

## PART 5:

# Towards a Glorious End!

Escalating 1750/2000/2000+ point missions with bonuses.

## Introduction

Artemis burns, its abject ruin a testament to the Imperium's wrath. Columns of black, acrid smoke rise into the sky, blotting out the sun and stars alike. Intense fire storms burn across entire districts, punctuating the horizon with vivid orange and green explosions as they consume all in their path.

The hives once mighty spires lay in wasted ruins, spread like shattered fragments across the vast cityscape. Roads and pathways are nothing more than carpets of plascrete and glass, strewn with giant craters and abandoned defensive positions. The huge blackened skeletal ruins of towers cut across the landscape, their ribcage like masses bisecting the city like the carcasses of colossal dead beasts.

In between these ruins, the citizens cower. Many are dead, their bones littered amongst the detritus of war. Precious few cling to life amongst the cities remains, cowering from the Emperors retribution, hoping in vain to somehow survive this apocalyptic clash of empires.

The Ultramarine forces advance on all fronts, eliminating pockets of resistance as they tighten the noose around the Tau's neck. Most have already fled, but those human forces that are encountered are annihilated with a deadly efficiency.

Whether they choose to fight or surrender is of no consequence to the Marines. This planet and its populace has been corrupted by insidious alien minds, and as a result it must be purged. The Inquisition will have to make do with whatever scraps of civilian population they can find, for the Ultramarines vengeance is absolute.

With Governor Malorak either missing or dead, the remaining Tau forces have withdrawn to their last defensive position in the city. Their losses have been heavy, and all the more damaging to their cause considering the size of the force they started with. Every death has been keenly felt, every life sacrificed has been a high price paid for the greater good

Massed at the governors' private spaceport, the last remnants of the Tau contingent will make their final stand against the turncoat human forces who once supported them, now eager to prove their loyalty to the Emperor, and their Space Marines 'saviours'. Pityful fools, little do they realise that their fate is the same as the Taus if the Imperium re-established control on Titan.

The space port is as good a defensive position as any, and is well fortified against the inevitable assault. The Tau also know they have bloodied the Marines in their advance. They have been weakened, and maybe the final battle will be a battle too far.

But all is not lost. As the last Tau defenders prepare for the battle to come, the comms relay in the makeshift command post flickers to life. The last fragments of orbital telemetry still available signal the arrival of a large Tau fleet, moving to intercept the Imperial Flotilla in orbit. But the identity codes are still indistinct. They are Tau in origin, but not of any known designation.. Is this some last Imperial trick to crush their morale once and for all?

The narrowband channel squawks to life, and the unmistakable voice of a Tau officer comes over the static bound transmission...

"---eetings comrades. Salvation is at hand. Hold on brothers, we are coming. We are coming..."

# Artemis Hive

**Population:** 0.32 Billion (estimated)  
**City Radius:** 300+ km debris radius  
**Av. Height:** 0.3 km (average)  
**Temp. Range:** -8°C / +48°C  
**Surface area:** 210,000 km<sup>2</sup>  
**Established:** 34.356.12.25  
**Grid Ref:** 124.224.45.67.  
**Class:** Hive (Perniciem)  
**Tithe Grade:** Exactis Praeterea  
**Strategic:** Primaris Class  
**Atmosphere:** Nitrogen/Oxygen  
**Design.:** Requires extensive rebuilding  
**Fortifications:** Extensive damage  
**Districts:** Reclassification required  
**Industry:** No Industrial or Commercial activity recorded



<b>Xeno Insurrection Level:</b>	Maximus
<b>Rebel Resistance Classification:</b>	Extremis
<b>Imperial Resistance:</b>	Diminished
<b>Imperial Deployment:</b>	Ultramarines 1st, 2nd, 3rd, 10th Companies Lvov Expeditionary Force : 30 AM Regiments under Field Marshal Von Borhst

## Mission 5.1: 'Patient Hunter'

**1750 pts**

A ripple of Whirlwind missiles erupts from the darkened ruins of a once proud city, streaming forth on trails of black smoke towards a distant target. Bike engines roar, as Rhinos and Land Raiders grind forward, smashing through ruin and barricade with fearful purpose. The final assault has begun.

The Ultramarines, buoyed by their advance through the hive city, have launched an all out assault on the last known bastion of Tau resistance. Troops and Tanks drive towards the governors' spaceport as drop pods begin falling from orbit and Stormtalons begin their strafing runs.

