

## Advanced Kill Team v2.0

Unofficial Rules for Skirmish Combat In the 41st Millennium

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Respect to Copyrights: Games-Workshop, Svendrex (DakkaDakka.com), Benjamin Larson and Dan Spinelli.

### The Rules

Kill Team uses most of the standard rules for 6th Edition Warhammer 40,000 rules, barring the additions below, which override the rules in the book. Any disputes should be resolved with either mutual agreement, or a dice off.

### Selecting Forces

Players must agree on a War-band or Skirmish based Kill Team size.

Infiltration = 200pts for the defender and only 100pts for the infiltrator

War-band = 200pts

Skirmish = 500pts

Next, players select a Codex to choose their units from. Instead of using the normal Force Organization Chart, players have a more open selection. However, allied detachments are not allowed; as allies are unlikely notified of operations of this size.

Each player may select:

0 - 2 HQ (Only 1 HQ for War-band size battles)

0 - 3 Troops units

0 - 2 Elite units

0 - 2 Fast Attack units

0 - 1 Vehicle (No Vehicles in War-band size battles)

Players may select one model (HQ, Elite, or Troop) to be their "Warlord". If the Warlord is not an HQ to begin with, he becomes one, and selects a Warlord trait table to roll on. Whichever Warlord trait he gains becomes his permanent special ability.

### Game Type

If this is part of a Skirmish Campaign then choose the appropriate table and roll to determine scenario. If it is a one-off Skirmish (500pts) battle then roll a 1d6 to select which table to roll from. If it is a one-off War-band Battle (200pts) then simply use the Infiltration Battle Chart.

Always roll on the War Zone Traits Table (6<sup>th</sup> ed Rulebook) for one-off battles.

When attacking a half-force with a full force in campaign use "The Blood of Martyrs" from the 6<sup>th</sup> ed Big-Book.

Roll	Battle Chart
1 or 2	Attack & Defend
3 or 4	Surprise
5 or 6	Head-On

Infiltration (In Campaign Attacker Chooses)

1 or 2	Heist (Pillage, See Appendix A)
3 or 4	Assassination (See: City Fight)
5 or 6	Sabotage (Total Devastation, See: City Fight) or Raze (See Appendix A)

#### Attack & Defend

1	Grand Assault (See: City Fight)
2	Thunder Run (See: City Fight)
3	Seize & Destroy (See: Planet-strike)(Use 500pts)
4	The Crucible of War (See 6 <sup>th</sup> ed Big-Book)
5	Search & Destroy (See Appendix A)
6	Attacker Chooses

#### Surprise

1	Fire Sweep (See: City Fight)
2	Meeting Engagement (See Appendix A)
3	High Ground (See Appendix A)
4	Big Guns Never Tire (See 6 <sup>th</sup> Ed Mini-Book)
5	Ambuscade (See Appendix A)
6	Infestation (See Battle Missions)(3-Players; Unlimited turn limit)

#### Head-On

1	Kill Their Leader! (See Appendix A) or Clash of Heroes (See Battle Missions)
2	Purge the Alien (See 6 <sup>th</sup> ed Mini-Book)
3	Death on the Plains (See Appendix A)
4	Scour the Star-fort (See 6 <sup>th</sup> ed Big-Book)
5	Boarding Parties (Space Hulk)
6	Space Battle (See Appendix B)(Re-roll if not Campaign)

#### The Turn

- Rally felling Units and Roll initiative (Highest Single Initiative + 1d6; tie goes to most wounds inflicted last turn)
- 1<sup>st</sup> Player Moves or Sets Overwatch for each model
- 2<sup>nd</sup> Player Moves or Sets Overwatch for each model
- 1<sup>st</sup> Player Shoots or Runs with models not on Overwatch
- 2<sup>nd</sup> Player Shoots or Runs with models not on Overwatch
- 1<sup>st</sup> Player Assaults with models not on Overwatch
- 2<sup>nd</sup> Player Assaults with models not on Overwatch
- Combat is resolved based on Initiative

#### Movement Phase

Unit Coherency: Is removed from this game. Treat all models as Independent Characters.

Snap-To-Cover: After moving, or instead of moving, a unit may move up to the size of its base to move it to the edge of any piece of terrain. This does not prevent Heavy weapons from being fired that turn.

Moving in Terrain: All models gain the “Move Through Cover” Universal Special Rule, as they are unencumbered by their comrades moving with them. (Roll 3d6 and take the best result when moving through difficult terrain)

Move as a Unit: Any models that could normally form a Unit and are within 2” of each other may form up and move as a unit. This allows them to share difficult terrain results, charge distance results, prevents multiple triggering of Overwatch fire, and allows leadership to be shared across the unit. If

models that may form a unit end their movement phase within 2" of each other, they are said to be in a unit. If a unit moves as a unit it remains a unit for the rest of the turn.

**Overwatch:** Ignore the rule as it is stated in the 6<sup>th</sup> edition rulebook. Instead, units may elect to go on Overwatch instead of moving or after moving during their turn. Place a counter beside the model to denote it is on Overwatch. Any enemy model that moves within the LOS of a unit on Overwatch is shot at, even out of turn. This can happen with multiple units. However, the target model or unit gains Cover if it ends its move phase in Cover.

## **Shooting Phase**

**Arc of Fire:** LOS is drawn in a 180-degree radius from the direction of facing of the model.

**Assaulting Units:** If a model in a unit (within 2" of other models it may form a unit with) is assaulted, all other models in the unit must pile into close combat. If a model wishes to break off and not join the assault it must pass a leadership test.

**Cover:** Not only provides the typical 5+ cover save but also causes any model firing on a model in cover to take a penalty of -1 BS on rolls to hit. Furthermore, cover is determined with True LOS; any more than 25% of obscuring is deemed cover.

**Area Terrain Cover:** If any units are out of the area terrain then the cover bonus is lost. When wounds are assigned cover rolls may start to be made once all models out of area cover are killed.

**Intervening Units:** If a model obscures more than 50% of the target then it grants Cover. However, rolls to hit of "1" in this situation instead hit the intervening unit. This can result in friendly fire. Models in the same unit do not obscure LOS.

**Going to Ground:** Now also is treated as Cover.

**Pinning:** Any weapon that causes pinning will force a test if it hits a model, rather than causing a casualty.

**Look Out Sir:** Is removed from this game.

**Overwatch:** Units whom have been placed on Overwatch cannot fire normally during their shooting phase. They instead skip this phase.

**Grenades:** Any model armed with grenades may throw them as a shooting attack with a range in inches that is double their strength characteristic. Note that if a model throws grenades in the shooting phase they may not be used in assault that turn. Grenades do not require LOS.

**Assault Grenades:** S4 AP – Small Blast.

**Anti-armour Armour grenade:** S6 AP 3 No Blast and may only be thrown at models with an armour value.

Unique grenades (i.e. Meltabombs, Tankbusta Bombs, Grenades that don't fit into the category above), can only be used in Close Combat as described in their unit entry.

## **Assault Phase**

**Who Can Fight:** Models must be in base-to-base contact to attack, the 2" rule is ignored.

**Reactive Assault:** When a friendly model is assaulted, all friendly models within 4" may choose to take a Leadership test. Should they pass, they may move into base contact with the attacker (taking

difficult terrain tests if applicable) and fight in the combat. They may not gain the +1 Attack bonus for charging, however if they have the Counter attack rule they may attempt to use it.

No Retreat: Breaking from combat is allowed but elicits a free volley of melee attacks from the opponent.

