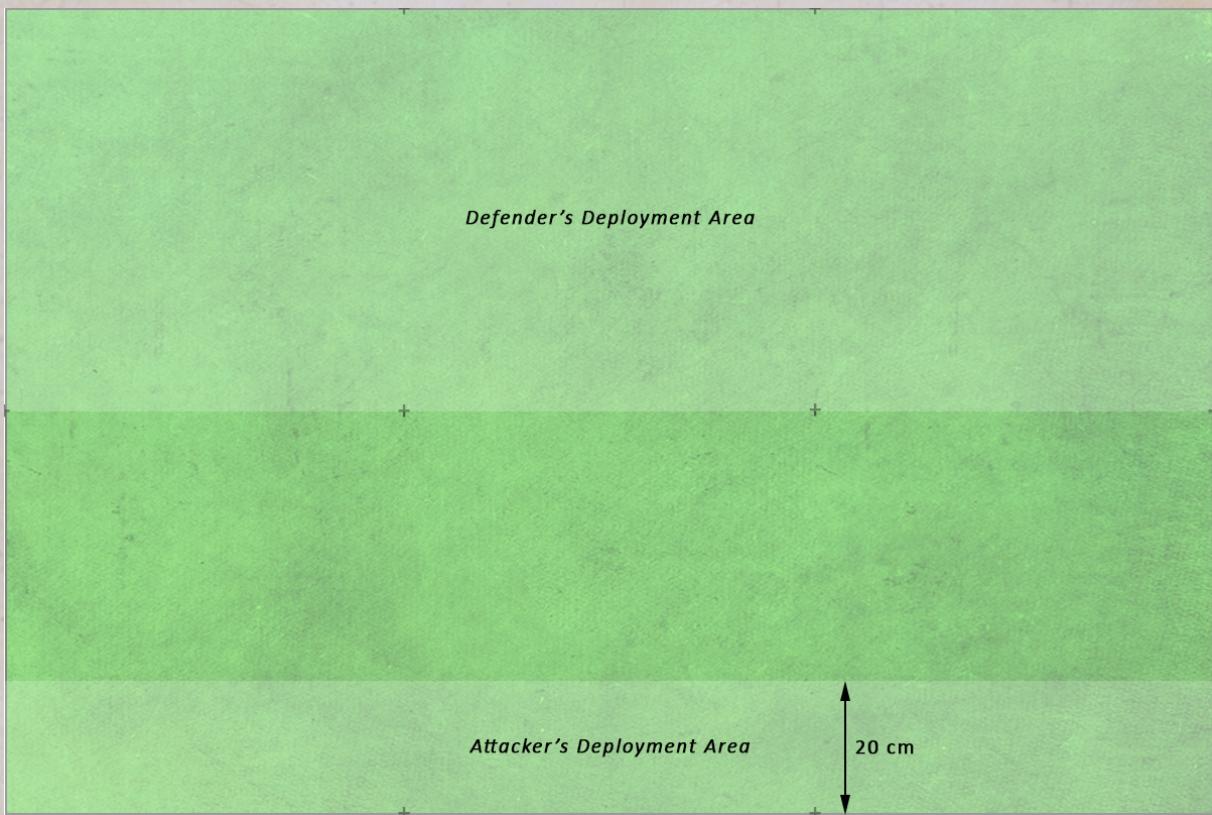
In the grim darkness of the future there is only war ... at least for the armies of the imperium. For the Departmento Munitorium the grim, dark, future contains only paperwork. So much paperwork. But in both cases the struggle of countless billions of humans (be it against alien hordes, or mountains of invoices) has ground down the individuality of the soul. Freedom, expression, love: all smothered in the fight for survival. But Keith, Keith holds that prize now denied to the innumerable swarms of mankind: Keith has job satisfaction.

In all other areas of the imperium, save that of military tactics (a pursuit for only the loftiest of battle commanders), creativity is stamped out. But not here, not at Keith's desk. Every type of ammo pouch, every mark of las-battery, every variation of shell case has to be designed by someone. The relics of STC cannot cover all eventualities, do not always encompass all of the details. When this happens, there is Keith. A limited sort of freedom, but freedom none the less. The strict utilitarianism in many areas of the Imperium exists in contrast to the flourish and excess of others. The toy armies and personal regiments of planetary governors, the devotional detailing on the weaponry of the space marine chapters. It all has to be designed and that means a modicum of choice, of expression.

