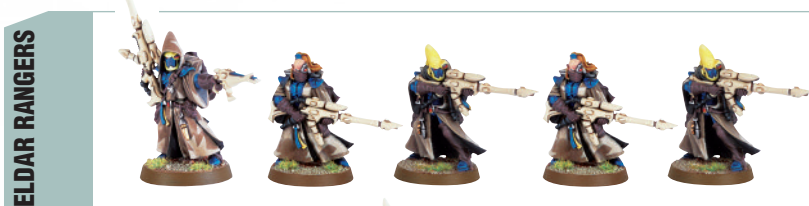
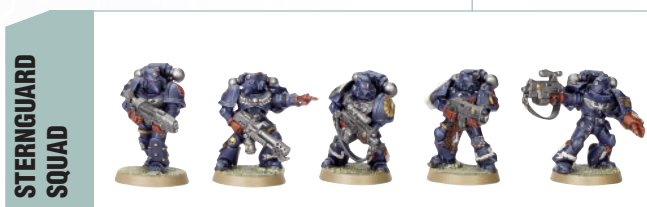


# THE BATTLE OF TRAITOR'S GORGE

POINTS: 75 + MODELS

Pedro Kantor and his Crimson Fists barely survived the onset of Waaagh! Snagrod, yet they did not despair. Even as the long task of rebuilding the Chapter was begun, Kantor threw himself into the task of cleansing the remnants of the greenskin horde from the mountains of Rynn's World. Yet the Orks were not as leaderless as Kantor supposed. In the depths of Traitor's Gorge, a Warboss was crackin' 'eads together, forging the Ork survivors into a new warband. It was fortunate for Rynn's World – whilst perhaps less so for Kantor – that one of the Chapter Master's expeditions led him, by chance, into the teeth of this nascent army. Within moments the narrow ravine was thick with the blood of Orks, but Kantor was badly outnumbered.

Kantor's survival that day was only in part due to the valour and prowess of his Battle-Brothers. As the battle turned ill, a small group of Eldar from the Alaitoc Craftworld appeared from the shadows of the mountainside. Their uncannily precise shots lanced into the Ork flank and threw the greenskins into disarray, giving Kantor a chance to rally his Battle-Brothers and seize victory. When the battle was done, the two leaders did not part as allies – despite their shared victory. The Eldar leader's motives were his own, and his haughty and unsettling nature swiftly roused Kantor's ire. The Chapter Master and the Farseer would meet again one day, but the outcome of those events would be altogether different...



*Designer's Note: This formation represents a specific battle, as described in more detail within the pages of Codex: Space Marines. Nonetheless, the Eldar have a long history of meddling in the affairs of Man, and players should feel free to adapt this scenario to represent other such occasions.*

## FORMATION (SPACE MARINES):

Chapter Master Pedro Kantor  
1 Space Marine Tactical Squad  
1 Sternguard Veteran Squad  
1 Terminator Squad

## SPECIAL RULES:

**Allied Strike Forces:** The units in the formation form two separate strike forces – one Space Marine and one Eldar, as shown above. Neither is deployed normally, rather, each has special rules governing its arrival.

**No Surrender, No Retreat (Space Marines):** After the position of all other objectives have been determined, place a further objective to mark the position of Kantor's (last?) stand. All the Space Marine units in the formation are then immediately deployed within 3" of this new objective.

**Light from the Shadow (Eldar):** Eldorath Starbane and his followers are kept to one side during deployment. They materialise unbidden from the shadows of the battlefield to aid Kantor at the start of the controlling side's second turn – place them anywhere within 24" of Kantor, ensuring that each unit is within 6" of another of the formation's Eldar units.

## FORMATION (ELDAR):

1 Farseer (Eldorath Starbane)  
2-5 Eldar Rangers  
0-1 Warp Spiders

**Bringers of Doom:** All enemy units within 6" of one of the formation's Space Marine units are treated as being under the effect of the *Doom* Farseer psychic power. Similarly, any enemy unit that makes a Shooting attack at one of the formation's Space Marine units is treated as being under the effect of the *Doom* Farseer psychic power from the moment it declares its attack until the start of its next Shooting phase. These effects are lost if Eldorath Starbane is slain.

**A Destiny Denied:** If Kantor is slain, the Eldar no longer have a purpose on the battlefield and slip away as silently as they arrived. Remove Eldorath and any surviving Eldar units in the formation from the game.