ashathdrukhina

HOR

The City of Murder

Campaign Rules

Thought it was a nightmare,

Lord it was so true,

They told me don't go walking slow,

The devil's on the loose.

-Ancient Terran Ballad

Your stasis crypt fails slowly, causing time to affect different parts of you at different rates and the result is agony the like of which is mercifully rare in the galaxy. The Crestfallen King has crashed in what can only be the fabled Dark City of the Drukhari corsairs. Crawling from the wreckage, you can see the main hull of the Crestfallen King has transfixed a massive, fortified tower and the destruction beggars belief. This nightmare hellscape of towers and streets juts and branches at every angle and elevation beneath the non-warmth of two dark green suns. Despite the bizarre angles, there is a massive hemispherical wall against the part of the city in which you are now standing. Though you do not yet know it, you stand in one of the most dangerous places in the galaxy: Ashathdrukhina, the City of Murder.

A Cooperative Skirmish Campaign

Ashathdrukhiina: The City of Murder is a cooperative campaign for Heralds of Ruin Skirmish. Two or more warbands will fight their way across the most lawless and dangerous districts of a city famed for its ability to kill anything.

A Family Destination

There is no way out of the City of Murder save the Crucible Gate. Interrogating the denizens of this place has informed you that there are power brokers in the district who have codes that will allow you passage through its automated defenses to the spaceports and Kabalite towers beyond. Four of these powerful individuals stand between you and home and they will not give up their secrets easily.
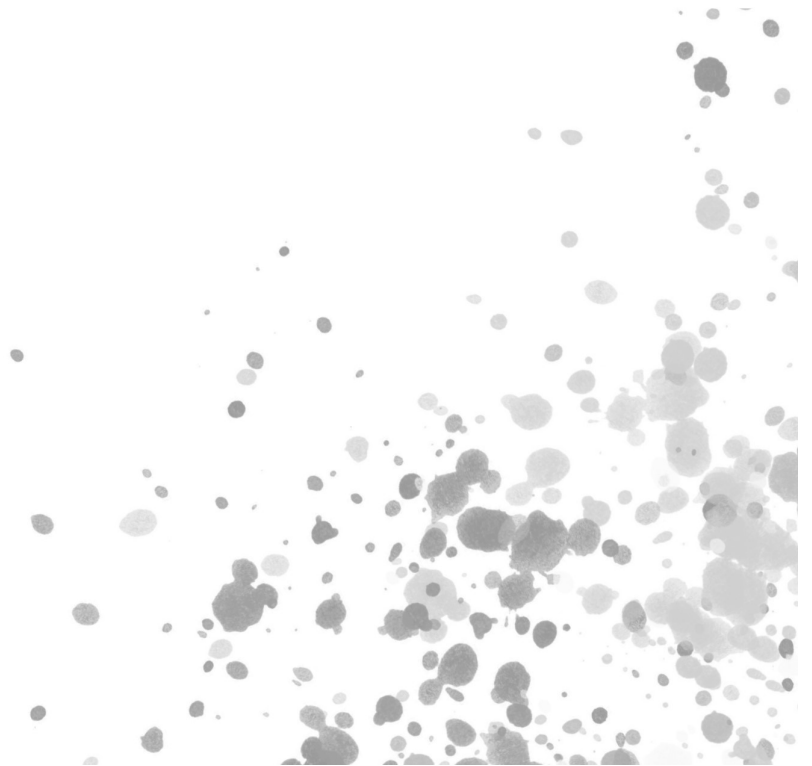
CAMPAIGN SPECIAL RULES

Morale

For ease of play, you may ignore morale. There is no place to run and the monsters of the City have seen such indescribable horror that they will not be deterred by any number of casualties.

Starting Over

Although this is a sequel to the Obelisk of Cataclysm, you do not have to take the same team leader or even the same faction. If you choose to do so, you are starting fresh (see Deadly Veterans below).

Lean & Mean

At the start of the campaign, no warband may be more than 250 points. Warbands will not bring what they cannot carry, so only half of the requisition awarded for a mission may be carried forward to the next mission, the rest must be spent or is forfeited. **You may purchase and use a Nomad at any time**. Your Nomad is discounted by 15 points if it is a skimmer.

Scattered Survivors

Since there is no base to return to, the maximum warband size over the course of the campaign is automatically 500 points of bitter, embattled, survivors. **This does not take into account battle honours, or a Nomad.**

Allies

Since you and your fellow players are not playing against each other, there are no **threat** ratings for warbands. Furthermore, if you have an ability that affects a keyword possessed by one or more of your ally's units, the ability works on that ally, as long as your ally approves.

Far From Home

Unless otherwise specified, no player-controlled model may be set up after deployment and models which have rules that allow them to be set up anywhere on the table may not do so, even as a result of psychic powers, special abilities or wargear.

Ending a Mission

The game *can* end once the mission criteria are met to end it. That does not mean that it *has* to end. You can keep playing the mission as long as you want, but you may find that some units are hopelessly far from the exit zone or otherwise so heavily engaged that there is no mathematical way for them to escape. If you decide to end the mission while friendly models remain on the table, these models are considered casualties and will have to roll to see if they survive the mission.