Overwatch: Units whom have been placed on Overwatch cannot assault as normal during the assault phase. They instead skip this phase. If any enemy models move to assault within the Overwatch unit's LOS, they elicit an attack. If a unit on Overwatch is assaulted it may attack the unit before being locked into Combat. However, this attack is made at -1 BS. Combat then proceeds as normal.

## **Combat Phase**

Each Combat is resolved one-by-one based on Initiative.

Sweeping Advance: Ignore this rule.

Moral: If a model or unit takes more wounds than it deals in a round of combat it must take a leadership test minus the difference. If it fails it runs for the nearest edge of the table. This does not elicit an attack of opportunity. If the model regroups at the end of the next combat phase it returns to normal, otherwise it keeps running. If it reaches the edge of the board it is removed from play. If the Force Leader leaves play this way, that force loses.

## **General**

Squad Based Abilities: All squad-based abilities (i.e. Painboy's Feel No Pain, Bosspoles, etc.) have an area of effect equal to the leadership of the model that confers them. For example, a Painboy has a Leadership of 7; this means that he confers the Feel No Pain save to any model bought from the same unit within 7". Any model not within this area does not benefit from the Feel No Pain save.

Withdrawing: Once a Kill Team is reduced to 33% of its starting numbers. It must take a Leadership check using the Leadership of the Warlord. Should the commander fail the check, the Team will withdraw and your opponent will win by default. If the test is passed, each subsequent turn another test must be performed.

The Board: Ideally the board should be crammed with as many features as possible to make for a very tactical game. The board should be about 4'x4' for suitable play.

Vehicle Leadership: Vehicles count as 10Ld.

## **Appendix A: Missions**

### **Ambuscade**

#### OVERVIEW

A force has been dispatched to destroy an enemy unit, unaware that the unit is the bait for an ambush.

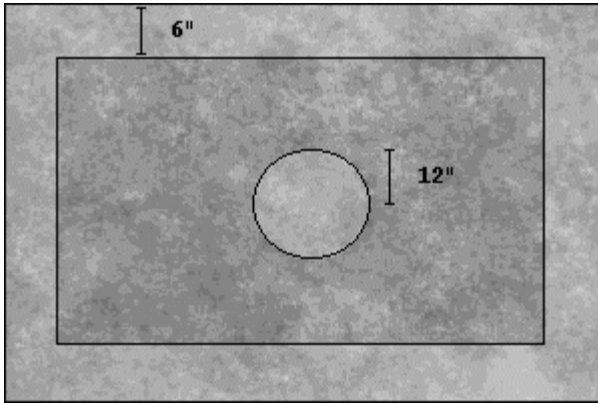
#### SCENARIO SPECIAL RULES

Victory Points, Reserves and Deep Strike special rules are used.

#### SET-UP

- 1 Set up the board as normal, but make sure the center of the board can accommodate a unit.
- 2 Players decide which of their troops will be held in reserve before deployment. The Defender picks a board edge that reserve troops can enter by and troops falling back can leave by. The Attacker gets the opposite board edge.

- 3 The Attacker chooses one unit to act as bait for the ambush and set this unit in the center of the board. The bait unit may not be from the Troops section of the army list.
- 4 The Defender then sets up all units at least 12" away from the bait unit and no closer than 6" from any board edge.
- 5 The Attacker then sets up any other units within 6" of any board edge.
- 6 Roll D6 to see who gets the first turn. Add +1 for every enemy unit placed on the board that has a vehicle in it or is a vehicle (Note: Only models with vehicle profiles count, not bikes, etc.) The Defender does not count the bait unit and does not get +1 if this unit has a vehicle. The player with the highest result goes first.



#### MISSION OBJECTIVE

Determine a victor using the Victory Points method.

#### RESERVES

Determine whether a reserve unit can enter by the normal method. Reserves enter by a player's own board edge. Reserves with the Deep Strike ability may enter play using these rules.

#### GAME LENGTH

The game lasts 6 turns.

#### LINE OF RETREAT

Troops that are forced to fall back do so towards their own table edge.

### **Meeting Engagement**

*The two Kill Teams move quickly across the landscape towards their separate objectives. By happenstance, they come across each other and a firefight in the city begins.*

#### Deployment

Both Kill Teams deploy within 6" of their opposite board edges (which are chosen by the player that won the roll off). Players must obscure their deployments and simultaneously reveal them to their opponent. The force with the single highest Initiative model will take the first turn.

#### Objectives

Both players are attempting to reduce the opposing kill team to minimum strength. The first player to reduce the opposing Kill team to 25% of their starting number wins the game. A player will also win if the opponent is forced to withdraw.

#### Special Rules

Surprise Meeting. As the two Kill Teams are completely surprised by each other's presence, Heavy Weapons may not be fired on the first turn of the game, as they need time to warm up.

### **Kill Their Leader!**

*Each Kill Team is tasked with slaying each other's leader. The two teams stalk each other in the ruins, seeking each other out.*

#### Deployment

Roll off to see who deploys first. The winner may choose to deploy first (and go first) or deploy second (and go second). Both Kill Teams use the Vanguard Deployment in the Main. Players may try to seize the Initiative as normal.

#### Objectives

The first team to slay the opponents Warlord will win the game. The player will also win the game if they force the enemy to withdraw.

#### Special Rules

Lucky Escape. Both Warlords seem to be unnaturally resistant to injury, and seem to be unnervingly lucky ("Missed it by that much!"). To represent this, both Warlords have a 6+ save that they may take in addition to any normal save they take. (I.E. A Space Marine Veteran Sergeant suffers a wound, he takes his armour save and fails, but can still use the 6+ save, which he passes, rendering him unharmed!)

### **The High Ground**

*Both Kill Teams race to the highest positions in the area so they can set off flares to alert the main force of the enemies' presence. But who will be alerted first.*

#### Deployment

Roll off to see who deploys first. The winner may choose to deploy first (and go first) or deploy second (and go second). Both Kill Teams deploy within 12" of their opposite board edges (which are chosen by the player that won the roll off). Players may try to seize the Initiative as normal.

#### Objective

A Kill Team will win the scenario if they have the model in the highest vertical position at the end of the game. The height of the model is determined to the bottom of the base, so those dynamically kneeling Scouts have a chance! Kill Teams can be forced to withdraw as normal, which will give a default victory anyway.

#### Special Rules

Don't Look Down. The heights on a ruined building can be dizzying, and combined with the unstable flooring of a ruin, it can also be fatal. A model on the top floor of any building/ruin in this scenario must take a dangerous terrain test at the beginning of the turn (regardless of whether it moved or not). Failure means that the model drops to his/her death and is removed from play instantly, regardless if it had Eternal Warrior (or similar).

### **Raze**

#### OVERVIEW

An attack force seeks to destroy an enemy installation.

### SCENARIO SPECIAL RULES

No mission special rules are used. The defender chooses a number of static objectives to defend. There is a maximum of one per unit.

### SET-UP

- 1 Scenery is placed as normal. At any time during this, the Defender may place the objectives on the board.
- 2 The Defender picks a board edge and deploys up to half-way across the board.
- 3 The Attacker goes first and all attacking troops enter via the opposite board edge.

### MISSION OBJECTIVE

If more than half of the objectives are destroyed, the Attacker wins. If half or more of the objectives survive, the Defender wins. The objectives are considered to have an armour value of 9 and are immediately destroyed if this is beaten. Attacks that equal this value destroy the objective on a D6 of 5+.