A priority bleep interrupted Keith's quaternary afternoon prayers. A message on his screen, the response to his latest re-detailing of Mk1114a Las-packs: 'director's office, now'. This was not unexpected, it had been a good job, one of Keith's finest, tasteful minimalism paired with a Spartan aesthetic, he had known the response would be positive. Now it seemed he was to be congratulated in person. Leaving his desk his absence from the chair was logged in the endless systems of department and cross-checked against the request for his presence elsewhere: an authorised absence. He traced his way through the labyrinthine corridors, across cavernous offices full of banks of typing servitors, arriving, at last, at his destination.

Battlefield:

Defender's Deployment Area

Attacker's Deployment Area

20 cm

... continued from the previous page.

The director glared sullenly across the desk, blueprints in front of him. But he was always curt and formal, this was to be expected. 'My records show you received styling notification 4321/aaa6. Is this correct, there cannot have been an error?' 'Correct sir' replied Keith 'Notification was received and implemented.' The director arched an eyebrow, a look at Keith, a look at the blueprints: 'Your words do not seem to match your actions, these blueprints suggest you have blatantly ignored the notification.' Keith gaped, floundering for a response when he knew direct contradiction of his director's words would not be the correct response. 'SKULLS! Skulls! You were ordered to add skulls to all designs!' bellowed the director 'Where are the skulls?' 'Here sir, right here.' Keith pointed to the blueprints, fingers trembling as he indicated four rivets on the plans, now styled as tiny skulls. The director squinted, examining the details 'This is deliberate subordination. Hiding behind a technicality, this is unacceptable.' The director rose 'Those four skull-rivets account for barely one per-cent of the surface of this design.

One per-cent skulls? Across the galaxy the armies of the Emperor march to war against the alien menace. Your artistic principals have no place here, we need skulls! Skulls within skulls, skulls on the front, more skulls on the back! How can our Imperium hope to endure without the power of skulls!' Keith cowered back from the director's onslaught, forgetting himself he blurted 'But sir, so many skulls? Surely that would be excessive? Vulgar even? From a military perspective I can't see that more skulls makes things any more effective?'

Keith was wrong, of course. The scientists of the Imperium had observed that just as red made ork vehicles go faster, skulls made the armies of mankind more deadly. It was science. It was also too late for Keith, who was re-assigned to a penal legion. He died fighting the blood-crazed servants of Khorne. The last words he heard made him wonder who was good and who was evil in this universe, if the imperium really was salvation? But he only had a very brief time for such contemplation. 'Skulls for the skull throne!'

"Skulls, Skulls, Skulls!" – short story by Apocolocyntosis

Ill met by moonlight

9. THE HELLBLADE MTS.

Situation: Glass Lizard Pass, Desolation Valley, Rynn's World. Force B is defending the end of Glass Lizard Pass, which opens into the Alkali Plains beyond. It is defending in depth. Force A is attempting a frontal assault with its main force while flank marching over the foothills of the Hellblade Mts. with ¼ of its strength.

Forces: Any tournament legal army of any size.

Deployment: Roll 2D6 at game start. High roller = Force A. Low roller= Force B.

Force B will deploy his full army. Force A will need to divide his into a 'Main Group' made of 75% of this army and a 'Flanking Group' consisting of the rest. Both Force B and the Main Group of Force A will deploy normally. Force B may deploy up to 60 cm from its long table edge. Main Force A may deploy up to 20cm in from its long table edge.