Optional Rule: Bug Out

There are times when one or more players has executed a perfect exfiltration and wants to leave the table whilst his or her friends are fighting on. If the criteria to end the mission are met an individual player can remove their warband from the table either by exit zone or declaring they will take the casualties (see ending a mission). In either case, that warband has left the battlefield and cannot return for any reason. It's not all bad, though. Players that have left the table no longer roll dice to spawn enemy units.

Optional Rule: Back Into The Fray

Is your warband full of legendary heroes? Do you never leave a man, woman or whatever behind? If you use this optional rule, when one of your models has left the table via the exit zone, they may re-appear the next turn at any spawn point. If they have a special ability to deploy anywhere on the table, they may use it at the end of the next Movement phase. Mortis Ex Alta.

Failure Is an Option

This campaign is meant to be *hard*. In playtesting, though we were going fast, there were many times that even with modest spawns, the warbands were wiped out. If this happens, or if your warband is too badly mauled to continue the mission, you can always scoop your teams and start the mission over or even change zones. This is meant to be fun, not frustrating. If you have to bug out of a mission, you keep 50% of the RP you would have earned, and all casualty rolls are considered successful. We assume this mission was a planning session that got horribly out of hand.

Optional Rule: Not a Drill

…Or maybe you tried for real and got stomped by the opposition. Under this optional rule, you still keep 50% of the RP you got in the mission, but you still roll for your casualties. Hardcore players only.

Designer's Note: Enemies

There are a *lot* of different enemies for you to fight from many different factions, many of which are mentioned offhand in old sourcebooks and have never had their own models. While it will look amazing if you can actually get your hands on three and a half factions' worth of different models in the quantities needed to play this campaign, it is perfectly fine (and probably necessary) to proxy things. I recommend post it notes or even 3x5 cards to remind you what is what.

Larger Warbands

Some warbands take up more table space than others. If this becomes a problem, it is perfectly acceptable to add 2" to the size of a deployment zone per player.

Big, Damn Heroes

If you are using the same team leader that you used in The Karnemak Incident or Obelisk of Cataclysm, you may apply two free battle honours to your team leader which do not count against any point total. Finally, if the model you picked for Strange Bedfellows in Obelisk of Cataclysm has survived, you may take the same model on your team at no cost. It starts with no battle honours, but functions in all other ways as normal. If you used the same leader in both The Karnemak Incident *and* Obelisk of Cataclysm, add 1 to your team leader's Strength, Toughness, Wounds and Attacks characteristics.

Choosing Zones

There are four areas you must explore ; each has three missions associated with it. Each area contains its own perils, special rules and scenarios. You can choose to visit the areas in any order, but the missions you play there must be played sequentially. When you have completed all four areas, you will be able to play a special 13th mission to assault the Crucible gate. You may find it helpful to read ahead to the missions and enemies for each zone so you can craft your plan of attack.

Higher Difficulty

Is the Dark City not dark enough for you? Do you eat shardnets and spit out agonizers? You can use the following difficulty changes to spice up your missions and net you some more requisition points to help offset your mounting losses. Multiply your final requisition reward by the number shown in the requisition column for each mission.

Difficulty	Requisition
Normal (+0)	X1
Difficult (+1)	X1.25
Torturous (+2)	X1.5
Obnoxious (+3)	X1.75
Sure you have all the rules right? (+4)	X2

Playing the Campaign

Since this is a cooperative game, it is designed so that players have a clear method by which to move enemy models so that they are predictable and the game is fun. This necessitates some rules and while it might seem cumbersome at first, once you get into the swing of things, you will need to refer to this section less and less frequently. The rules for doing so are below.

Spawn Points

The campaign assumes that there are six numbered spawn points in each mission and that each is 3"x5" (note cards work really well). The deployment map will show you where to place them. When spawning enemy forces, you may place them wherever you want in the spawn zone. If there is no room to place an enemy unit so that it is not within 1" of a player-controlled model, re-roll the die to determine the spawn location until you get a spawn point where they will fit. If the players have somehow blocked all six spawn points, then all spawns are placed as close to the center of the battlefield as possible when they spawn.

Walls

Many deployment maps feature walls. These are denoted by bold lines in the deployment map. These walls are impassable to all units and block line of sight, all shooting and all auras. *Designer's Note: if you don't have access to large numbers of movable walls, masking tape works perfectly as long as your gaming environment allows it on their tables*.

Gates

Some missions feature gates as a means by which to move past an impassable wall. Enemy units will never attack gates, and cannot pass through them, but if the only way to get to player-controlled models is past a gate, enemy models will just move as close as they can to the gate. Unless otherwise specified, a gate is a Toughness 7 model with the Vehicle keyword. It has a 3+ armour save and wounds equal to 4 times the number of players at the start of the mission.

-Player-controlled models may shoot at gates, but may only do so if they are within 12" of the gate.

-A model that has the ability to repair vehicles can use it on a gate, but instead of healing, that model inflicts a number of mortal wounds on the gate equal to what it would have healed. Alternatively a model with this ability can (I suppose) repair a gate as thought it were a vehicle.

-A player-controlled model that falls back from a gate does not count as falling back for the purposes of advancing, shooting and assaulting.