### RESERVES

Reserves are not used.

### GAME LENGTH

The game lasts 6 turns.

### LINE OF RETREAT

Troops that are forced to fall back do so towards their own table edge.

NOTE: The objectives could be anything (as long as they are immobile). Unarmed vehicles, buildings, barrels, radio masts and equipment all make good objectives. Tyranids have a multitude of creatures of various shapes and sizes whose functions can only be guessed at.

If both players agree, the objectives could be mobile models. These models could be important dignitaries or ambassadors from another race or faction. Models could have an Imperial Guardsman or Guardian profile and would act as Independent Characters. It is up to players to agree what weapons, if any, these models should possess.

## **Search And Destroy**

### OVERVIEW

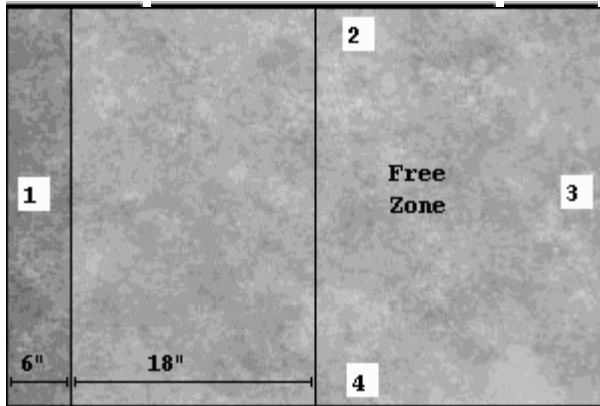
This mission represents an attempt by the attacker to search out an enemy guerilla force or recon patrol and destroy it before it can escape.

### SCENARIO SPECIAL RULES

The Attacker makes use of the Reserve and Deep Strike rules as outlined below. The Defender may make use of Infiltration rules. Both sides also use random Game Length and Victory Points rules.

### SET-UP

- 1 Set up scenery as normal.
- 2 The Defender picks a board edge and sets up any troops within 6" of this edge, but hold any Infiltration units back for now. Each board edge is designated with a number (1 being the Defender's board edge and the rest numbered clockwise up to 4).
- 3 The Attacker chooses a unit that will be present from the start of the battle. For every other unit, roll a D6 - on a 6 result, this unit may be placed on the board at the start of the battle. The Attacker may place these models anywhere at least 24" away from any Defender units. Any units not placed are Reserves.
- 3 The Defender may now place any Infiltration units anywhere outside the free zone as long as they are not within 12" of any enemy units.
- 4 Roll D6s to see who goes first.



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#### MISSION OBJECTIVE

Use Victory Points to determine the winner as normal. In addition to this, the defender gets the points value equal to any defending units in the free zone at the end of the game and the attacker gets the points cost of any defender units not in the free zone at the end of the game.

#### RESERVES

The Attacker may roll for Reserves as given in the rules (4+ on turn 2; 3+ on turn 3; 2+ from turn 4). Roll a D6 to see which board edge they must enter by:

1 - Board edge 1. 2 - Board edge 2. 3 - Board edge 3. 4 - Board edge 4. 5-6 - Attacker decides. Any units held in Reserve that have the Deep Strike ability might enter the board using these rules.

#### GAME LENGTH

Use the random game length rules.

#### LINE OF RETREAT

Defender units fall back to the Defender's board edge. Attacker units fall back to the nearest board edge.

#### **Pillage**

#### OVERVIEW

A raider force is charged with stealing/recovering valuables from an enemy camp.

#### SCENARIO SPECIAL RULES

Theft: The attacker must announce what relic is being stolen.

The defender uses the Reserves rules.

#### SET-UP

1 Set up the board as normal. Players roll D6s, the player with the highest score being the attacker.

2 The defender chooses a long board edge and deploys up to half his force within 9" of this edge. The defender must also make out a loot counter to act as the objective and may place them anywhere within his deployment zone.

3 The attacker deploys all units at least 15" from the defender's deployment zone.

4 The defender goes first.

#### MISSION OBJECTIVE

To bring the loot to any board edge.

Loot is picked up as a Shoot action. If the model carrying it dies it passes it to another model in the unit. If the last model in a unit dies it drops the loot on the ground. If the model holding the loot runs off the board or if the game ends due to failed moral while the recon unit holds the loot they are deemed victorious.

#### RESERVES

The defender rolls for reserves as per the normal rules. Reserves enter via the defender's board edge.

#### GAME LENGTH

The game lasts 6 turns.

#### LINE OF RETREAT

Units fall back to their own board edge.

### **Death On The Plains**

#### OVERVIEW

In this mission, the two armies are crossing an open plain by dark in the hope of launching a surprise attack, unaware that they are walking into each other.

#### SCENARIO SPECIAL RULES

Night Fighting, Random Game Length, Victory Points and Reserves rules are used. At the start of each turn, roll to see if day breaks - when this happens, the rules for Night Fighting no longer apply. Roll a D6 and add the turn number (so, on the first turn this would be D6+1) - on an 8+, daybreaks.

#### SET-UP

1 The tabletop should contain no scenery at all (that's why its called a plain). For the sake of it, players may add a few scattered trees, bushes or craters, but the board may not contain any major obstacles.  
2 Both players roll a D6. The player with the highest result chooses a long board edge and deploys all troops within 18" (except reserves) of that edge. The other player deploys all troops (except reserves) 18" from the opposite board edge.

3 The rules for Sentries (page 136) are used to detect enemy troops (you don't get any sentries, you just use these rules). Each turn until you detect your opponent, move your troops 2D6" towards the enemy board edge. This movement is compulsory and applies to all units. Once you detect the enemy, you are free to follow the normal rules of battle - until then, you may do nothing but move your troops as described.

4 Players roll a D6 with the highest scoring player choosing whether to take the first turn or not.

#### MISSION OBJECTIVE

Determine a victor using the Victory Points method.

#### RESERVES

You may bring up reserves any turn after the turn you detect the enemy.

#### GAME LENGTH

The game lasts a random number of turns.

#### LINE OF RETREAT

Troops that are forced to fall back do so towards their own table edge.

## **Appendix B: Space Battle**

## Space Battle

*Sometimes the battle happens even before the Kill Team can set foot on the battlefield. War is truly mans' greatest sprint towards entropy.*

To Resolve:

Each opponent rolls a d6 and hides the result. Each player then counts to three and yells out "Attack!" or "Retreat!" The retreating player must move all his forces from the planetary body in question to an adjacent friendly territory. If both players wish to attack they reveal their die rolls and the winner is deemed the highest value. If the die is tied both sides lose. Loss in this battle means total annihilation of the force at hand.

## Appendix C: Solar Fire Campaign System

**Overview:** The Game is played as a map style campaign, with players striving to control territory, and eliminate their opponents. The conflicts resolved on the tabletop represent the key battle in the war for each planetary body. While there are surely legions of troops fighting in the background of each battle it is the snapshot played out here that is said to ultimately decide the ruler of the planet in question. The Campaign turn is divided into phases, and each turn represents one-week real time.

**Number of Players:** 2 – 5

**Phases of Play:**

**Winning The Game:** If a player controls the winning percentage of territories, they are declared the winner of the campaign.

Number of Players	Winning Percentage
2	75%
3	70%
4	65%
5	60%

## Player Requirements

One day a week in which to play (Be flexible, some players may not be fighting in a given week and the battles are scheduled at the opponent's convenience.)

You should own at least 500pts of your selected race. More pts mean more options but you will usually only field 200pts.