Flanking Force A will deploy just off table along one of the short edges on Force B flanks (but not both - write down which one before game starts, to show your opponent on start of turn 2). The flanking force may enter anywhere along the 60cm on that short table edge if they pass their initiative test.
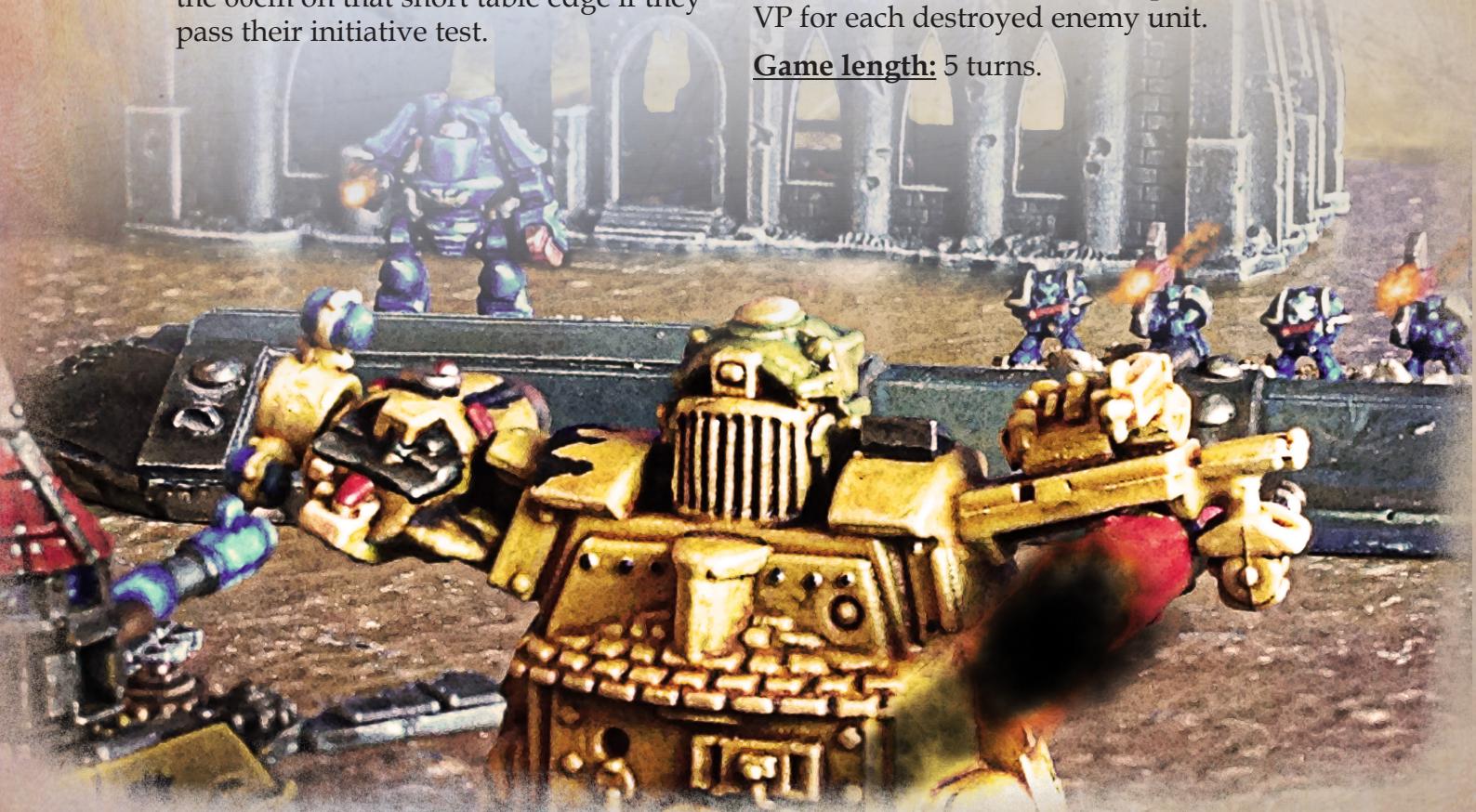
Table: Standard 4 ft. x 6 ft. table.