Markers

Missions that requires markers will show them on the deployment map usually as marker A, marker B, marker C, etc. These markers, unless otherwise specified, are 3" in diameter and take up no space on the table (do not block line of sight, etc). If they can be moved, the scenario will say so. Markers, even if they only exist to show where enemy models will be pre-deployed, count as objectives for the purposes of certain enemy movement rules.

THE ENEMY TURN

Spawning the Opposition

At the beginning of the enemy turn, each player rolls a number of dice equal to the difficulty of the mission and consults the chart at the beginning of the description of the zone they are currently playing.

Thus, if two warbands were playing mission 1 of the Gloom and the Gloom after having just finished Lytherak's Tower, each player would roll 3 dice. Let us suppose one of the players' dice came up 1, 2 and 6. The die showing a 1 doesn't spawn anything. The die showing a two spawns a unit of 5 Mandrakes and the 6 means a roll on the Perils of Ashathdrukhiina table. In this case, the roll comes up 3. Thus, I would be spawning a unit of 5 Mandrakes and a single Shadowbeast. See the next section for what to do with them.

Placing the Opposition

After you have determined what is spawning, roll a d6 and place everything you spawned in the corresponding spawn zone. If a unit spawned cannot be placed completely in the spawn zone, then they must be placed touching the spawn zone. If they cannot be placed touching the spawn zone, they must be placed as close to the spawn zone as possible. They will then immediately move as per the rules pertaining to their keyword: assault or shooting.
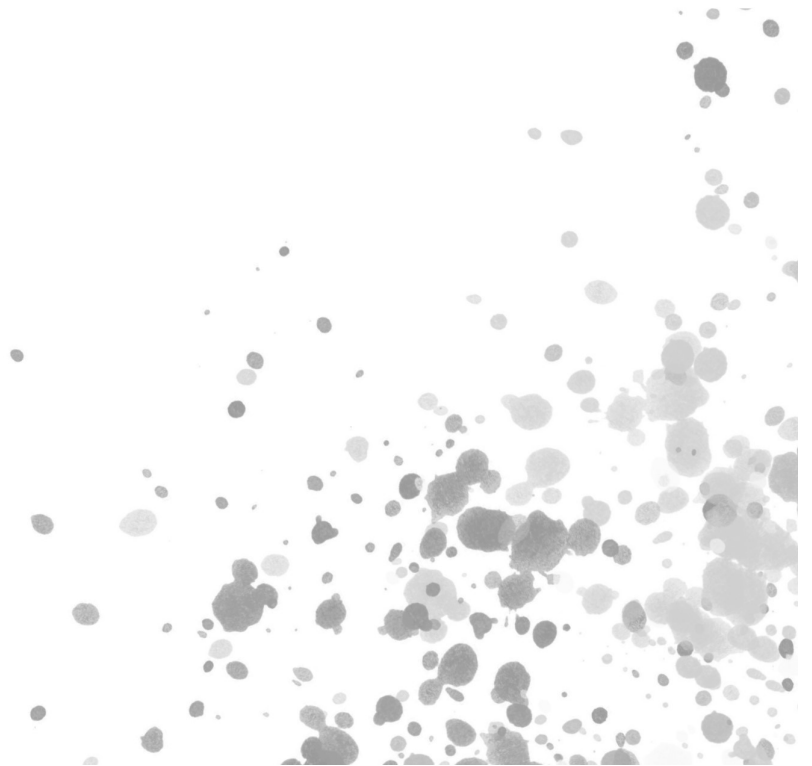
Assault Keyword

Movement – Units with the Assault keyword will move toward the nearest player-controlled model (their advance is factored into their movement, so you don't need to worry about it) by the shortest possible route. They will not jump through windows, but they will run over obstacles lower than 1". They will not climb or jump unless that is the only way that they can reach a player-controlled model and they always pass the roll to do so. Assault units are slowed by difficult terrain as usual. **Units that did not spawn this turn are moved FIRST.**

Shooting – Units with the Assault keyword will always attempt to shoot the nearest player-controlled model if they have ranged weapons.

Assault – At the start of the Charge phase, roll 2d6 for the entire table. This is the maximum distance that all opposition models may charge this turn. Starting with the opposition unit closest to a player-controlled model, move the unit so it gets as many models as possible into base contact and *then* resolve overwatch. Then choose the next opposition unit that is closest to a player-controlled unit that has not charged already and repeat the above process until all units that can reach combat have done so. In the enemy turn, all enemy units go first unless a player spends tactical points to interrupt. Opposition units that have the opportunity to pile in will always move as far as possible toward the nearest player-controlled unit and attempt to base as many player-controlled models as possible. They will never consolidate.

Shooting Keyword

Movement – Units with the Shooting keyword will move as far as possible toward the nearest undefended objective (to include the Exit zone, if present). If they reach that objective, they will only move to get line of sight on a player-controlled model, but will never move further than 3" from that objective. If there are no objectives, they will move toward the nearest player-controlled model, stopping when they are all in range with their weapons. They will not jump through windows but they will move over obstacles smaller than 1". They will not climb or jump unless that is the only way they can reach an undefended objective (objectives, in this case, include the Exit zone). If all objectives are defended by enemy units with the shooting keyword, the unit will move toward the nearest player controlled model and stop when it either runs out of movement or all its members have line of sight and range to one or more player-controlled models. **Units that did not spawn this turn move FIRST**

Shooting – Units with the Shooting keyword will shoot the nearest player-controlled model first, allocating hits to as many different models as possible.

