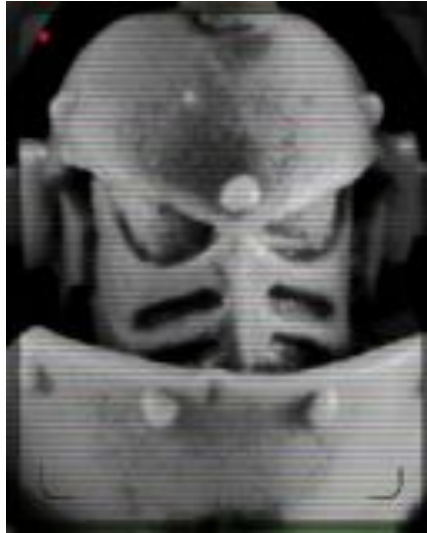


ANIMOSITY

THE ULLANOR CRUSADE





"You are like a son and together we have all but conquered the galaxy. Now the time has come for me to retire to Terra. My work as a soldier is done and now passes to you, for I have great tasks to perform in my earthly sanctum. I name you Warmaster and from this day forth all of my armies and generals shall take orders from you as if the words came from mine own mouth. But words of caution I have for you; for your brother Primarchs are strong of will, of thought and of action. Do not seek to change them, but use their particular strengths well. You have much work to do for there are still many worlds to liberate, many peoples to rescue. My trust is with you. Hail Horus! Hail the Warmaster!"

—The Emperor of Mankind
The Triumph of Ullanor





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ANIMOSITY: THE ULLANOR CAMPAIGN

Brought to you by **ANIMOSITY EVENTS**

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ANIMOSITY

THE ULLANOR CRUSADE

It is the Age of the Emperor. The Great Crusade has united the human race under the banner of the Imperium. Xenos races lurk and plot in the darkness, deigning to defy the Lord of Mankind and his engineered offspring, the mighty Primarchs. Ancient malevolence, hidden away as yet undisturbed on vast tomb worlds; elder races teetering on the brink of extinction; a great devourer drawing nearer, the spawn of the warp, trapped behind the barrier of reality; and the horrors that lurk within the human spirit so close to being unleashed through treachery. The enemies of mankind hide in every corner of the galaxy... though there are those that do not hide.

The Ork Overlord Urrlak Urruk dominates the Ullanor System at the head of the greatest greenskin empire ever amassed. They bawl and spit their vitriol in plain sight of the Imperial machine, daring the weak human race to challenge them or step aside. Unchecked the rampant horde will swell and multiply in their unique way and Waaagh! Urruk will spread across the known galactic plane dooming mankind to death beneath the stinking Ork boot.

The Emperor, in his magnificence, has declared a Crusade to rid the Ullanor system of the green plague. At his side, a most impressive roll call of trans-human generals, engineered to take the Emperor's wrath to the furthest reaches of the galaxy at the head of the Legions Astartes. The massed ranks of the Imperium, the Imperial Guard, the Adeptus Mechanicus, their indomitable war machines and the Agents of the Emperor will converge upon the Ullanor system. The campaign will see the largest battle force united since the Great Crusade left the Sol system and began to re-unite the human race. Will it see the naming of the Warmaster, and the first cracks appearing in that doomed unity? Or will it see the Ork victorious, destined to roam the galaxy, pillaging and burning at will?



ANIMOSITY

GAMING SCHEDULE

DAY ONE

Game I – Blitzkrieg

1000pts
Apocalypse Table
8 Turns
Betrayal/Pre-Heresy – 6th edition rules
Blitzkrieg Force Org

Game II – The Angels of the Emperor

2000pts
Standard table
3 hour time limit
Betrayal/Pre-Heresy – 6th edition rules
The Angels of the Emperor Force Org

Game III – Brothers in Arms (Doubles Game)

2000 pts
Standard table
No time limit
Betrayal/Pre-Heresy – 6th edition rules
6th edition Force Org