Terrain: On Force B's side there will be a clear mountain pass that's 60 cm x 60 cm. On either side of this will be 60 cm x 60 cm of hills, dangerous or impenetrable terrain and rough patches simulating the Hellblade Mt's foothills. The rest of the table would have up to 4 pieces of terrain that are small hills or occasional patch of forest or marshes, placed before sides were determined. Running down the middle of the board is a stream, which runs down the middle of the mountain pass and through the middle of Force A deployment zone. The stream is crossable and is classed as dangerous terrain. Force B's Blitz objective is placed in the centre back edge of the pass. All others objective markers are place as normal.
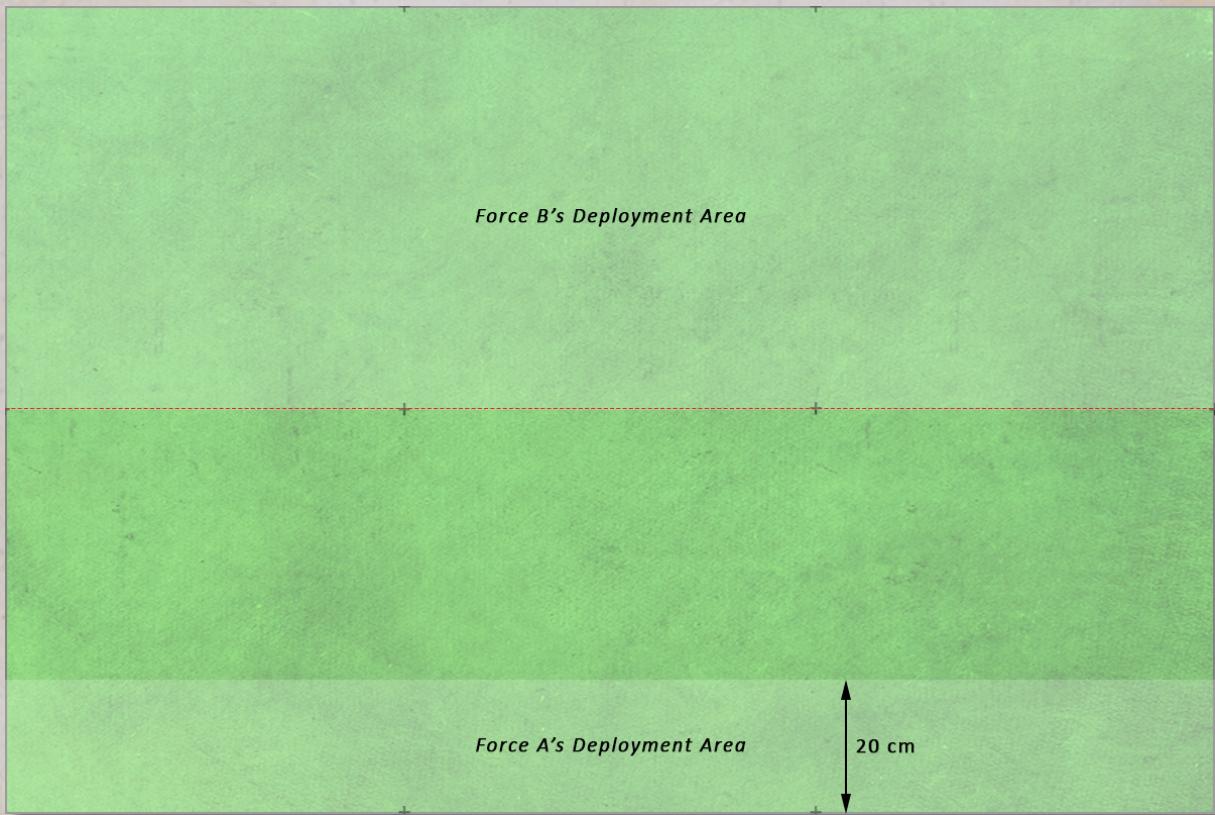
First Turn: Roll a D6 and add strategy rating to see who goes first.

Victory Conditions: Force A gets 1 VP for each unit in the pass within 15cm of the exit edge and 2 VP for each unit that travels the pass and exits off the exit edge. Air transported, planetfall, or teleported units do not count for these VPs. Force B gets 3 VP if Force A gets no units off the board at the end of the pass and 1 VP for each destroyed enemy unit.

Game length: 5 turns.

Battlefield:

Force B's Deployment Area

Force A's Deployment Area
20 cm

Ill met by moonlight

SCENARIO SUPPLEMENT

10. AMBUSH

Situation: A military convoy is moving up through what was supposed to be cleared territory when it is ambushed by enemy forces. Can the convoy regroup in time to bring its superior strength to bear before the ambushers' reinforcements arrive?