Assault – Units with the shooting keyword will never themselves assault but will fight normally if they are assaulted. When they pile in, they will not attempt to pull in units other than the one that assaulted them. If they win combat, they will not consolidate.
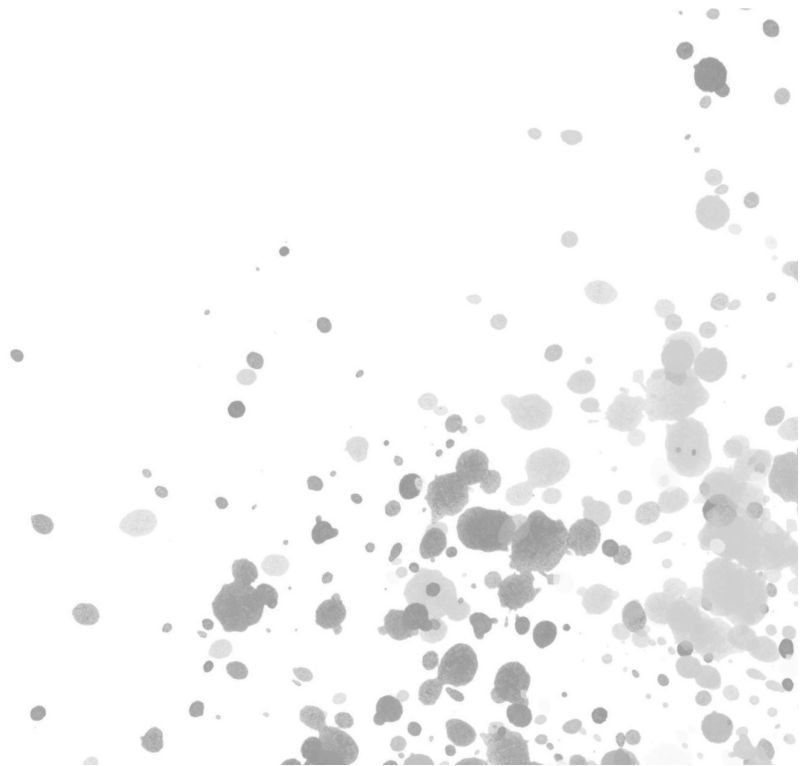
Lytherak's Tower

This tower looks to have once been a mighty center of power and influence but those days are long past. Even if the Crestfallen King had not transfixed the tower when it crashed, there are minarets and spars built of visibly substandard material and many scars along its surface where outbuildings were simply cut away and forgotten. Nonetheless, the Kabal of the Sundered Fang has mobilized for war against the interlopers. The corridors and hallways echo with barking gunfire the screaming whine of plasma engines. Torture galleries and the priceless treasures collected from millennia of realspace raids are now used as cover by advancing troops. Through it all, you must find the spider at the center of his web: the Archon called Lytherak. You will need his access codes if you intend to escape this place.

Zone Special Rules

Built for Siege: This tower is built to repel and stop invaders at every turn and its inhabitants are well-prepared for such an eventuality. Enemy units in this zone gain +2 to their armour saves when they are in cover, rather than the normal +1.

Mission 1: Gate Crashers

Mission 2: Twisted Mind

Mission 3: A Seat at the the Table

Zone Rewards (Awarded after the zone has been completed)

Choose one of the following:

Defined by Conflict: The warbands that have fought to this point have achieved a level of cohesion and purpose that even the most elite military formations cannot hope to surpass. Increase the maximum special slots for all warbands by 2. Furthermore, increase by one all weapons and options tied to having a certain number of models on your warband(I.e. for every 5 tactical marines, you may take a special or heavy weapon becomes for every 5 tactical marines, you may take two special and/or heavy weapons.

Rising Talent: You may add a second Leader to your warband. You receive 60 bonus requisition points toward this leader. If it is killed or dismissed, you do not receive these bonus points again. This leader does not count against your 500 point warband limit.

Uncanny Cohesion: Choose a battle honour that costs 10 points or less and apply it to every model on your warband except for the Nomad. If some of them already have that battle honour, you are refunded the difference in Requisition Points.

Mission Requisition Rewards

Action	RP
Took Part	35
Killed one or more units of Kabalite Warriors in the Shooting phase	+5
Killed one or more units of Wyches in the Fight phase	+5
Killed 5 or more spawns from the Perils of Ashathdrukhiina Table	+10
No one left behind	+5
Played your warband in character (awarded by your allies)	+10
Killed Lytherak (any mission)	+30

Lytherak's Tower Mission 1
Gate Crashers

Already a crumbling and threadbare affair, the tower has been shattered beyond recognition by the crashed Necron'Tyr ship you rode in on. Even now as you return here, you can see heavy fighting going on where Kabalite forces are trying to storm the ship as the odd darklance or gauss beam illuminates the poorly-lit surface. At the gates, several heavily armed guards bar your way, but you didn't get this far by being timid. Somewhere inside is the mad Archon Lytherak and you need what he has. You know what comes next.