DAY TWO

Apocalypse Game – The Fortress

5000 pts
Apocalypse Table
Sunday
Betrayal/Pre-Heresy – 6th edition rules
Apocalypse Force Org

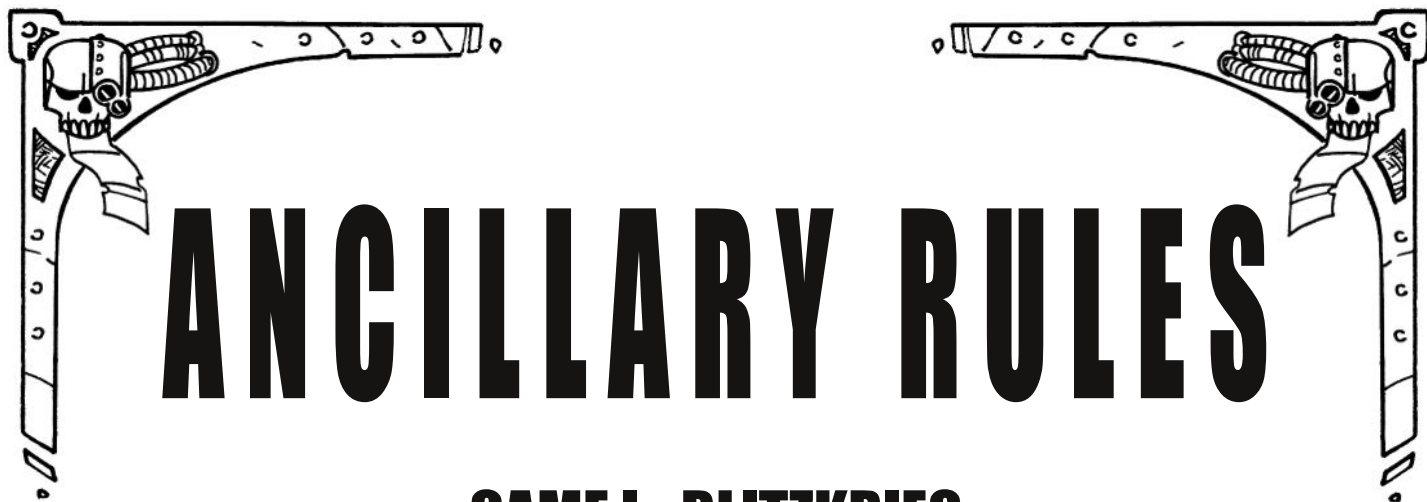
GAME IV – New Ork City *

2000 pts
Standard Table
Sunday
Betrayal/Pre-Heresy – 6th edition rules
6th edition Force Org

Game V – The Warlord *

2000 pts
Standard Table
Sunday
Betrayal/Pre-Heresy – 6th edition rules
6th edition Force org

** Games IV and V will be run at the same time as the Apocalypse game. These games feature as an alternative for players who wish to attend but may not have a large enough force to participate in the assault on the Ork Overlord's Fortress.*



ANCILLARY RULES

GAME I - BLITZKRIEG

An imminent attack on the myriad Ork fortresses that litter the Ullanor landscape is in danger of faltering. The Ork air defences are heavy and must be removed so the orbital insertion can begin. A synchronised low level air assault has been co-ordinated across the system to reduce the Ork defences to slag. The Blitzkrieg Mission is a mass participation game and a turn limit is in place, the game will last 8 turns. The force organisation chart below will detail the composition of the 1000 points for each race. Betrayal/Pre-Heresy + Mechanicum rules, 6th Edition 40k rules are in use during this game.

Blitzkrieg Force Organisation

1000 pts

A 50% Minimum of each force must be designated as a flyer, skimmer, jet bike, jump infantry, wings or jet pack infantry. This is a Minimum. If a player wishes he may field 1000 pts worth of units with these designations.

Imperial Forces

Any points not allocated towards the above selection system may be used to select Fast Attack and Elite options without limitation. HQ, Troop and Heavy options are limited to ONE per force org.