- All rulebooks, dice, templates, expansions and/or copies of rules for whatever units played.
- A copy of the campaign map for personal use is a must.
- A sector record card that describes the nature of each planetary body. (Updated weekly with any changes)
- A campaign unit card, filled out for all participating units. This card will be provided to the campaign administrator at the beginning of the campaign, and updated for changes weekly.
- Good sportsmanship is mandatory, any display of bad sportsmanship will result in expulsion from the campaign, it is to have fun and not every battle will be completely "fair" but thus is war. The fun is playing remember?

## General Guidelines

All units must be game legal, no exceptions.

All units are IDEALLY WYSIWYG, if there is a time when they are not, they must be pointed out before the battle. Proxies are allowed, but must be discussed before the game begins.

All board terrain issues will be discussed prior to game, if there is any discrepancies during the game resolve it with a D6 roll.

All rules conflicts, if not clarified with a printed chapter approved rule, will be resolved with a D6.

Vehicle Design Rules may be used, with opponent's consent.

Imperial Armor may be used, but anything with more than one structure point or requiring a separate detachment requires opponent consent.

### **Allies**

During the game, players may ally with each other within the bounds of the game history/fluff. There are no restrictions on which forces may ally with each other. An individual army list may not contain an allied detachment.

### **Campaign Play Overview**

The game is played on a map, with different sectors of control. The object of the game is whatever you happen to want it to be, whether conquest, enemy annihilation, a search, or a 'special' purpose you may or may not have.

If at the end of your turn, you control NO sectors, your campaign is over.

The Campaign turn represents one week in real time, thus one campaign turn is played per week. If no conflicts (Contested sectors) occur, then play continues until a battle is fought.

### **Initial Campaign Setup**

Starting Sector for each player is randomly determined, but MUST be more than 5 sectors from another player's starting sector. The starting sector is your HQ sector; make a note of it on your personal campaign map.

Starting Forces: Each Player begins play with a Fortress in his HQ Sector. He also starts with 200pt of Conquest Forces (**CF**), 100pts of Occupational Forces (**OF**), and one 100pt Recon Unit (**RU**). Keep in mind that you can only have up to two separate Conquest Forces and one Recon Unit to start.

### **Turn Sequence**

The campaign turn is divided into four phases. The phases all take place within the one-week 'real time' span of the game. The phases are:

- **Upkeep**  
In the Upkeep Phase, the player calculates his Resource Points and spends them on his selected items. This is covered in **Upkeep**.
- **Movement**  
In the Movement Phase, the players units will move to conquer and explore the map in accordance with his orders. The Administrator will calculate the move paths of all players' units on the board and will determine if any conflicts arise. This is covered in **Movement**.
- **Battle**  
In the Battle Phase, the players will resolve the various combats that resulted from the Movement Phase. Players are free to resolve battles in any mutually acceptable method. This is covered in **Battle**.
- **Post Battle**

In the Post Battle Phase, the players will determine the fate of their surviving military forces, calculate experience for units involved in combat and determine if that unit gains any special abilities. This is covered in **Post Battle**.

### **Upkeep**

At the beginning of the Upkeep Phase, each player receives his or her RP Income:

- 1 RP for each Fortress Controlled
- 1 RP for each Mine Controlled
- 1 RP for each Resource secured in the previous round
- 1 RP for each Battle lost in the previous round
- 1 RP for each Battle won in the previous round

Resource points are the basic 'Currency' for the campaign turn. Each turn, in the upkeep phase, players receive a number of RPs based upon various factors.

There are a number of Terrain Features that affect the amount of RP each sector produces. The basic of a point is 1 RP for 50pts. A Player's HQ Sector generates 1 RP per turn.

Once he has calculated his RPs for the turn, he may spend then as he sees fit. This will be detailed in **Section 3.1 Spending RPs**.

### **Spending RPs**

The most important question asked during the campaign is always:

*What Can I Buy with my RPs?*

Resource points can be spent in many ways. You can use them to upgrade a sector's defenses, purchase troops and new facilities. You can even use RPs to move your HQ sector or gain special abilities.

Note: Any RP not spent in the Upkeep phase is lost. It's strictly use or lose each turn.

Note: You may spend RPs to upgrade a sector and add to, reinforce or create a unit in the same sector.

The following sections detail all the things RPs can be used for.

### **Purchasing Troops**

Troops are perhaps the most common thing RP will be used for. Troops are bought on a 50-point per RP basis, no matter what troop type or class they are. However, they must be bought 2 RP/100pts at a time.

#### **1. Conquest force:**

- You may have 2 Conquest Army list for each Fortress you control.
- Must be 200pts
- May move one sector within your own area of control
- May move one sector in enemy sectors.
- May claim unoccupied sectors.
- Must be purchased in 100 pt increments.
- Must meet all normal force organization requirements.

#### **2. Occupation force:**

- You may have 1 Conquest Army list for each Base you control.
- Minimum size is 100 pts
- Maximum size is 200 pts
- May move one sector within your own area of control

- May not move into enemy sectors
- May defend only. (Including a garrisoned area.)
- May not claim a sector.
- May be purchased on a 1 RP = 50 points basis.
- Must meet all normal force organization requirements.

### 3. Recon Forces:

- Minimum size is 1 model of fast attack or troops.
- Maximum size is 100pts.
- May not claim unoccupied sectors.
- May be purchased on a 1 RP = 50 points basis.
- Does not have to meet normal force organization requirements.

### Purchasing Defenses

Defenses are another great way to spend RP, defenses come into play when your sector is invaded and a Battle takes place. Defenses are placed on the battlefield before any other terrain. Defenses are purchased on a per level basis. (Max. level 4) Each level represents one more

### Defenses

1 <sup>st</sup> Level Defenses	Any 2 Battlefield Debris (6 <sup>th</sup> ed Rulebook) & Chooses deployment side.
2 <sup>nd</sup> Level Defenses	Defender Places all Terrain and Deploys Second.
3 <sup>rd</sup> Level Defenses	Additional 2 Battlefield Debris or Stratagem (City Fights or Planet strike)
4 <sup>th</sup> Level Defenses (Requires Base)	Any Battlement

Due to the very nature of the army, Tyranid may not purchase these options. Instead they get a wave of 6 spore mines and can remove a piece of terrain for each level.

### Purchasing Facilities

Facilities are any structure that you build to benefit your forces in some way. Some facilities may be present in a Sector due to a roll on the terrain features map, while the only way to get others is to purchase them. Some facilities have no direct effect on the battles fought in a sector, while some will make a major contribution to the combat. The Table below lists the facilities that may be purchased along with their cost and effect on the game.

Note that facilities are not purchased in levels as defenses are. Some facilities are so expensive; that it may take several turns to purchase them. In these cases, the facility does not come into play until it's completely paid off. Only one facility may be built per sector. When a sector with a facility is lost, the sector's facilities are taken over by the player who won the sector.

In the event of a 'free unit' for defensive purposes, the base unit only is free. Any war gear, special weapons, additional models and upgrades must be paid for and noted on a unit card when the facility is built. The bonus unit counts as part of the occupying force. The point limit for the free unit is 265 points.

### Facilities

Base	3 RP	Allows another CF list. Required for Level 4 Defenses. Forces may be deployed here.
Factory	3 RP	May field a Vehicle selection. Still counts towards points.
Sensor System	4 RP	This sector cannot be infiltrated
AA Battery	3 RP	Any Space battle connected to this planet is auto-won. No enemy reserves allowed except teleportation.