THE BATTLEFIELD
Create the battlefield and set up terrain. Battlefield debris should cover much of the area within 12" of the wall.

DEPLOYMENT
Warbands will be set up within 12" of one of the corners opposite the exit zone.

FIRST TURN
Since the warbands are attacking, they will have the initiative on a d6 roll of 2+.

DIFFICULTY
Normal (2+ the number of completed zones). Before the roll for first turn, pre-spawn 1 die at each spawn zone.

VICTORY CONDITIONS
The mission can end when a player-controlled model has left the table via the Exit zone beyond the gate. See 'Ending A Mission' above.

THE GATE
The gate is a Toughness 8 vehicle with a 3+ armour save and wounds equal to the number of players x 5.

Lytherak's Tower Mission 1 - Gate Crashers

	4		5	6	

EXIT   Gate   Deployment Zone 6"

	1		2	3	
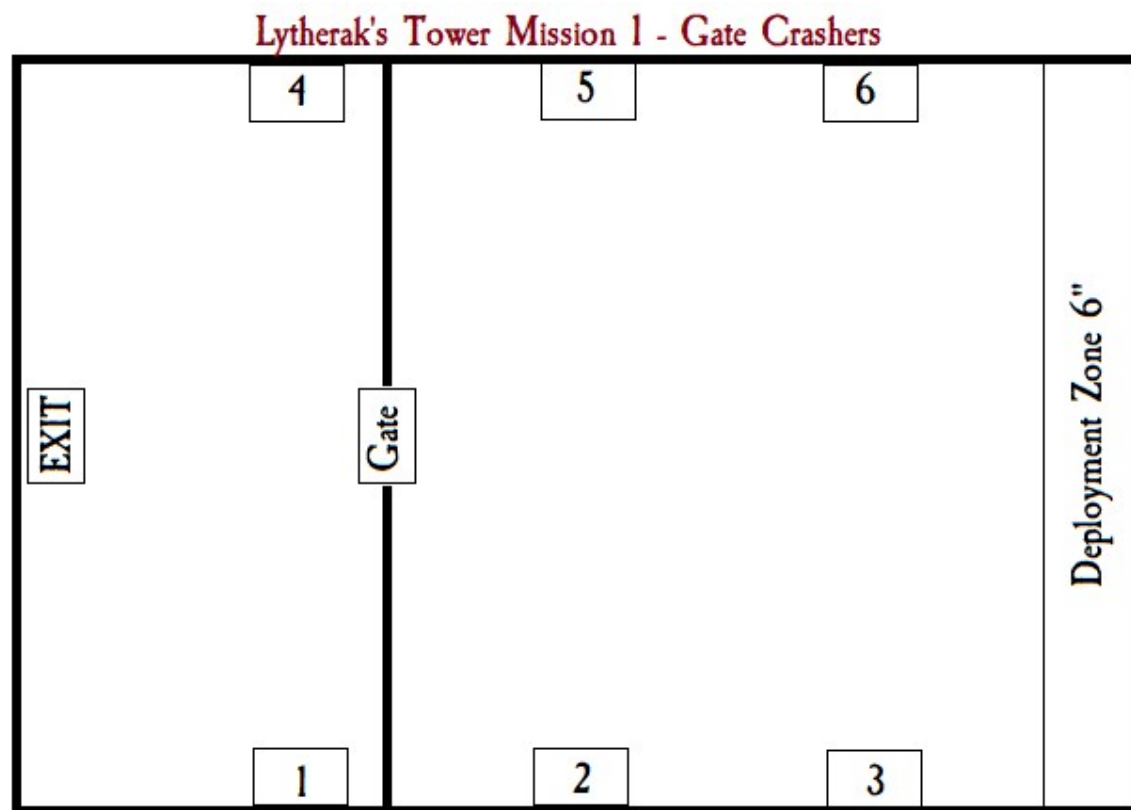
Lytherak's Tower Mission 2
Twisted Mind

The interior of Lytherak's Tower is stranger than you imagined. Its labyrinthine halls and corridors twist with seemingly no rhyme or reason, but every time you think the Archon is insane, his troops find some inventive new use for the bizarre battlefield scenery that you had not envisioned. At one point, it got so bad that you and your allies were separated and have only now managed to locate each other. Now you have to regroup under what the Tactica Imperialis would call 'hopeless circumstances' and escape.

THE BATTLEFIELD

Create the battlefield and set up terrain. Placement of battlefield terrain other than debris should be nonsensical, with buildings blocking obvious vehicle routes, or at odd angles, etc.

DEPLOYMENT

This is a split deployment. Divide the warbands as evenly as possible between the two deployment zones. If there is an odd number of players, that player may split his or her forces or choose which deployment zone to reinforce.

FIRST TURN

The warbands have been chased and harried, so the enemy will have the first turn on a 2+.

DIFFICULTY

Normal (2+ the number of completed zones). No pre-spawns.