Table: Standard 4ft x 6ft table.

Forces: Any Tournament Army will do. Army size has been tested between 3000 and 4000 points. Mainly foot armies as the ambusher will be at a disadvantage due to late reinforcements. It is strongly recommended that both side don't use teleport, planetfall, or air transport option in army lists for this scenario.

Time: Six turns or until one side has lost ¼ of its formations.

Set-up: Roll 1D6 each, the high roller is the ambusher. The ambusher will set up ½ his points total or less in or behind covering terrain after the defender has set his whole force in column along the road. Each defending unit must be within 5 cm of the next along the road. Once set up the ambusher may request the whole column as a formation be moved forward or back any distance on the road, but not so much that any unit is off the end of the road or board.

One half (round points down) of the ambushers force is deployed before turn 1. This cannot contain WE but must contain the Supreme Commander if present.

The ambusher receives reinforcement's turns 2 and 3. Divide the remaining forces into two closely equal groups, called A and B. Roll to see which group enters first 1-3 group A, or 4-6 for the group B. The formations in the Group may enter anywhere along the long edge of the deployment zone for the ambusher (which is 135cm by 75cm area). Each formation enters automatically on 'double-move' order, with any infantry aboard transports.

Terrain: Please check map for terrain layout.
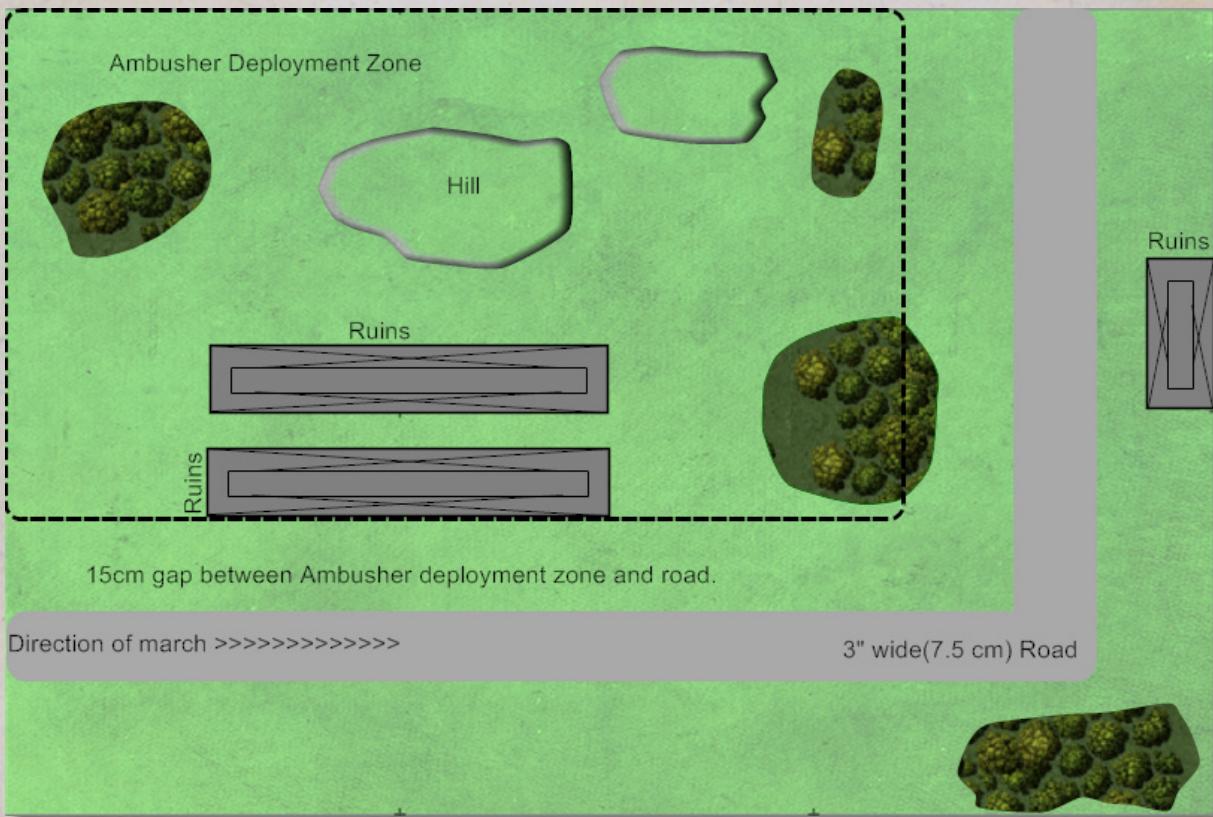
Victory: Either destroy ¼ of the opposition's formations (round down) or by the end of turn 6, have the most points. Points are gained by destroying the enemy forces, 1 VP for an infantry stand or LV, 2 VP for each unreinforced vehicle, 3 VP for each aircraft, RA vehicle, or damage point on a WE.