Ork Forces

Any points not allocated towards the above selection system may be used to select Troop, Elite, Fast Attack and Heavy Support options without limitation. Ork formations must include at least one fortification or emplacement.

VECTOR ASSAULT

During the Blitzkrieg mission, units designated within the Jump Infantry, Jet Pack Infantry category or with

Wings (certain Primarchs maybe!!), may carry out a Vector Assault upon an opponent's flyers or skimmers. If a player moves a unit over an opponent's flyer or skimmer during the movement phase he may choose to carry out a Vector Assault. To complete a Vector Assault roll a D6 for each member of the attacking unit. On a 6 that warrior has managed to successfully cling to the enemy's aircraft and may make D3+1 attacks upon the vehicle, or alternatively 1 grenade attack. Unlike the Vector Strike these attacks may be augmented by the individual's weapon choices and assault bonuses. Assaulting a vehicle in such circumstances is not without its dangers. When rolling to complete the Vector Assault any unit member that rolls a 1 suffers a wound immediately with no saves allowed. Should this wound result in the hapless attackers death then the vehicle must take a dangerous terrain test. This represents the possibility of the failed attacker's corpse being sucked into an engine intake or smashing through the cockpit at high velocity.

Units who undertake a Vector Assault may not shoot in the shooting phase but may carry out an assault in their ensuing assault phase suffering a -1 attack penalty and a loss to any assault bonuses if they were used in the Vector Assault. In addition, members of the unit who successfully carried out a Vector Assault upon the opponent must be placed at the rear of the squad and may not be included in the assault this phase as their actions have left them too far behind their unit to assist. The defending flyer/skimmer unit may attempt to evade the Vector Assault. The Jink is carried out prior to the roll to determine the number of attacks the offensive player may take.

A Vector Assault on a unit in Hover is successful on a 4+ as opposed to a 6.

GAME II - THE ANGELS OF THE EMPEROR

With the assault on the Ork Air defences under way the time for the Emperor's force to strike hard is now. The Astartes Legions, Imperial Guard and the Agents of the Emperor scream through the skies of the Ullanor system to fall on the Ork forces with a hammering orbital insertion. The Angels of the Emperor is a one on one game. The force organisation chart below will detail the composition of the 2000 points for each race. Betrayal/Pre-Heresy + Mechanicum Rules, 6th Edition 40k Rules are in use during this game.

Imperial Forces

Imperial Forces represent an orbital insertion force descending upon the Ork defences. They must use the following force organisation chart:

- 0 - 2 HQ
- 0 - 3 Troops
- 0 - 3 Elite
- 3 - 6 Fast Attack
- 0 - 3 Heavy Support

Ork Forces

Ork forces represent the defensive strong points littered across the system. They must use the following force organisation chart:

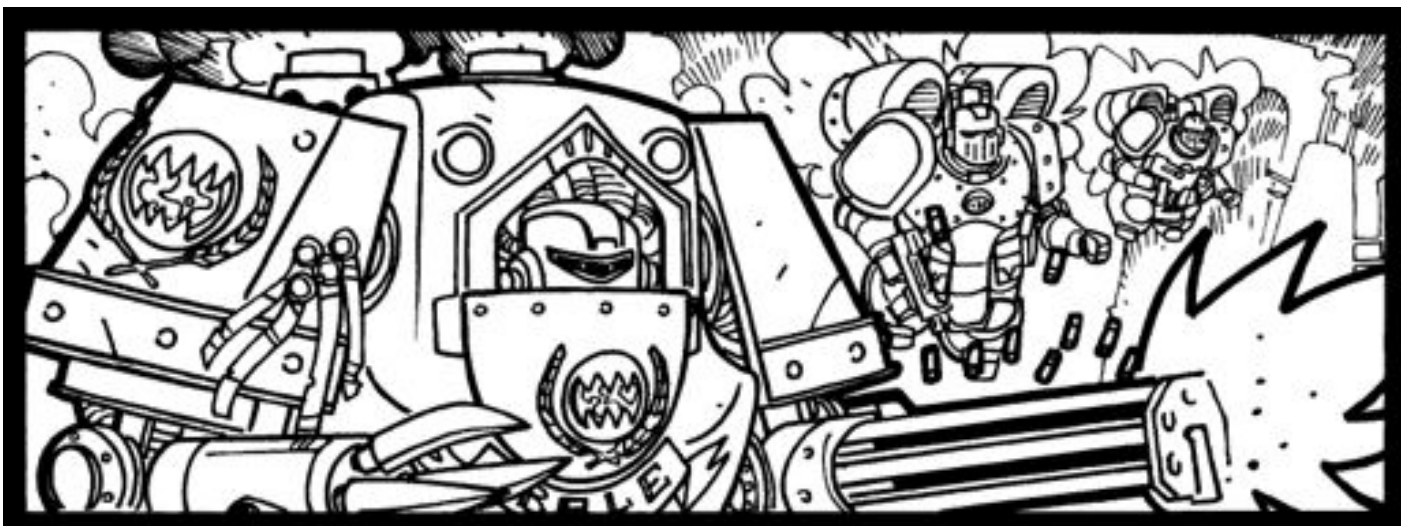
- 0 - 2 HQ

- 2+ Troops
- 0 - 3 Elite
- 0 - 3 Fast Attack
- 3 - 6 Heavy Support
- 1 - 3 Fortifications or Emplacements

Death from Above

During this mission all Imperial Forces begin the game in reserve. Ork forces deploy in their own half of the board in any manner they choose and can only place flyers in reserve. The Imperial player can choose half of his units to arrive in the first turn; the remainder arrive via the traditional reserve roll. All units arriving from deep strike may assault on the turn in which they arrive. Ork Heavy Support choices gain the Skyfire and Interceptor rules during the first turn. From the second turn they only receive the Skyfire bonus. During this mission the objectives are the Ork fortifications. Any fortress held by the Imperial player is worth 3 pts. Shattered fortress's are worth 1 pt. Each fortress held by the Ork player is worth 3 pts. Slay the Warlord and First Blood secondary objectives are also in play.

Imperial forces always go first, and all units other than vehicles may capture objectives (vehicles may only contest). Imperial infiltrators may not deploy under their standard rule but instead gain the Outflank rule. Ork infiltrators may deploy wherever they see fit, but must be more than 6" away from the Imperial table edge.