FINDING THE EXIT

Warbands must search for the way out while still separated, re-group and escape. To search a spawn zone, a player-controlled model need only touch it at any time. When this happens, roll a die. On a 1-5, that spawn zone is not the exit. On a 6, replace the spawn zone with the exit zone. If there are any subsequent spawns from that zone, re-roll the die to see where they spawn. If five of the six spawn zones have been searched, then the last unsearched one is automatically the exit. Replace it with the exit zone as above.

VICTORY CONDITIONS

The game can end once a single player-controlled model has left via the exit zone. To find the exit zone, the spawn zones will have to be searched.

Lytherak's Tower Mission 2 - Twisted Mind
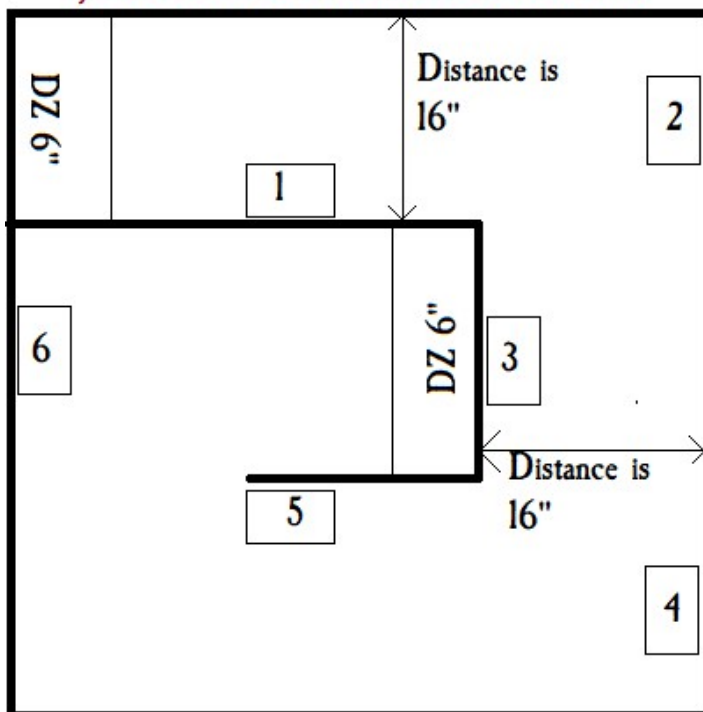
Lytherak's Tower Mission 3
A Seat at the Table

After chasing each other around the tower for days, you finally locate Lytherak's throne room. The only problem is that you know it's his throne room because he told you from a panel on the wall. This is almost certainly a trap, but you have no choice but to press on. Lytherak is behind two stout gates which will have to be destroyed before you can move on. While the pict feed showed you the Archon's face, it also showed his throne room with its thousands of trophies from ten dozen lifetimes of conquest and plunder. You recognize a few relics you and your warriors would love to get your hands on.

THE BATTLEFIELD
Create the battlefield and set up terrain. Terrain should be dense, but low for all parts of the battlefield except beyond the second gate.

DEPLOYMENT
The players will deploy their warbands behind the 6" line as shown on the map.

FIRST TURN
The Warbands have momentum, but Lytherak is in a prepared position and knows they are coming. The players will have first turn on a 5+.

DIFFICULTY
Hard (2+ the number of completed zones) +1. Pre-spawn Lytherak at point A and a unit of 3 Incubi embarked in a Venom transport at points B and C. Note that neither will move until the second gate has been destroyed.
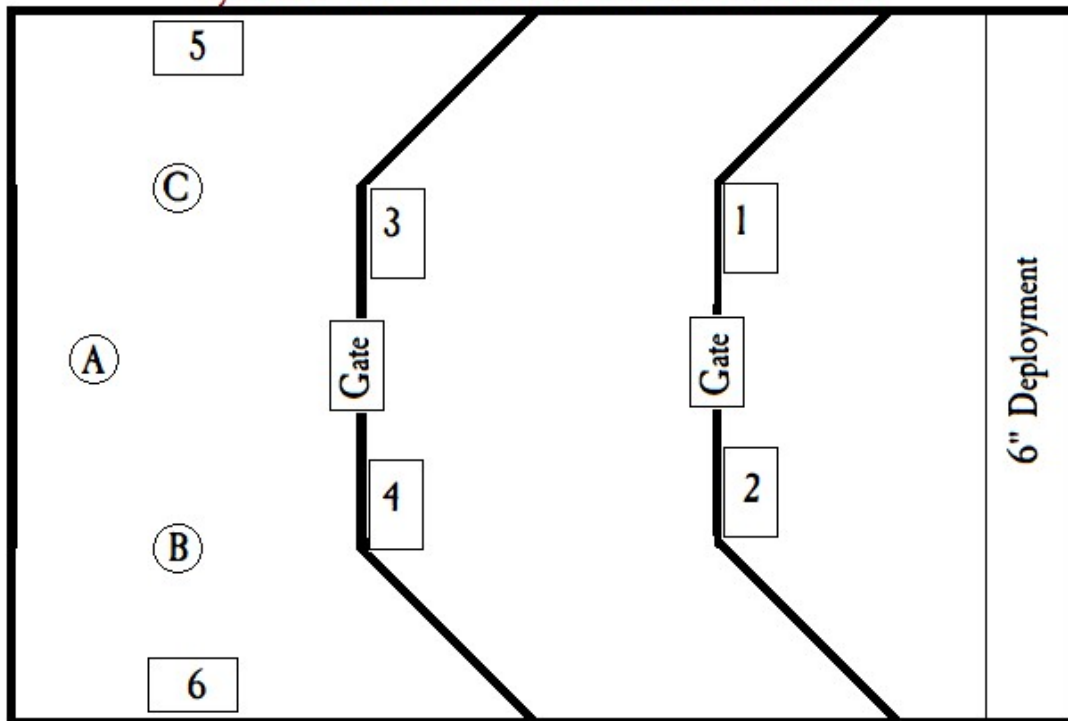
VICTORY CONDITIONS
The mission is won once Lytherak is defeated.