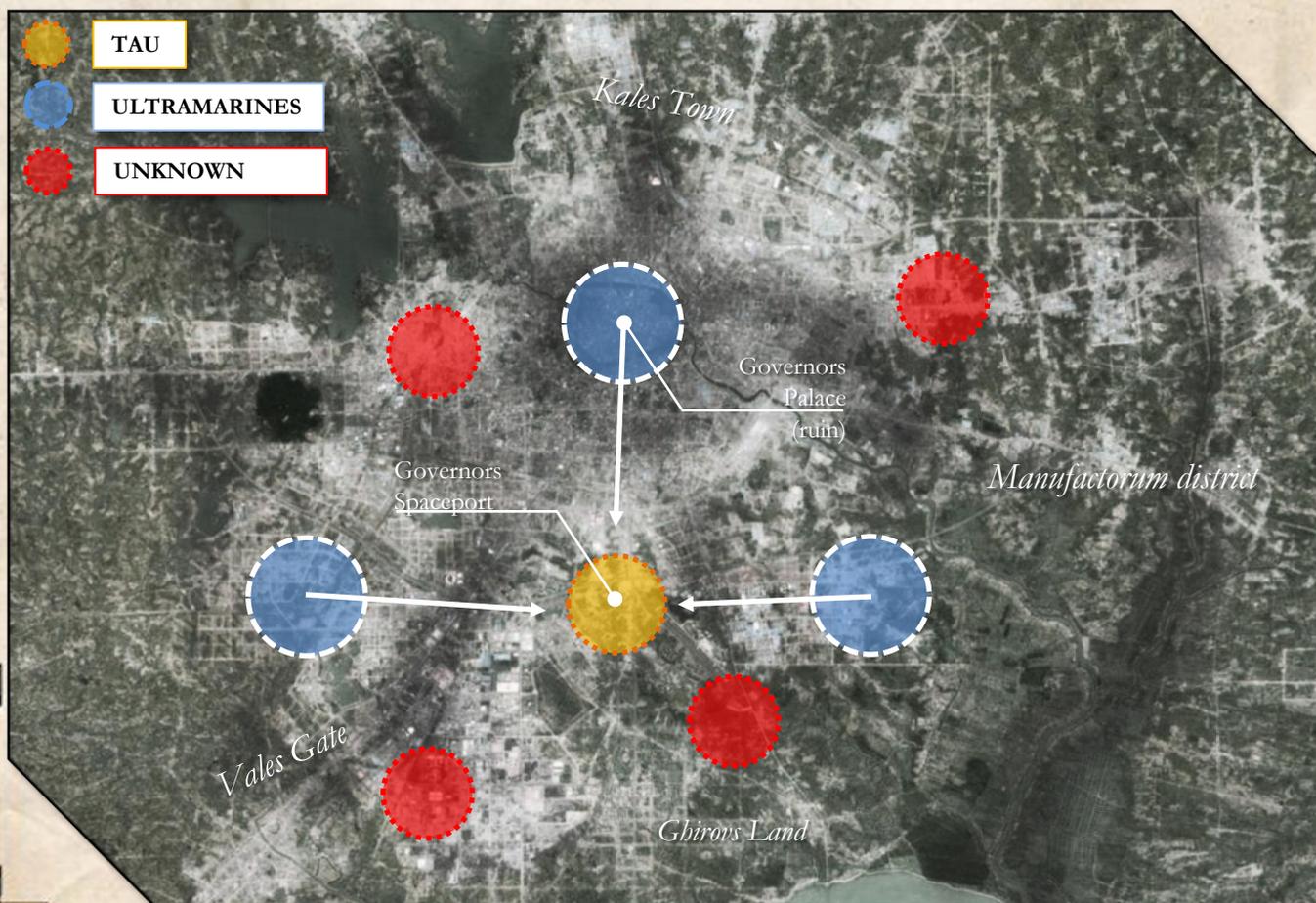
This is the last redoubt of the subversive aliens, and if they are crushed here then the war will be over.

The Tau are well dug in however, and are no longer reliant on the weaker human rebels to assist in the wider defense of the city. They are on their own, and they know that they are fighting for their very lives. This will be the fiercest battle so far for the Marines, but one that must – and will – be won.

But all is not going as planned. As soon as the assault is launched, communications with the fleet in orbit have been disrupted. Snatches of comm chatter that do make it to the surface speak of being engaged by an enemy fleet. Is this the remnants of the original Tau flotilla, or the rumored reinforcements massing at the edge of Tau space?