Star-port	3 RP	Can move forces freely between sectors with Star-ports.
Garrison	5 RP	Grants the ability to hold all adjacent territories without occupying the Sector. A minimum of 300pts must remain in the garrison at all times. When a Sector adjacent to the garrison is invaded, treat the garrison force as a defending army.
Training Centre	2 RP	CF can take a Battle Honor. When defending can have forces in reserve.
Com Station	2 RP	Each Recon Mission requires a Com Station somewhere.
Mine	3 RP	Generates 1 RP during each Upkeep here on. Can be Captured.
Battle Honors	1 RP	Choose a Battle Honor for one model in your army list. *
USR	1 RP	Choose a USR for any one model in your army list. *

\* Max 1 each per model and 3 each per army list.

### Special Purchases

Specials are things that can be purchased with RP that have properties that don't fit in as either defenses, or facilities. They are most often one-use effects that must be bought on a per use basis. (Those that are not are noted as such.)

Satellite Uplink	1 RP	Player may choose Scenario.
Orbital Bombardment	1 RP	Follow 6 <sup>th</sup> ed rules for "Preliminary Bombardment" (See Planet strike)
Deep Strike	3 RP	This ability grants "Deep Strike" an additional half-force in this battle.
Advanced Intel	1 RP	This ability allows you to deploy all of your forces after your opponent has deployed.

### Special Characters

Special characters may be purchased if you own a fortress.

Only one special character may be purchased per fortress & base.

A special character is a UNIQUE unit. (Player is allowed only one of any character.)

Special characters do not gain experience.

Special characters do not get battle honors.

Special characters are automatically deemed the "Warlord".

If a special character dies, it is dead. That is all. No duplicate characters with different names.

**Movement Phase:** Once Upkeep is done, the movement phase begins. All forces, unless otherwise specified, may only move across one movement line per turn. In each turn players secretly record their planned movements for each individual half-force token. These plans are simultaneously revealed and players then move the respective tokens. Battle occurrences and details are determined by how these half-force tokens end up at the end of the turn. Below are the different types of movements allowed.

- **Tactical Movement:** When moving within your own territory each force can move along one movement line per turn. Up to 600pts may be moved this way.
- **Capture Neutral Planetary Body:** If you move into a planetary body that is unoccupied, then it comes under your control. Roll on the appropriate Terraforming tables (First Plane to determine the features of the new territory. Record these features on the record sheet. Only 100pts (a half-force) is required to claim a neutral territory. If two enemy forces attempt to

simultaneously claim a neutral planetary body then a battle ensues according to the “Surprise” battle chart

- **Control an Already Claimed Planetary Body:** Any force in an uncontested territory controls that territory. 100pts (a half-force) is required to keep the planet under control. Only planets under control grant special bonuses.
- **Moving into Enemy Territory:** You may move one full force, of no more than 200pts, into an enemy occupied territory. If the defending enemy issues a tactical retreat then the attacking force claims the territory without ever entering battle. If the enemy issues either “Reinforce” or “Hold” orders to the defending forces then battles ensues according to the “Attack & Defend” battle chart. If the same player announces an attack in the opposite direction, both forces are placed along the movement line to represent their head-on confrontation and a battle ensues according to the “Head On” battle chart.
- **Recon Units:** Recon units are used to gather information on territories before your army decides to occupy them. A recon unit does not actually trigger battles in the enemy territory it enters but instead gives attacking allied forces bonuses as long as it remains there. Each turn the recon unit can decide to stay in the enemy territory but must reroll on the recon table to see what it finds.

#### Recon Table

• <b>1</b>	• Must fight “Damn!” scenario.
• <b>2 - 4</b>	• Unit enters sector undetected but gains no insight.
• <b>5 +</b>	• Unit enters sector undetected and gains benefit.

- **Recon Benefits:** Recon units entering enemy occupied territory can choose to execute Recon missions. If the recon unit succeeds there can be scenario specific benefit. If the recon unit fails, it is destroyed regardless of retreat. As long as the recon unit gains benefits for the turn any attacking unit may force the defending force to deploy first.

#### Battle

- Resolve Recon; Recon decides mission
- Resolve Head-On
- Resolve Attack & Defend
- Resolve Surprise
- Terra-form sector if not yet terra-formed.
- If already terra formed reset up battlefield according to record sheet.
- Determine appropriate Scenario
- Determine Deployment with d6 if not otherwise specified
  - 1 or 2: Dawn of War
  - 3 or 4: Hammer and Anvil
  - 5 or 6: Vanguard Strike
- Determine appropriate Scenario
- Fight! Or Strategic Withdrawal

#### Post Battle

##### After Battle

After all conflicts have been resolved, losing forces that survived battles are moved out of the territory they were in, into an adjacent friendly territory. If none of the surrounding territories are occupied by friendly hexes, it is destroyed.

### Causalities

Any special character fallen in combat must take a grit check. Units with either special items or invested pts are considered special characters. If they fail they are stricken from the player's force list and all experience and special items are lost. Specifically, relics are lost to the enemy commander. If the grit roll is passed, the player must operate without the commander for all remaining combat that turn. The commander will return to the ranks the next turn if he survives.

### Infantry Battle Honors

Street Fighters: If the unit is in cover, it receives a bonus of (+1) to its cover save. (Example: 4+ instead of 5+.)

Hardened Fighters: Unit Ignores negative modifiers for leadership tests and may attempt to regroup if under 50%.

Expert Marksmen: The unit gains +1 to its Ballistic Skill.

Guerillas: Unit rolls an extra D6 when moving in difficult terrain, and chooses the highest result.

Combat Masters: Unit gains a +1 bonus to Weapon Skill.

New Skill: Unit chooses a skill from the following list: Infiltrate, True Grit, Berserk Charge, Fire Control (Split Fire), Operate Behind Enemy Lines, Hidden Deployment, Implacable Advance, Fearless or (+1) to Attack. (Other abilities may be added to this list.)

### Bike/Cavalry Battle Honors

Skilled Riders: Unit may reroll any die for rough terrain rolls.

Rapid Deployment: Unit may move D6 inches after deployment, but before the start of the game.

Hardened Fighters: Unit ignores negative modifiers for leadership tests and may attempt to regroup if under 50%.

Lightning Charge: Unit may double its initiative on a charge once per game.

Expert Riders: Unit gains a 6+ invulnerable save against weapons fire. NOTE: if the unit already has this ability, it receives a (+1) Bonus to the save.

Engine Upgrade/Faster Mounts: Unit may move an additional d6 inches per turn.

### Vehicle/Tank Battle Honors

Terrifying: Tanks: Cause an additional (-1) penalty for units rolling for Tank shock  
Other vehicles: Causes tank shock as if the vehicle were a tank.

Engine Upgrade: Vehicle is now counted as a 'Fast Vehicle'. If the vehicle is already fast, re-roll.

Reinforced Armor: Reduce any Glancing Hits table rolls for this vehicle by one. Negates the 'Open Topped' modifiers of (+1)

Hardened Crew: Treat 'Crew stunned' as 'Crew Shaken', and 'Crew Shaken' as 'No Effect'.

Skilled Gunnery: Unit may re-roll any one missed to hit roll, or scatter roll each turn.

Gunnery Masters: Gunners receive a (+1) to ballistic skill, plus, they may split fire if more than one weapon/pair of linked weapons. (Example: A Land Raider may fire each twin linked Las Cannon at a different target and may choose a 3rd for the Heavy Bolters.