THE GATES
The gates are Toughness 9 vehicles with a 3+ armour save and wounds equal to the number of players x 5. Warbands can use any means to destroy the gates, but the gates are immune to shooting from farther away than 12".

Lytherak's Tower Mission 3 - A Seat at the Table

The Night Markets

Commorragh's shopping district resembles that of many other cultures, save that wares considered contraband in even the shadiest Imperial bazaar are on display front and center. Market stalls extolling exotic and fatal intoxicants in two dozen languages are squeezed between the weapons emporia of a hundred different races. Ammo casks overflowing with belted heavy bolter rounds jostle for space with Hrud plasma flasks and bootleg Cintache sling-mines. When the warbands arrive, many market stalls deploy point defenses, others drop armored shutters. Still others continue selling, their minders shouting to be heard above the din of gunfire that they have the best deals. Did that plasma pistol miss? You need an Asuryani optic for it? Targeting squig? Special deal, just for you!

Since the markets are one of the few places in the dark city where the presence of foreigners are actively encouraged, the opposition here is a veritable who's who of mercenaries and blackguards from across the galaxy. Ork Freebootaz will bargain teef or slaves with renegade Astartes artificers for weapons and equipment while an Archon's procurers look over the latest creations of an exiled Cryptek in the next stall. And so here, in the darkest depths of the City of Murder, do the eternally warring races of the galaxy come to common purpose. When the warbands threaten to disrupt the incredibly delicate balance of tempers here, they find all the guns are pointed at them.

Zone Rewards (Awarded after the zone has been completed)

Choose one of the following:

I Know A Guy: Everything is for sale at the Night Markets. Everything. You may purchase either a second Nomad, a Strider or a Marauder (see respective documents for rules) for which the basic vehicle, chassis and drivetrain are free. This unit does not count against your 500 points maximum, though you still have to pay requisition for it.

Instruments of Destruction: Choose a battle honour that costs 10 points or less that specifically bestows a weapon. Apply that battle honour to every unit in your warband. If a member of your warband already has this battle honour, you are refunded the difference in Requisition Points.

Mercenaries: Choose a core model that is 55 points or less from a faction that is not the one you are currently playing. This model is added to your warband and does not take up a slot, nor does it count against your 500 points. It gains the keyword that appears (or would appear) on your faction's Codex, it is otherwise unchanged. That model is a member of your warband from now on.

Mission Requisition Rewards

Action	RP
Took Part	35
Killed at least seven different kinds of spawns	+10
Never invoked A Galaxy of Guns	+20
Per slave rescued (max 10 for 100 RP)	+10 ea
Played your warband in character (awarded by your allies)	+10
Killed one or more units of Renegade Space Marines in the Shooting phase	+10
Killed one or more units of Loxatl Mercenaries in the Fight phase	+10

Zone Special Rules

A Galaxy's Worth of Hot Death: At the beginning of the Movement phase, any model in cover may attempt to scavenge a new weapon. Roll a d6 for each model attempting to do so. On a 1 or 2, the model suffers a mortal wound as an angry shop owner or customer turns the merchandise on the unlucky warrior. On any other result, the model may replace any non-grenade weapon it is carrying with another weapon that it could have been upgraded with, ignoring restrictions on minimum units or maximum weapons. Thus, a Kabalite Warrior could exchange its splinter rifle for a blaster or darklance; an ork by could exchange its choppa for a rokkit launcha; or a tactical marine could exchange its bolt pistol for a lascannon. This lasts for the duration of the mission, after which the shoddy, knock-off weapons are discarded in favor of the warrior's normal wargear.

Notes on this special rule-

If a model has several weapons, it can swap out as many as it has, but only at a rate of 1 per turn. This rule applies even if the swap is completely absurd, such as a Tyranid Warrior swapping a deathspitter for a devourer or a T'au battlesuit swapping a weapon it could not reach. Do bear in mind that the opposition for this mission assumes that you will take shameless and repeated advantage of this. You should probably also write down in pencil what each model is currently carrying. Finally, if you decided that you don't like the weapon a model swapped to, you can always swap it again at your earliest convenience.

A model with the Warknife battle honour may not swap it in this way.