Reports from flanking scout teams also suggest that vehicles of unknown designation have been seen making extra orbital landings nearby. With all the smoke and falling debris, it is impossible to verify the truth of it.

But it matters not. The final battle is at hand, and it must be won at any cost!



## Mission 5.1: 'Patient Hunter'

1750 pts

### Mission Parameters:

<b>Mission Type:</b>	Counter Attack (Capture objectives and destroy enemy units)
<b>Deployment:</b>	Special, see map
<b>Turn Length:</b>	Variable
<b>Deployment:</b>	Tau Empire units deploy first, while Farsight Enclave units must be placed into reserves. Both force must have roughly equal numbers of units. Marines then deploy within their deployment zone and at least 12" from enemy units. Units may go into reserves as normal. All units fall back towards the nearest table edge.
<b>First Turn:</b>	The Space Marines start with the first turn, unless the Tau can seize the initiative.
<b>Setting:</b>	The shattered remains of an imperial Hive, strewn with the detritus of war and scattered clusters of defensive fortifications.

**Mission Special Rules:** Reserves, Night Fighting, Counter Strike(see below),

- **Counter Strike:** Farsight Enclave forces do not follow the normal rules for reserve deployment. Instead, make a single roll for all reserves from the beginning of turn 3 onwards, and add one to the dice. If the roll is successful, all reserves arrive. Additionally, those units arriving from reserves gain the *Outflank* special rule

### Force Limitations:

#### **Ultramarine forces:**

Single Standard CAD + Single Formation **or** Gladius Strike Force Detachment

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply
- In addition, the Marine player may take between 1-3 fortifications (no FOC slots required)
- HQ choices exclude 'named characters' in campaign 4.0 (unless previous campaign bonus was earned)

#### **Tau Empire Forces (must comprise 50% of total units):**

Single Allied Detachment or Single Formation

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply.
- In addition, the Tau player may take between 1-3 fortifications (no FOC slots required)
- HQ choices exclude 'named characters' in campaign 4.0 (unless previous campaign bonus was earned)

#### **Farsight Enclave Forces (must comprise 50% of total units):**

Single Standard CAD + Single Formation **or** Dawn Blade Contingent

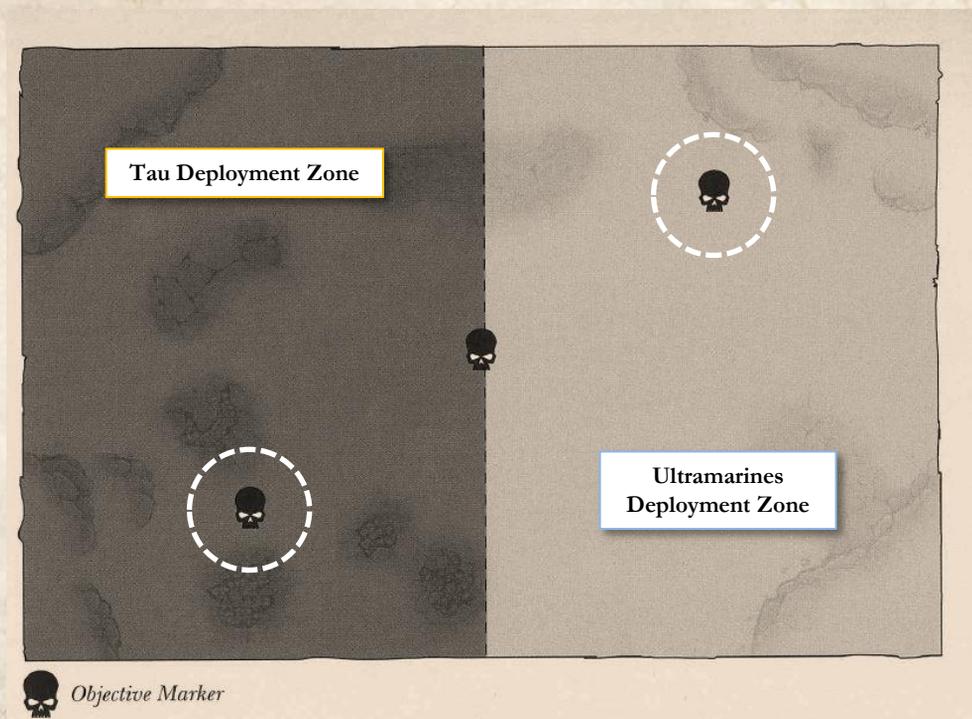
- Both Forces are now at full strength, so no restrictions to number of FOC slots apply.
- HQ choices exclude 'named characters' in campaign 4.0 (unless previous campaign bonus was earned)

### Missions objectives:

**1 Objective** is placed in the centre of the board prior to deployment. Both player then place a **Single Objective** in their opponents deployment zone, rolling to see who goes first.

