

Ryza Campaign

5 matches of up to 2,500 points.

7500 points liquid bank for replacements.

Only 1 Inquisitor in the army list, will suffer perma-death and must be the Warlord when deployed.

With the Ork Waaagh on Ryza threatening to become unmanageable, Inquisitor Mordred of the House ShiMingWei and the Ordo Xenos, decided to bring the 'Lone Gryphonnes' to bolster Ryza's defences. Inquisitor Zapp of house Brannigan and the Ordo Malleus immediately declared them enemies of the Imperium of Man, for it was common record that the entire Gryphonne System had been consumed by the Tyranids with no survivors; the 'Lone Gryphonnes' must be some Chaos illusion, trick or spawn. Mordred's flotilla was forced to retreat and so was unable to extract the 'Lone Gryphonnes', removing all possibility of a peaceful solution. Mordred would be damned if they would be slaughtered like traitors and heretics and so they would fight with everything they had and hold on until confirmation of their allegiances arrived from Terra. Ryzan forces in the area flocked to Inquisitor Brannigan's cause because they'd fought alongside for many years and they trusted his judgement and advice implicitly. Zapp would be damned if he let any risk, let alone a Chaos risk, threaten Ryza's production capabilities or advanced technologies.

	Total Defeat	Major Defeat	Defeat	Minor Defeat	-	Draw	+	Minor Victory	Victory	Major Victory	Total Victory	<u>Samuel</u>
<u>Greg</u>	Total Victory	Major Victory	Victory	Minor Victory	+	Draw	-	Minor Defeat	Defeat	Major Defeat	Total Defeat	

Potential Results –

- Greg Total Victory = Total annihilation of the Lone Gryphonnes and the traitor Mordred.
- Greg Major Victory = Almost total destruction of the Lone Gryphonne threat on Ryza.
- Greg Victory = Key elements of the Lone Gryphonnes have been destroyed.
- Greg Minor Victory = The Lone Gryphonne threat has been reduced.
- Greg Advantage = The Ryzan Forces hold a better strategic position.
- Draw = Stalemate. Neither side has managed to gain the upper hand.
- Sam Advantage = The Lone Gryphonnes hold a better strategic position.
- Sam Minor Victory = The Lone Gryphonnes have established a defensive perimeter on Ryza.
- Sam Victory = The Lone Gryphonnes have heavily fortified their position.
- Sam Major Victory = The Ryzan Forces have been repulsed for the time being.
- Sam Total Victory = The Ryzan Forces have been held back long enough for the transmission from Terra.

Campaign Rules -

Countryside:

1. If any infantry unit isn't within 6" of cover or inside a structure (at the end of a turn), it takes D6 S5 AP-hits with no cover saves allowed.
2. All vehicles (apart from walkers) have their movement speeds halved. You can choose to have a vehicle move at full speed but it must take 1hp of damage.
3. Night Fighting is always in effect.
4. 2x Supply depots reward 350pts each if you control them by the end of the game.



City:

1. All cover saves increased by 1 (to a maximum of 2+).
2. Overwatch is shot at BS1.
3. All blast weapons have pinning.
4. Weapons fired out of structures have ranges measured from the base of the building.
5. You can fire blast weaponry at subsurface tunnels (using the collapse rules on the next page).
6. If you capture a vehicle wreck (enemy or friendly), a neutral Atlas Recovery Tank (courtesy of the Adeptus Mechanicus) will begin moving it towards your table edge (after 1 turn of hitching). The ART has 3hp, AV 14/13/10 and can drag it D6" per turn. Escort it for two turns of movement (a unit must be within 2") and you will salvage $\frac{1}{2}$ of its point value.



Catacombs:

1. Morale reduced by 1
2. No vehicles.
3. Night fighting is always in effect.
4. Template Weaponry Strength increased by 1.
5. BS decreased by 1.



6. Blast weapons hitting locations on the surface above tunnels in the Catacombs, collapse said tunnels.
(1-3, Partial collapse counting as dangerous terrain. D6 S6 AP- hits on any units underneath, with no cover saves allowed.)
(4-5, Total collapse. Tunnel becomes impassable and any unit underneath is removed from play.)
(6, Route to the surface. D6 S4 AP- hits on any units underneath, with no cover saves allowed.)
7. Any unit trapped at the end of the game is counted as lost.