Special Rules: Only the ambusher can try to activate on turn 1.

Eldar Revenant Scout Titan before a surprise attack by White Scar hit and run forces, during the pacification of Ull-Thraknor

Battlefield:

Ambusher Deployment Zone

Hill

Ruins

Ruins

Ruins

Ruins

15cm gap between Ambusher deployment zone and road.

Direction of march >>>>>>>>>>>>

3" wide(7.5 cm) Road

When the Tau emissaries came to the isolated human outpost of Romero, they offered the populace the customary chance to join the Tau Empire, for the Greater Good. The response was negative, as expected, but uncharacteristically incoherent, even for Gue'la.

When the Tau forces made planetfall, they were faced with crazed, fanatic enemies who threw themselves at the Fire-caste warriors with no thought for survival, and no concept of surrender. The Gue'la also had strange alien allies that fought fiercely, but evaporated on death, rendering analysis impossible.

It was a small colony, however, and the expeditionary fleet was well equipped, so the pacification proceeded swiftly and according to plan. Soon, the defaced and ramshackle Gue'la settlement was completely razed, and earth-caste engineers had erected an outpost on the site.

The expeditionary fleet moved on, and a local year passed.

The first signs that something was amiss came when an unnatural fog started creeping in at night, covering the area around the outpost. Reports came in, speaking of things moving in the fog, and then sentries started to disappear when on patrol. Discarded and destroyed equipment was found, but no remains of the missing warriors were left soon, perimeter patrols were only done at squad strength.

The nature of the attacker was discovered when one night a reinforced patrol was attacked, and one Crisis Suit warrior managed to transmit footage from his helmet cam, before he was pulled down and the transmission was interrupted. The blurry footage was thick with a mysterious static, but it clearly showed animals and gue'la bounding out from a fog bank,

followed by a horde of slower, shambling gue'la. How the gue'la had survived, or managed to stay hidden for a year, was impossible to determine, but at least now the enemy had a name. The Tau commander called for reinforcements, and ordered additional defensive emplacements to be constructed. As yet, the gue'la had not attacked within sensor range of the main encampment, and the commander was confident that he could hold out against an enemy with no heavy weapons, even if they did appear to have superior numbers.

On the anniversary of the death of the last defender, however, portents in the sky announced him wrong. A passing comet fractured into three and struck the nearest moon, forming three huge craters in a perfect triangle, and on the ground, the fog rolled in. Throughout the Tau settlement, the earth heaved, and the dead rose from were they had fallen during the invasion. Most of the risen gue'la were slow and disorganized, killing only through sheer numbers, but some were infused with an unholy energy and raced through the shocked Tau defenders, killing emplacement crew before the guns could be brought online. Others were bloated by toxic fluids, and exploded at the slightest provocation, showering everyone nearby in corrosive poisons.

Soon, the outpost was in a panic, but the Tau commander rallied his forces, and started a systematic sweep, destroying the abominations wherever they were found. Then the few surviving perimeter sentries called out an alert – movement, approaching! From all side, figures emerged from the fog, walking inexorably towards the outpost. They resolved, as thousands more of the gue'la, but even more horrifying, also fire-caste Tau, brutally maimed yet still walking, as if driven by an unnatural hunger, walking towards the outpost, isolated in the night.

"Plague of unlife" - short story by *SpeakerToMachines*

Defy not the Emperor's Will