To be in control of an objective, either player must have a model within 3" of the nexus and be *unchallenged* by scoring units at the end of the game. Alternatively, it may be controlled by being part of a fortification that is claimed by either force.

## Mission 5.1: 'Patient Hunter'



### Primary Objectives:

- Capture the objectives and destroy enemy units

### Ultramarine forces:

- For each unit or fortification destroyed by the Ultramarine Forces, **1VP** will be awarded and **10 points** will be added to the total available for the start of the **Final Mission**.
- For each objective captured at the end of the game, **3VP** will be awarded and **25 points** will be added to the total available for the start of the **Final Mission**.

### Tau Forces:

- For each unit or fortification destroyed by the Tau Forces, **1VP** will be awarded and **10 points** will be added to the total available for the start of the **Final Mission**.
- For each objective captured at the end of the game, **3VP** will be awarded and **25 points** will be added to the total available for the start of the **Final Mission**.

### Secondary Objectives:

First Blood/Slay the Warlord/Linebreaker

### Result Determination:

If neither force is completely destroyed during the mission, the winner will be decided on VPs. The player with the highest number of VPs will be declared the winner. The winner will be 'in the ascendency' and get to choose whether to go first or second in the next mission

## Mission 5.2: 'The Steel Serpent'

**2000 pts**

The unthinkable has happened! With victory at hand, the Ultramarine forces have found themselves assailed on all sides by Tau reinforcements!

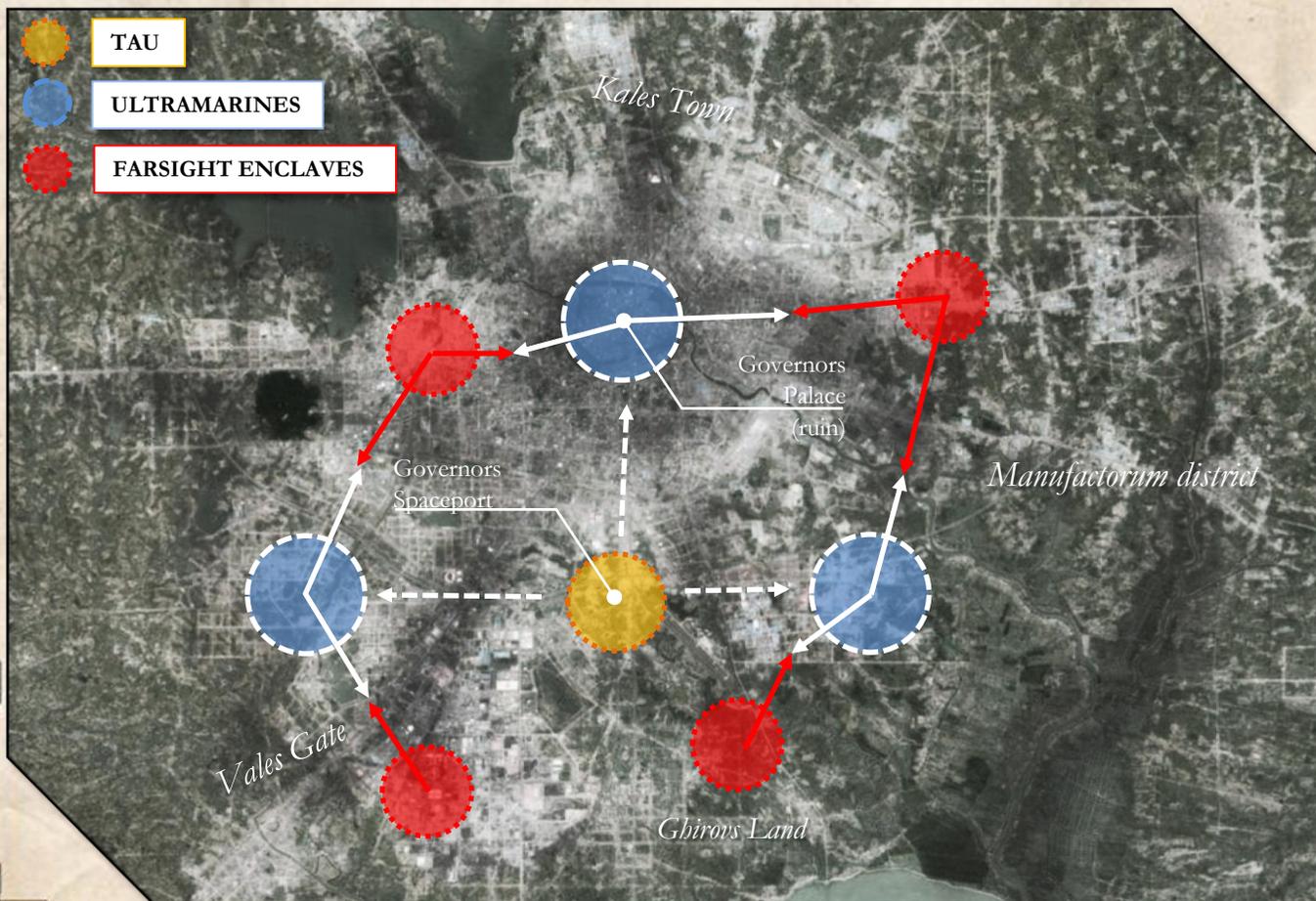
Communications with the fleet in orbit have been sketchy at best, but all accounts report of heavy fighting in the space above the planet. An enemy jamming field has caught the Imperial ships by surprise, allowing a Tau flotilla to approach from within Imperial space and close the range with an ease that belies the sleek maneuverability of their ships