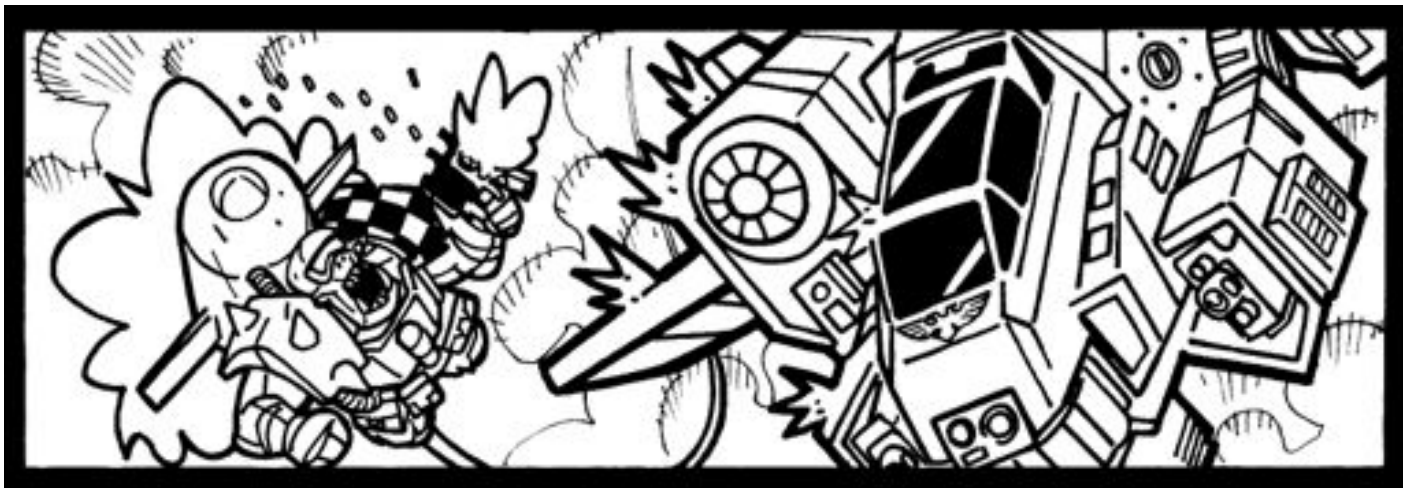




GAME III - BROTHERS IN ARMS

With the initial assaults upon the Ork outer defences coming to a close, the Emperors forces must tighten the noose upon the greenskin neck. Specially selected strike teams will converge upon the Ork formations that are amassing for a counter attack and strangle their assault before it can begin. Brothers in Arms, is a doubles game.

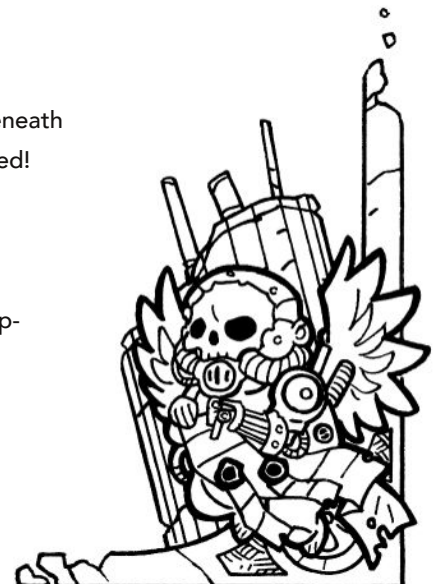
The force organisation chart in the Warhammer 40,000 rule book will detail the composition of the 2000 points for each race. Betrayal/Pre-Heresy + Mechanicum Rules, 6th Edition 40k Rules are in use during this game.



GAME IV - NEW ORK CITY

Whilst the Legions Astartes and the forces of the Emperor assault the Ork forces beneath the outer walls of the gargantuan fortress, inside, New Ork City has been undermined! Imperial forces emerge in the heart of the Ork Stronghold to take the fight to those Orks to slow or to smart, to make it beyond the gates before they were sealed.

The force organisation chart in the Warhammer 40,000 rule book will detail the composition of the 2000 points for each race. Betrayal/Pre-Heresy + Mechanicum Rules, 6th Edition 40k Rules are in use during this game. This game is an optional game, included for those players who choose not to participate in the Apocalypse game.





GAME V - THE WARLORD

As the conflict beyond the walls continues, the Emperor's forces within New Ork City battle on in an attempt to reach the Ork Warlords. If Urrlak Urruk's Generals can be eliminated, resistance within the fortress city will crumble as quickly as the walls the forces beyond are attempting to breach.

The force organisation chart in the Warhammer 40,000 rule book will detail the composition of the 2000 points for each race. Betrayal/Pre-Heresy + Mechanicum Rules, and 6th Edition 40k Rules are in use during this game.

N.B: This is an optional game, included for those players who do not participate in the Apocalypse game.