Character/HQ Battle Honors

Weapon Master: Gains one additional Close Combat attack

Gunfighter: May fire a pistol in each hand (at the same target) w/o penalties.

Know Thy Enemy: Roll 1d3, opponent must deploy that many units before actual deployment starts. (If the character comes with this then re-roll result.)

Born Again Hard: Character gains one extra Wound.

Inspiring leader: once per game, all friendly units within 12" gain +1 attack in close combat

Choose one of the following: Turn Aside Wound, Whirlwind Attack (+1d3 attacks, 1X per game), (+1) to Toughness.

Psychic Battle Honors

Additional power: The Psykers gains an additional power appropriate to their army race for free. (Marines choose from psychic power table in Codex Space Marine.)\*

Strength Of Will: Adds (+1) to his LD for all psychic tests.

Superior Focus: Double the range of one power\*\*

Quick Mind: Psyker may re-use a psychic power on a roll of 5+. (Once per turn.)

Psychic Counter Strike: Psyker may attempt to nullify enemy psykers without having a psychic hood. (Librarians are treated as having the Hood of Hellfire)

Choose one of the following: Warp Screen:(Psyker is immune to attacks from the warp.), Additional Power, Mind Mask:(May not be targeted by enemy psykers.), Psychic Shield:(Psyker and any unit he is with gains a 5+ invulnerable save vs. enemy psychic attacks.) \*

**Appendix D: Terraforming**

To determine what inherent features a planet has, roll on the table below upon discovery. Do not roll for moons. Moon battles are played with only four pieces of terrain on a 2' by 2' board.

**Planet Features Table**

1 - 2	Roll once on the Hazard Table
3 - 4	Roll once on the Archeotech Artefact Table (6 <sup>th</sup> ed Mini-Book)
5 - 6	Roll once on the Both the Artefact and Hazard Tables.

**Relic Table:**

1	Necron Relic (10pts): Obelisk (Auto pass after battle death save)
2	Space Marine Relic (10pts): Standard Of McCargre (Can choose for Tyranids not to deploy. +1 SV against Chaos for all the force)
3	Eldar Relic (10pts): Avatar's Blessing (+1 to Grit bonus)
4	Chaos Relic (10pts): Warp Stone (The planet of the force which found it may jump 2

	movements).
5	Orkz Relic (10pts): Warrrrggggh! (+2 to FV & -1 to SV for all force).
6	Tau Relic (10pts): All Seeing Eye (Gain Advanced Intel Special for all Battles)

### Sector Hazard Table

1	The Sky Is Falling
2	Footloose
3	Hot 'N' Cold
4	Storms
5	Xenos
6	Warp Factor (The demon spawn rules are not applicable to this campaign.)

### The Sky Is Falling

1-2: **High Winds and Rain**

3-4: **Acidic Rain**

5: **Meteorite Storm**

6: **Toxic Clouds**

*Further D6 Roll:*

- 1-3: **Flesh Eating**
- 5: **Metallic Terror**
- 6: **Both!**

**High Winds and Rain.** Fluctuating wind speeds and driving rain make navigating the sky nearly impossible...and dangerous!

All skimmers and jump pack troops may only move a maximum of 10". In addition to this, scatter the model D6 inches in a random direction after moving (use the Scatter die). This wayward movement does not affect how many weapons a skimmer can fire, only its movement. Jump pack troops may elect to not use their packs if they want to play it safe and just walk. Keep in mind the difficult/impassible terrain effects when scattering skimmers and jump pack troops.

**Acidic Rain.** The atmosphere of this planet is heavily polluted and the resulting rainfall is highly corrosive. Exposed metals and armor pieces can be eaten away with frightening speed. If a vehicle is sheltered from the rain by a hangar, rocky overhang, forest, or the like, then it is protected and does not suffer from the following corrosive rain effects.

At the start of each player's turn, roll for Armor Penetration against every vehicle on the table. This counts as an S5 hit against the lowest Armor Value present on the vehicle. Open-Topped vehicles count this damage as an S6 hit instead. Glancing Hits caused in this manner will ignore results of 5 and 6. Penetrating Hits ignore results of 4,5, and 6. In both cases (glancing and penetrating) keep rolling until you get a valid result.

**Meteorite Storm.** The sky is alight with streaking meteorites from some celestial disturbance. The havoc these random hunks of fused space rock can cause on the battlefield is tremendous.

Randomly determine the placement of D6 meteorites at the start of each game turn. Use the small blast template for each falling meteor. Determining the placement of each meteor is completely up to you. You can designate a few "hot spots" on the table and scatter from there, throw the small blast templates at the table (not recommended, but fun), drop Styrofoam balls from a specific height, or some other method your warped mind can devise.

Once you determine where the meteor ends up, any model under the center circle of the small blast template takes an S10 AP1 hit. Models touched by the rest of template suffer an S6 AP3 hit. If you can, try representing each meteor hit with an impact crater on the tabletop!

**Toxic Clouds.** The very atmosphere is deadly! Pockets of various gaseous toxins drift across the battlefield sowing confusion and terror. Place a pair of large blast templates (the toxic clouds) in the center of the table after the armies are deployed. At the start of each game turn, move the clouds by

rolling the Scatter die and 2D6 for distance in inches. Any models the template moves over during its travels may be affected. The toxic cloud does not hinder line-of-sight in any way.

**Flesh Eating.** This type of toxic cloud is dangerous only to exposed flesh. Cries of, "Oh no, the commander's lost his face," are pretty common in these conditions. The cloud affects a model with any skin showing on the actual model itself. This means you "Mr. I'm a Space Marine Commander, I don't need a helmet" and pretty much every unfortunate Imperial Guardsman in the galaxy. Fully enclosed models may ignore the effects of the cloud. Models touched by the cloud as it drifts suffer an S3 hit with no saving throw allowed.

**Metallic Terror.** This type of toxic cloud is dangerous to vehicles and things like Terminators and Crisis Battle suits (use your best judgment and determine these oddball "vehicles" before the game begins). Models touched by the cloud as it drifts suffer an S5 hit against the lowest Armor Value present on the vehicle. Open-Topped vehicles count this damage as an S6 hit instead. Glancing Hits caused in this manner ignore results of 5 and 6. Penetrating Hits ignore results of 4,5, and 6. In both cases (glancing and penetrating) keep rolling until you get a valid result.

**Both!** Treat the cloud as both Flesh and Metallic Terror.

### **Footloose**

1-2: Rockslides

3-4: Loose Footing

5: Sinkholes

6: Tremors

*Further D6 Roll:*

- 1-3: Minor
- 4-5: Major
- 6: Earthquake!
- 

**Rockslides.** In narrow valleys, rockslides can create all sorts of problems on the battlefield. Movement is often difficult due to recent slides. Vehicles and men can disappear under tons of rock in the blink of an eye. Furthermore, powerful explosions only help to further agitate the situation!

The areas within 12" of the two short table edges are considered to be difficult terrain. If there was already normal difficult terrain in these "rock slide zones" to begin with, you can now only move a mere 1D6" in these zones. Vehicles and biker units moving through the zones will have to take difficult terrain tests each and every turn! Skimmers (but not Jump Pack troops – they have to land somewhere) are immune to this effect completely.

If an Ordnance weapon is used anywhere on the table, a rockslide will inevitably occur. In a suitable manner, randomly choose a 12" x 12" area along one of the short table edges. This is where the slide occurs. All vehicles in the area are immediately immobilized. Skimmers are destroyed as bounding rocks knock them out of the sky. Anything else in the area sustains an S5 AP6 hit.