A number of Imperial ships burn, while others are adrift and in danger of being swallowed by the planet's gravity well. Boarding parties have also been detected, and ships' crews fight to the death in a bitter struggle to retain command of the space lanes.

On the surface, matters are just as dire. Ultramarine forces, on the cusp of annihilating the Tau defenders once and for all, were assailed by Tau reinforcements that had managed to land troops and equipment almost undetected.

But these are not the Tau reinforcements rumored to be coming from the eastern fringes – they bear the insignia of the Farsight Enclaves, and have traveled across regions of the Damocles Gulf thought to be in Imperial control!

The advance on the Governors' spaceport has been abandoned, as it is clear that the Farsight enclaves intend to encircle the Ultramarines and destroy them. All forces have been ordered to counter the Tau gambit with outflanking maneuvers. This fight will dictate who traps who, and who wins the war once and for all.



## Mission 5.2: 'The Steel Serpent'

2000 pts

### Mission Parameters:

<b>Mission Type:</b>	Flanking Attack (Capture objectives and destroy enemy units)
<b>Deployment:</b>	Special, see map
<b>Turn Length:</b>	Variable
<b>Deployment:</b>	Farsight Enclave units deploy first, while Marines deploy second. Only Fast Attack & Infiltrating units may be deploy at the beginning of the battle, with everything else going into reserves.
<b>First Turn:</b>	The side that won the last mission is 'in the ascendancy' and chooses whether to go first or second.
<b>Setting:</b>	The shattered remains of an imperial Hive, strewn with the detritus of war and scattered clusters of defensive fortifications.
<b>Mission Special Rules:</b>	Reserves, Night Fighting, Rapid Encirclement (see below), Superior Intel (See below)

- **Rapid Encirclement :** Vehicle units (and any units transported inside) that are in reserves may start arriving on T1. A roll of 4+ is required for them to arrive, otherwise they proceed to arrive as normal reserves from T2 onwards.
- **Superior Intel:** When choosing table quarters, both players roll a D6. The highest gets to choose which table quarter to deploy in

### Force Limitations:

#### **Ultramarine forces:**

Single Standard CAD + Single Formation **or** Gladius Strike Force Detachment

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply
- In addition, the Marine player may take between 1-3 fortifications (no FOC slots required)
- HQ choices exclude 'named characters' in campaign 4.0 (unless previous campaign bonus was earned)