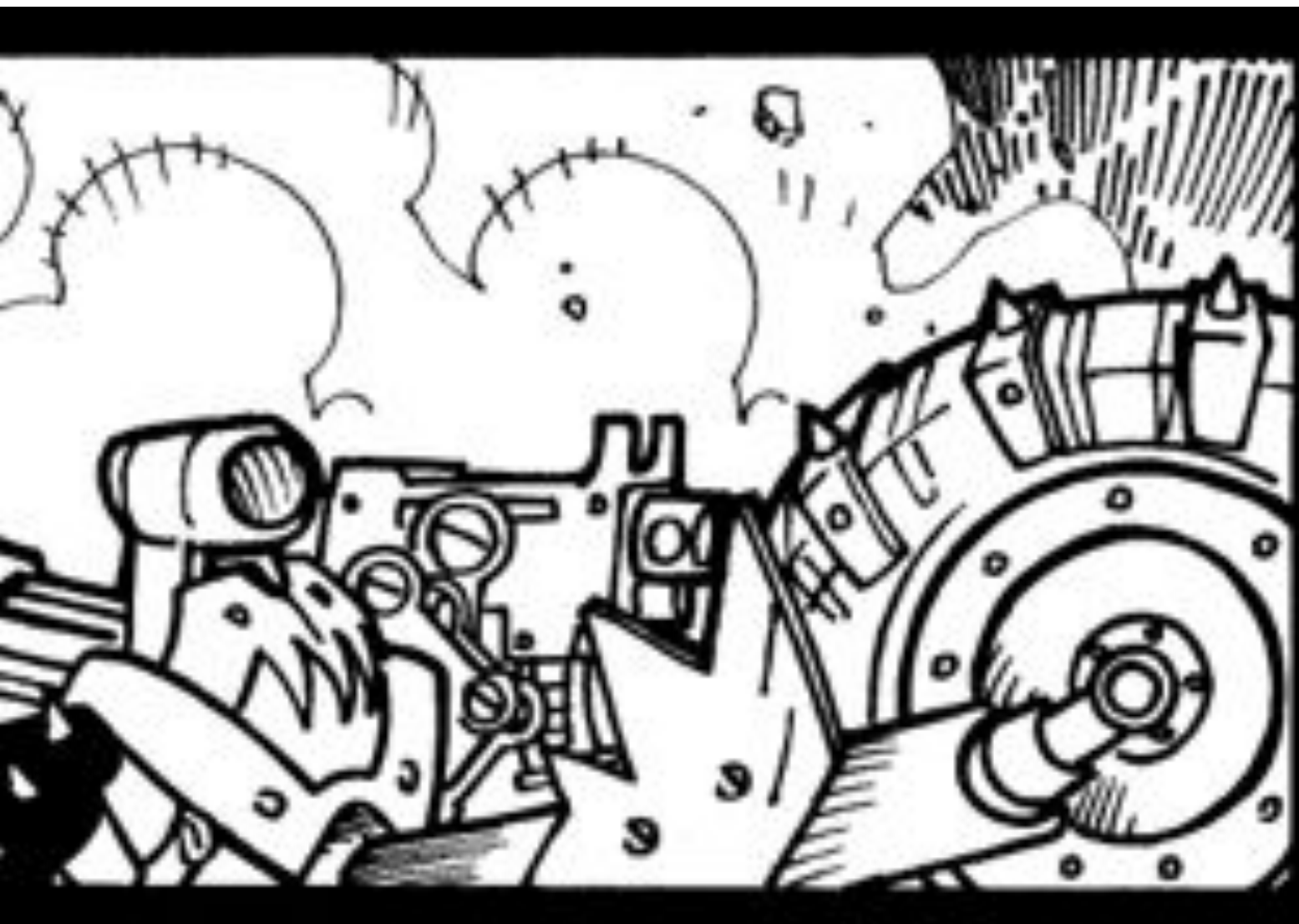


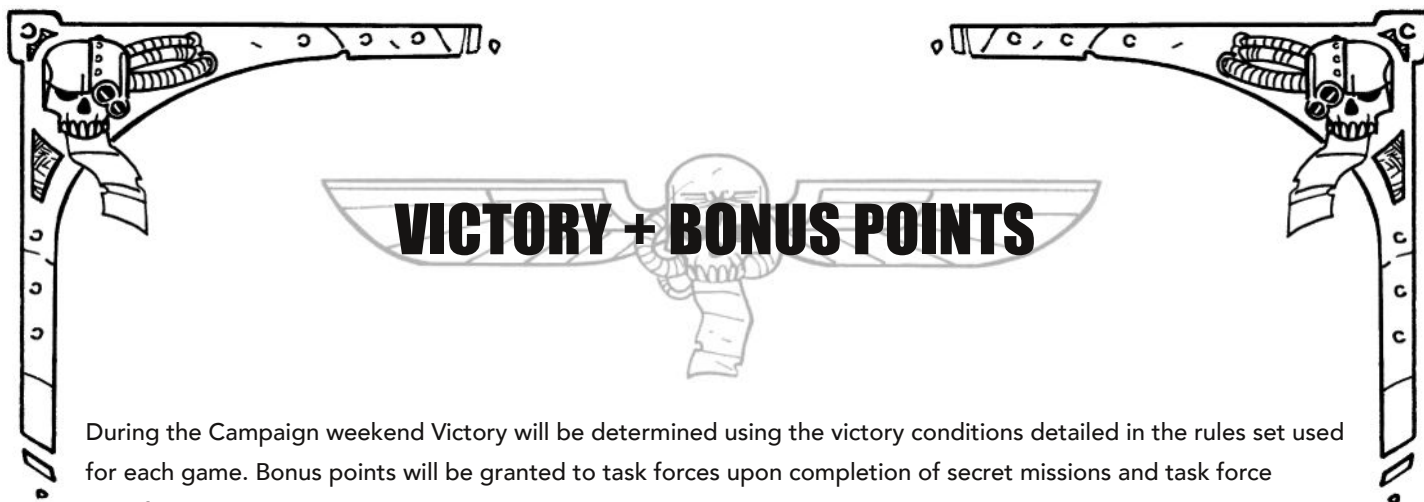


APOCALYPSE GAME - THE FORTRESS

Whilst the Primarch Horus makes plans for his Luna Wolves to attack the Overlord's spire in a mass teleportation assault and eliminate the Overlord within, whilst the Legions Astartes and the assorted forces of the Emperor will attack the ork fortress from without, decimating the ranks of his Waaagh! and wiping the Ork capital, New Ork City, from the Ullanor System in the process.

The force organisation chart in the 6th edition rulebook must be completed once (not including allies and fortifications) and then the Apocalypse rulebook will detail the composition of the 5000 points for each race. Betrayal/Pre-Heresy + Mechanicum rules, and 6th Edition 40k rules are in use during this game.





VICTORY + BONUS POINTS

During the Campaign weekend Victory will be determined using the victory conditions detailed in the rules set used for each game. Bonus points will be granted to task forces upon completion of secret missions and task force specific objectives.

Each victory by a task force member will gain 3 points for the task force. Players receive 1 point for a draw and 0 points for a loss.

Bonus points can be exchanged to bring in reinforcements during your battles. Using "VoxNet Radio" you can call in orbital strikes or artillery support.



