

# SECURING INFERNUS

## OVERVIEW

As the vast horde of Ghazghkull rounded the Pallidus Mountain range on their approach to Infernus Hive, the entire population knew their doom came with the Orks. Most resigned themselves to their fate, mindful of the legend of Commissar Yarrick, fifty years ago, making the Orks pay for every inch they gained at Hades Hive. Others were not yet ready to make their peace with the Emperor and so chose to make their escape whilst they still were able. All loyal Guardsmen and PDF soldiers were manning the defences of Infernus Hive and so it fell to the Adeptus Arbites to stop the deserters.

## ATTACKER'S BRIEF

This is madness! You have seen the ocean of greenskins approach from the highest towers of the Hive and you know your forces cannot survive such an onslaught. Even now the skies darken as massive space hulks move from their orbits to position themselves directly above the Hive. You must escape whilst you still can, before the Orks crush Infernus Hive into the ground.

You may take two Imperial Guard Infantry Squads for each squad the defender chooses to take. No equipment or options may be chosen as your men have had little time to steal equipment for the escape – you must rely on cover and your trusty Lasguns!

## DEFENDER'S BRIEF

So many loyal citizens are willing to lay down their lives for the immortal Emperor and yet this scum are all too willing to desert at the first sign of an Ork. You must either 'convince' these traitors to return to the defence of Infernus Hive, where they are so badly needed, or else make an example of them so no others will even consider fleeing.

You may take as many Adeptus Arbites squads as you wish, though be warned; the opposition will considerably increase with each extra squad you use. Each squad may be freely taken from the Adeptus Arbites army list in Citadel Journal 29 and you may freely take any upgrades or options you wish. Judges may not be taken.

## SET-UP

- 1 Set up a 4'x4' table with as much urban scenery that you can muster.
- 2 The attacker deploys his entire force up to 6" in from the table edge.
- 3 The defender deploys his entire force up to 6" in from the table edge.  
No unit can be deployed within 36" of the enemy at the start of the game.
- 4 The attacker gets the first turn.

*The Forces  
deploy 36"  
apart*

## MISSION OBJECTIVES

The attacker must get one squad off the defender's table edge for each squad of Arbites that the defender starts with. It does not matter how many casualties the squad has taken – if it is still in the game and fighting, it counts! Any other result is a victory for the defender.

## RESERVES

None.

## GAME LENGTH

The mission lasts until there are no Imperial Guard squads left on the table.

## ALTERNATIVE FORCES

If the Adeptus Arbites are nowhere to be seen in your part of the Hive, you might like to try a different type of squad for the defenders. You may spend up to 80 points on a Space Marine Tactical or Scout Squad, or an Imperial Guard Infantry Squad.

## LINE OF RETREAT

The Arbites squads fall back towards their own table edge. If an Imperial Guard squad fails a morale check for any reason, it is immediately removed – the Arbites have 'convinced' the would-be deserters to stay and defend Infernus Hive.