#### **Farsight Enclave Forces:**

Single Standard CAD + Single Formation **or** Dawn Blade Contingent

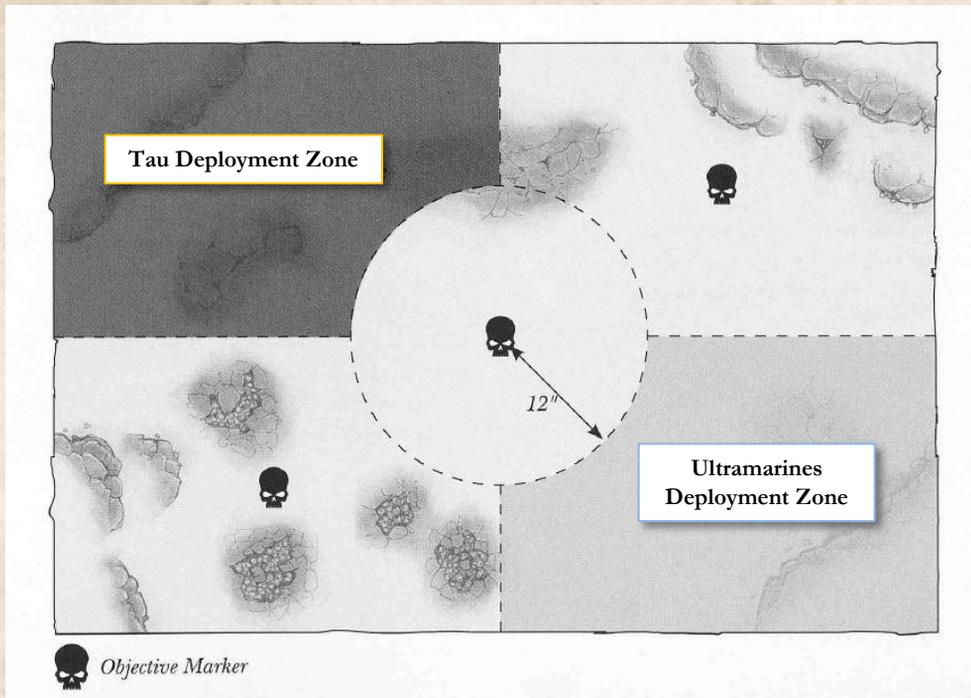
- Both Forces are now at full strength, so no restrictions to number of FOC slots apply.
- HQ choices exclude 'named characters' in campaign 4.0 (unless previous campaign bonus was earned)

### Missions objectives:

**1 Objective** is placed in the centre of the board prior to deployment. A **Single Objective** is then placed in the centre of each empty table quarter.

To be in control of an objective, either player must have a model within 3" of the nexus and be *unchallenged* by scoring units at the end of the game. Alternatively, it may be controlled by being part of a fortification that is claimed by either force.

## Mission 5.2: 'The Steel Serpent'



### Primary Objectives:

- Capture the objectives and destroy enemy units

### Ultramarine forces:

- For each unit or fortification destroyed by the Ultramarine Forces, **1VP** will be awarded and **10 points** will be added to the total available for the start of the **Final** Mission.
- For each objective captured at the end of the game, **3VP** will be awarded and **25 points** will be added to the total available for the start of the **Final** Mission.

### Tau Forces:

- For each unit or fortification destroyed by the Tau Forces, **1VP** will be awarded and **10 points** will be added to the total available for the start of the **Final** Mission.
- For each objective captured at the end of the game, **3VP** will be awarded and **25 points** will be added to the total available for the start of the **Final** Mission.

### Secondary Objectives:

First Blood/Slay the Warlord/Linebreaker

### Result Determination:

If neither force is completely destroyed during the mission, the winner will be decided on VPs. The player with the highest number of VPs will be declared the winner.

The winner of this mission goes on to be the **Attacking Force** in the final mission, while the loser takes on the role of the **Defending Force**.

## Mission 5.3: 'the Killing Blow'

2000 pts (+ bonuses)

"Our gambit has failed, and the war is lost.