**Loose Footing.** Expanses of sandy desert, seas of gravel, flaky or brittle rocks, and a strange geologic formation known as "crumble rock" can lead to vehicles getting stuck and troops having to move very, very cautiously.

All movement on the table is considered as if it were on difficult terrain. However, roll 3D6 instead of 2D6 for movement. If there was already normal difficult terrain on the table to begin with, you can now only move a mere 1D6" in these areas. Vehicles and biker units will have to take difficult terrain tests each and every turn! Skimmers (but not Jump Pack troops – they have to land somewhere) are immune to this effect completely.

Also, all Tallarn models may ignore these movement limitations because they like the sand.

**Sinkholes.** Subterranean domes and caverns lie just underfoot across the table. Heavy machinery in the wrong place at the wrong time can cause a collapse, sending the object to an early grave.

Roll 2D6 for every vehicle, bike, walker, and large creature before movement occurs. Skimmers may ignore this roll. Any rolls of 2 or 12 indicate a sinkhole has opened beneath the vehicle. Remove the model from play as it now resides deep underground! Place a suitably sized marker (paper, blast template) where the vehicle last stood. This sinkhole area is now impassable to all but skimmers and jump pack troops.

**Tremors.** Seismic activity can manifest on any planet at any time, though some are more susceptible to such events than others. These tremors can range in intensity and duration. Sometimes it's merely a nuisance; while other times it can be life threatening. A fun way to use these treacherous conditions in the game would be to have the tremors increase in intensity from turn to turn until an all-out Earthquake takes place.

**Minor.** Due to irregular ground movements, tracking targets is difficult. All firing from troops within vehicles, vehicles themselves, and non-vehicle Heavy Weapons (foot troopers, platforms, and batteries) suffer -1 to hit in addition to any other modifiers present. Skimmers may ignore these penalties.

**Major.** Heavier tremors continue to disrupt targeting and even begin to affect vehicle movement. All the rules for *Minor Tremors* apply for *Major Tremors* along with the following movement penalties. All vehicles and bike squads must roll a 3+ on a D6 in order to move normally. Skimmers may ignore these penalties.

If the roll is failed, the vehicle may not move and counts as having moved less than 6" for purposes of shooting. Vehicles may elect not to move, but must still pass this dice roll in order to fire all its weapons.

**Earthquake!** An all-out earthquake disrupts a battle completely as the ground shudders and heaves underfoot. All shooting suffers -1 to hit in addition to any other modifiers present. Skimmers may ignore these consequences. *Major Tremor* rules also apply during an Earthquake as well as the Sinkhole rules.

All structures or bunkers on the table will eventually collapse given enough time. Roll a D6 for each building or bunker at the start of a player's turn. On a 6+ the structure is destroyed along with any unfortunate inhabitants.

### Hot 'N' Cold

1-2: Intense Heat

3-4: Frigid Cold

5: Flaming Pools

6: Geyser

*Further D6 Roll:*

- 1-3: Acidic Blast
- 4-5: Scalding Hot
- 6: Flesh-Eating Microbes
- 

**Intense Heat.** Some planets are located close to one or more suns, making their surface very, very hot. Vehicles overheat, troopers' collapse, and weapons malfunction.

When fighting in such an environment, all vehicle, biker, skimmer, jump pack, and walker movement is halved (rounding down). If you decide to move further, roll a D6 after the extended movement is complete. A roll of 5+ indicates the vehicle overheats and stalls. This means death for skimmers. However, all other vehicles cannot move (or use their jump pack) next turn and may only fire one weapon despite their stationary situation.

Models do not gain an extra Attack during assaults because the heat is just too draining.

All laser and Melta weapons now suffer from the **Gets Hot** special rule.

**Frigid Cold.** Some planets are extremely distant from their system star, cloaking these worlds in frigid wastelands. These planets are not the best place to fight a battle, but sometimes there is no other choice. Troops do not fight effectively, crevasses appear, and skimmers freeze up. Charging models do not gain an extra Attack during assaults because the cold is just too debilitating.

Hidden crevasses can appear at a moment's notice. Use the rules for Sinkholes, with the exception that affected models are merely immobilized for the rest of the battle rather than destroyed.

Intake valves tend to freeze up on skimmers in these conditions. Roll a D6 before moving a skimmer. If a 1 is rolled, the valve clogs and the skimmer drops from the sky. Consider it destroyed.

**Flaming Pools.** Small pools of highly flammable liquids can be found in any ash or chem wasteland, on death worlds, and hot worlds near a system star. Though only a few inches deep, the pools may ignite instantaneously.

Each flaming pool should fit within a 12"x 12" area, but no larger. Determine how many you wish to use with your opponent during set up. Colored paper could easily be used to represent a pool.

All squads and vehicles moving through or ending their movement in a flaming pool must roll 2D6. If a 7 is rolled, the pool flares up, otherwise nothing happens. Squads caught in a flare suffer 1D6 S6 hits. Armor saves are taken as normal.

For vehicles this counts as an S5 hit against the lowest Armor Value present. Open-Topped vehicles count this as an S6 hit instead. Glancing Hits caused in this manner ignore results of 5 and 6. Penetrating Hits ignore results of 4, 5, and 6. In both cases (glancing and penetrating) keep rolling until you get a valid result.

**Geysers.** When a battle takes place on a field of geysers, commanders need to take care to avoid them. They can be unpredictable, and a tank parked on top of one could lead to disaster!

Players take turns placing six coins (or some other suitable marker to represent a geyser spout) anywhere on the table as they see fit. Once the markers have been placed, number them 1-6. At the start of each player's turn, roll a D6. The number rolled corresponds to the numbered marker on the tabletop. This geyser immediately erupts with one of the effects below.

**Acidic Blast.** Corrosive geysers are nasty. They spew noxious liquids that eat exposed troopers and slowly peel armor away from vehicle frames.

When an acidic geyser erupts, roll 2D6. This is the area of the acid blast effect. Any models caught within this radius take an S2 AP3 hit as the acid eats through armor rapidly. This effect will always wound on a 6, even if the target is considered to have too high a Toughness value.

Vehicles in the radius of the eruption immediately reduce their Armor Values by 1 point (all of them) for the duration of the game. This effect is cumulative. If a vehicle's armor is reduced three times, it becomes immobilized. At five times, a weapon of the opponent's choosing is destroyed. At six times, another weapon is destroyed in the same manner. At seven times the vehicle is considered destroyed.

**Steam Vent.** Scalding hot gouts of steam obscure parts of the battlefield, creating targeting problems.

When a steam vent erupts, place the Ordnance template on top of the geyser marker to represent the scalding steam cloud. Any models caught within the template or moving through it will take an immediate S3 AP6 hit. The template will stay in place on the table for a full game turn. Any shooting through the steam cloud is at -1 to hit. Weapons fired through the cloud at a vehicle count the target as Hull Down.

**Flesh-Eating Microbes.** Sometimes, geysers spew seemingly harmless mists of water. In reality, the mist is loaded with highly infectious, flesh-eating microbes! Randomly determine a target squad within 12" of the erupting geyser. If only one squad is within 12", then it is the target of the attack. In terms of vehicles, Open-Topped vehicles and bikers are affected. Regular vehicles are immune to the microbes.