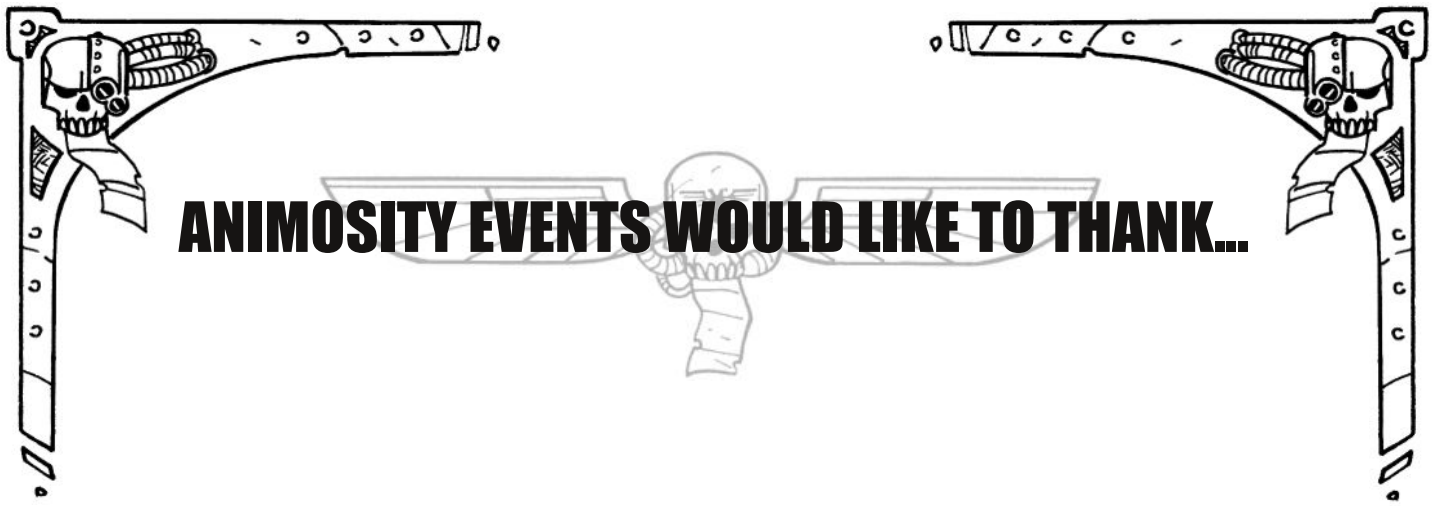
CAMPAIGN COMPETITIONS

Bitz box conversion competition: Bitz Box, has organised a prize for the best Converted miniature featured in the campaign. The rules are simple. Enter a single miniature on a 25mm, 50mm or 60mm base which has been converted using multiple parts from multiple kits. Dynamic bases using bitz should also be taken into consideration for the voting. The winner will be decided by ballot vote by the campaign players. Painting to a high standard is not necessarily the way to victory. I urge all participants to remember that it is a conversion competition. For the painters we have...

Nukearts painting competition: To enter the painting competition, simply enter a painted and based single unit. The unit can be anything, HQ, Troop, Tank... as long as it is not a Super Heavy of any kind. The single unit painting competition will also be voted for by campaign players using a ballot vote.

Maunsfeld Man of the Match: The Maunsfeld Man of the Match Award is voted for by players. The award is for the most sporting player, who helped to provide the best atmosphere for gaming during their game together.





ANIMOSITY EVENTS WOULD LIKE TO THANK...

BITZ BOX

www.bitzbox.co.uk

NUKEARTS

www.facebook.com/nukesarts

POWER ARMoured METAL [A 40K BLOG SPOT]

www.powerarmouredmetal.blogspot.co.uk

VOXNET RADIO

www.voxnetradio.com

Thank you to the following people for contributing so much to the expanding beast that is Animosity:

James Sherriff - chilledmonkeybrains, for putting together the packs and expansions. Without whom there would only be the Word!

Matt Philpott - vraksianrebel

Mark Evans - llamafish

Michael Blackshaw - sar mikael

Voxnetradio

Bitz Box

NukeArts

&

Tracey Yeoh - yeohyeoh, a continuing source of inspiration!





Maunsfeld Gaming have a great gaming venue. They have a bar and will be providing a buffet at lunch time on both the Saturday and the Sunday. The bar will no doubt be open for those who wish to stay beyond the gaming on Saturday night and socialise with the other gamers.

TICKETS: £25

The price of the ticket includes the buffet for both days, a small donation towards prizes and, of course, two awesome days of gaming!

Maunsfeld Gaming

Matlock Hill
Hamilton Way
Mansfield
Nottinghamshire
NG18 5BU

Tel: 01623 238919

The following hotels are recommended by Maunsfeld Gaming for accomodation:

Travelodge Mansfield and The Pine Lodge Hotel

Good luck and eniov the campaign weekend!.



BITZ BOX