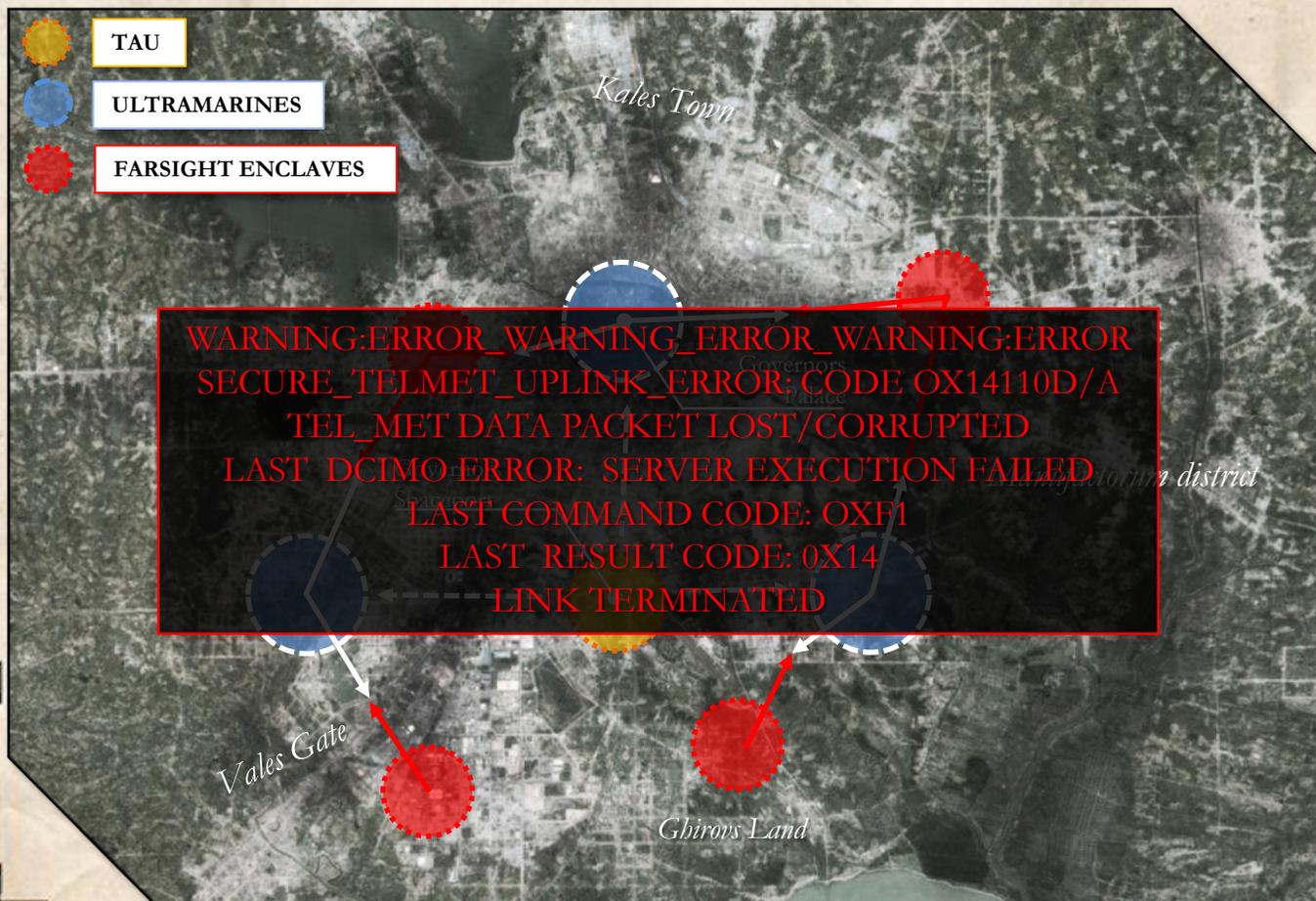
Despite our best efforts, the enemy has encircled us. We deployed to counter their advance, but they have fought with a tenacity and determination we never dreamed that they were in possession of. Every inch of ground has been paid for in blood and screams, but still they come. Unabated. Undeniable. Undeterred.

There is no signal from orbit, and we presume the battle there is lost. No withdrawal orders have been received, and no evacuation codes issued. We are on our own, and so we wait. Our forces - or what little is left of them - have pulled back to the remaining command post for one final, glorious stand against the enemy. Our bodies will soon be nothing more than the detritus of war, lost amongst the ruins of this shattered city. This devastated planet.

But we will be remembered. Our stand shall be magnificent, the stuff of legends. Our names will be sung and our deeds rejoiced for generations to come, for this is where the will of our people, the steel of our resolve and the commitment of our beliefs will not have been found wanting! We shall gladly go into the long, dark night as long as the price paid by our enemy is high enough. We shall take their blood and their souls with us into the next world, as trophies of our glorious end, and as a symbol of the eternal righteousness of our cause!

Come then brothers, arm your selves! Our enemy approaches, and immortality awaits us all!"