The targeted squad must roll equal to or higher than the current number of models within the squad to avoid infection. A 12 is always a success. If the target rolls lower than the number of models present, it has become infected with the airborne flesh-eating microbes. Note that squads of 12 or more need to roll a 12 in order to avoid infection, otherwise your troops' insides start liquefying. Mark infected squads with a counter. At the start of the infected squad's next turn and each of their turns until the end of the game, they must take D6 armor saves. Each failure is removed as a casualty. Squads that have an armor save of 6 or no save at all (use the majority save if mixed values are

present) must make D6+3 armor saves instead. This effect persists until the squad is wiped out, or the game ends.

## **Storms**

- 1: Ash Storm
- 2: Electrical Storm
- 3-4: Vicious Fauna
- 5-6: Blizzard

**Ash Storm.** Ash storms are no picnic. Choking clouds affect troops, visibility is severely reduced, and skimmers are nearly useless.

The storm will move 12" onto a randomly determined short table edge at the start of the Turn 1. This area is affected by the conditions outlined below. At the start of Turn 2 and each subsequent turn, the storm expands a further 12" onto the table until the table is completely within the storm's grasp.

All movement within the ash storm is considered to be in difficult terrain. Skimmers may only move a maximum of 6". In addition to this, the skimmer must take a difficult terrain test as if it were a normal vehicle crossing difficult terrain. This does not affect how many weapons a skimmer can fire, only its movement.

Accurate firing is reduced to 8". For targets beyond 8", 6's are needed to hit – regardless of the shooter's BS.

**Electrical Storm.** Powerful electrical disturbances in the vicinity of a battle can wreak havoc on vehicles and guidance systems. For the most part there's nothing you can do but hope for the best!

The storm will move 12" onto a randomly determined short table edge at the start of the Turn 1. This area is affected by the conditions outlined below. At the start of Turn 2 and each following turn, the storm expands a further 12" onto the table until the table is completely within the storm's grasp. Vehicles, bikers, and Crisis/Broadside Battle suits caught within the storm face the possibility of electrical shortages and fluxes every moment the storm persists. At the start of each game turn, roll a D6 for each vehicle within the storm. A 5+ indicates that a powerful electrical surge has affected one of the vehicle's delicate systems. Roll a further D6 to see what happens. A roll of 1 means the vehicle shuts down for this turn and the next. It may not move or fire. A roll of 2-3 indicates a random weapon has been destroyed or taken offline. A roll of 5-6 will immobilize the vehicle and allow it to fire only one weapon this turn.

**Vicious Fauna.** All forms of cover on the tabletop are infested with deadly fauna. These could be strangle-vines, Venus mantraps, ash clams, spine cactus, weeping ferns, chokers, killer kudzu, poison moss, or a thousand other types of horrid plant life. Foot troops are affected by these conditions and operate under the rules below, while vehicles are immune.

When a squad enters cover or starts its turn in cover, roll 2D6. A roll of 7 or doubles indicates something has gone wrong. Roll a further D6. A result of 1 or 2 indicates a casualty amongst the squad. Remove one model. A result of 3-6 indicates a model of the owning player's choice is struggling with the fauna and may still come out of the ordeal alive if the model passes an armor save. If the model fails, then remove it from play.

**Blizzard.** Blizzards create a large number of problems on the battlefield. Poor visibility and driving winds are just plain difficult to deal with when a combat action is taking place.

The blizzard will move 12" onto a randomly determined short table edge at the start of Turn 1. This area is affected by the conditions outlined below. At the start of Turn 2 and each following turn, the blizzard expands a further 12" onto the table until the table is completely within the storm's grasp.

## **Xeno Swarms.**

Horrible groups of voracious Xeno life forms can blacken the sky on battlefields and even attack ground forces. There is a multitude of types, but generally they fall into one of three broad categories. The third player players' 200pts of Tyranid as a third player. If an objective is completed the Battle ends normally. However, Tyranid forces remain here until they are eventually exterminated.

## **Warp Factor**

1-2: Warp Rift

3-4: Unstable Reality

5: Daemon Gate

6: Time Flow Disruption

### *Further D6 Roll:*

- 1-2: Speed Up
- 3-4: Slow Down
- 5: Mixed Time
- 6: Time Slip

**Warp Rift.** A visible rift in reality occasionally manifests on unstable worlds like those near the Eye of Terror. Movement and all firing through the rift are completely unpredictable. The rift runs along the center of the table, thus separating the two forces.

Roll a D6 whenever a squad or model wishes to fire across the rift along the center of the table. On the roll of a 1, the target becomes so hard to track through the rift that any firing would be useless. The squad or model that rolled the 1 may not fire this turn.

When the majority (more than half) of a squad or model moves across the rift, halts their movement and roll 2D6 along with the Scatter die. Move the squad or model in the direction and distance in inches indicated by the dice. For squads, place all models within 3" of this new location. Once the squad or model has been relocated, it may continue with whatever movement it had left.

If a "hit" is rolled on the Scatter die, then the squad or model may continue with its movement as normal, ignoring the effects of the warp rift.

If a double comes up on the 2D6 roll and a "hit" is rolled, the squad disappears from the battlefield never to be seen again!

**Unstable Reality.** The very fabric of reality is in a constant state of flux due to rare circumstances beyond comprehension. Shots pass right through targets and tanks blink in and out of existence. All models on the table may take a 5+ invulnerable save. Vehicles may roll a special save when they receive a Glancing or Penetrating Hit – on the D6 roll of a 5+ ignore the shot completely.

**Daemon Gate.** Violent warp storms can saturate a planet with malignant energy and provide the powers of chaos with an opportunity to enter the universe. The very atmosphere crackles with barely restrained power as the stuff of nightmare drops into reality from nowhere.

At the start of each player's turn, roll a D6. On the roll of a 6, a group of daemons manifests on the battlefield. Place D6 daemons (chosen by the player whose turn it is) in the center of the table. This player controls the newly formed daemon unit, effectively making it part of their army!

**Time Flow Disruption.** Sometimes the Warp completely disrupts the flow of time, speeding things up to a blur or jumping to events that took place minutes ago. In a battle this can be beneficial or detrimental – such is the fickle nature of the Warp.

**Speed Up.** All models may add +2 to their movement actions. This means that most troops now move 8" and assault 8". Vehicles may move up to 8" and still fire one weapon, while fast vehicles can move up to 14" and still fire one weapon.

In assaults, all models gain +1 attack on top of any other modifiers like charging or having additional weapons.

**Slow Down.** All models may subtract -2 from their movement actions. This means that most troops now move 4" and assault 4". Vehicles may move up to 4" and still fire one weapon, while fast vehicles can move up to 10" and still fire one weapon.

In assaults, models do not gain +1 attack for charging.

**Mixed Time.** Mix the *Speed Up* and *Slow Down* rules into one game. At the start of each game turn, roll a D6 to see which effect takes place. 1-3 means *Speed Up*, and 4-6 means *Slow Down*.

**Time Slip.** When time loses meaning, destroyed troops return to fight again and commanders can't plan effectively since they have no idea where their troops will be in 5 minutes!

When a squad is wiped out or a model removed from play, place a numbered counter to mark the spot where they were destroyed. Write down the counter number and the squad it corresponds to on a scrap piece of paper. At the start of each player's turn, they may roll a D6 for each counter they own. Each roll of 6 will bring the squad or model the counter represents back into play!

Also, at the start of each player's turn, the opponent chooses one squad or model currently on the battlefield and rolls a D6. If a 5+ is rolled, the squad or model blinks out of reality for the remainder of the turn. Place a counter to remind you where the squad or model used to be. They will return to play at the start of the owning player's next turn.