Unknown soldier,  
Final battle of Titan Prime



## Mission 5.3: 'The Killing Blow'

2000 pts (+ bonuses)

### Mission Parameters:

<b>Mission Type:</b>	Endgame(Capture objective and destroy enemy units)
<b>Deployment:</b>	Special, see map
<b>Turn Length:</b>	Variable
<b>Deployment:</b>	The players take it in turn to deploy units, starting with the defending player. Each player picks a unit and either deploys it or places it in reserve. Units fall back towards the nearest table edge, while reserves may arrive from any table edge.
<b>First Turn:</b>	On a roll of 1-3 the defender starts first, while on a 4-6 the attacker starts
<b>Setting:</b>	The shattered remains of an imperial Hive, strewn with the detritus of war and scattered clusters of defensive fortifications.

**Mission Special Rules:** Reserves, Night Fighting, Counter Strike(see below),

- **A Glorious End:** All units within 6" of the objective have the fearless special rule

### Force Limitations:

#### **Ultramarine forces:**

Single Standard CAD + Single Formation **or** Gladius Strike Force Detachment

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply
- If defending, the Marine player may take between 1-3 fortifications (no FOC slots required)
- HQ choices exclude 'named characters' in campaign 4.0 (unless previous campaign bonus was earned)

#### **Farsight Enclave Forces:**

Single Standard CAD + Single Formation **or** Dawn Blade Contingent

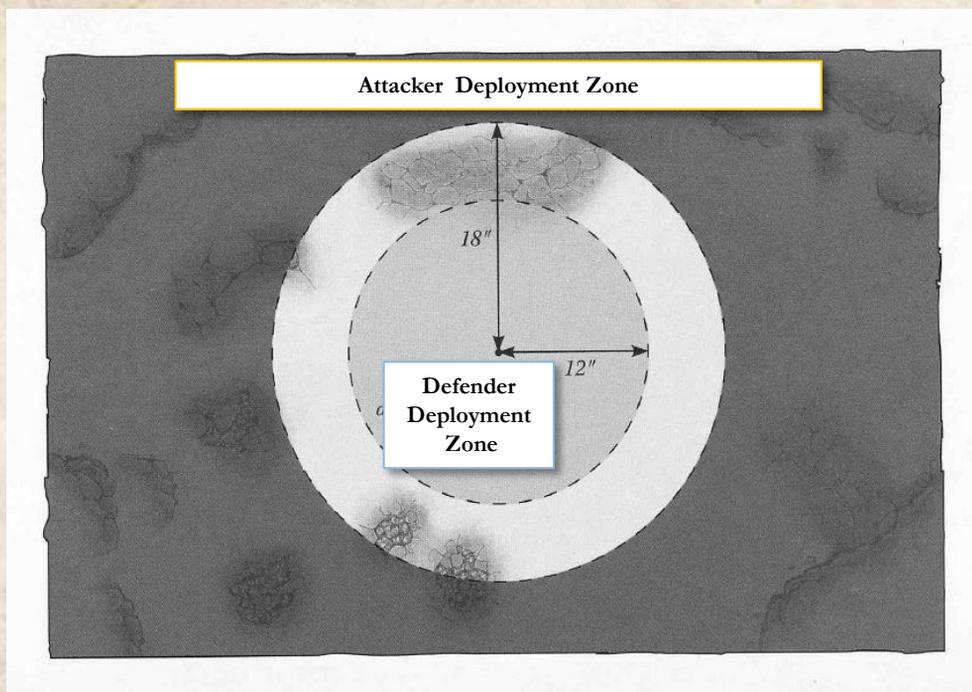
- Both Forces are now at full strength, so no restrictions to number of FOC slots apply.
- If defending, the Tau player may take between 1-3 fortifications (no FOC slots required)
- HQ choices exclude 'named characters' in campaign 4.0 (unless previous campaign bonus was earned)

### Missions objectives:

**1 Objective** is placed by the defender inside of their deployment zone prior to deployment.

To be in control of an objective, either player must have a model within 3" of the nexus and be *unchallenged* by scoring units at the end of the game. Alternatively, it may be controlled by being part of a fortification that is claimed by either force.

## Mission 5.3: 'The Killing Blow'



### **Primary Objectives:**

- Capture the objectives and destroy enemy units

### **Ultramarine forces:**

- For each unit or fortification destroyed by the Ultramarine Forces, **1VP** will be awarded
- If the objective is captured at the end of the game, **5VP** will be awarded

### **Tau Forces:**

- For each unit or fortification destroyed by the Tau Forces, **1VP** will be awarded
- If the objective is captured at the end of the game, **5VP** will be awarded

### **Secondary Objectives:**

First Blood/Slay the Warlord

### **Result Determination:**

If neither force is completely destroyed during the mission, the winner will be decided on VPs. The player with the highest number of VPs will be declared the winner.