Optional Rule: Market Mayhem

Some units just don't have a lot of weapons they can upgrade, and weapons are not the only available merchandise in the Night Markets. On a successful swap roll, instead of swapping a weapon, a warrior may be given one of the following:

Combat Drugs: This model improves its Attacks characteristic by 2.

Ballistic Wraithcloak: This model gains +1 to armour saves to a maximum of 2+ and gains a 5+ invulnerable save.

Monofilament Reliquaries: Improve the AP of all this model's melee attacks by 1.

Plentiful Ammo: Improve the AP of all of this model's ranged attacks by 1.

Stim Pack: Improve this model's Toughness characteristic by 2.

Longtoof's Go-Juice™: Improve this model's Movement characteristic by 2" and add 2" more inches to its Advance moves.

A model can only have one of these upgrades at a time. A model can swap weapons OR have one of the above upgrades, but not both.

Night Markets Mission 1
Buyer Beware

The Dracon you interrogated said to look for a Drukhari called the Entrepreneur (in Aeldari) somewhere within the lower tiers of the Night Markets. Up to this point, you have kept to the fringes, away from large gatherings of shoppers and market stalls, but if your intel is correct, you will have to walk into a populated area. When the first of your warriors enters the square where your target is hiding, there is a moment of perfect, glorious silence. Then a shot is fired and all hell breaks loose. You have to find the Entrepreneur and get it out before angry shoppers and vendors wipe out your warband.

THE BATTLEFIELD
Create the battlefield and set up terrain. Whatever you want.

DEPLOYMENT
The warbands will deploy within 12" of the corner opposite the three objectives.

FIRST TURN
The warbands have blundered into the market, but the shoppers are likewise taken unprepared. The first turn will go to the warbands on a d6 roll of 4+.

DIFFICULTY
Normal (2+ the number of completed zones). No pre-spawns.

FINDING THE ENTREPRENEUR
To find The Entrepreneur, the objectives must be searched to find its hiding place. To search an objective, a player-controlled model must be within 3" of it at the end of the Movement phase. Roll a d6 and add the number of previous attempts. If the number is 8 or more, roll a further d6. On a 5+, this is the hiding place of The Entrepreneur. Remove any remaining objectives and place the Exit zone in the corner where the warbands deployed.
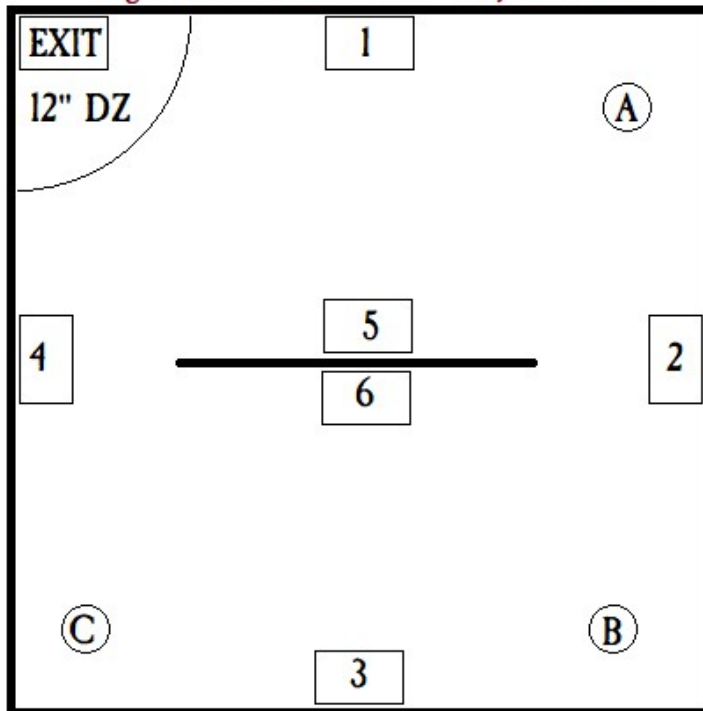
THE ENTREPRENEUR
Although The Entrepreneur is represented by an infantry model, it acts more like an objective. The Entrepreneur may be carried/pulled/prodded/dragged by any player-controlled model. It may embark on a Nomad in which case it will take up capacity equal to one infantry model. Regardless of how The Entrepreneur is moved, the old xenos has been injured in all of the fighting and cannot be moved more than 9" in a single phase for any reason. The Entrepreneur may be removed from the table the same way as a player-controlled model once it reaches the exit zone.

VICTORY CONDITIONS
The mission can end once the Entrepreneur has left the table via the exit zone.

Night Markets Mission 1 - Buyer Beware

Night Markets Mission 2
The Hard Trade

The Entrepreneur tells you under some duress that just this very day, he had been replaced by another market factotum called The Sage. You suspect that the Entrepreneur wants you to do his dirty work, but several other sources confirm that the Sage has the codes you require. On your way to the Sage's heavily fortified compound on the edge of the Night Markets, you encounter a slave auction that is selling off members of your factions! You decide that a rescue is worth the cost in time and hastily plan your raid on the auction house.

THE BATTLEFIELD
Create the battlefield and set up terrain. There should be a fairly open area toward the center of this tiny, tiny battlefield.

DEPLOYMENT
Warbands deploy within 12" table edge center opposite spawn zones 5 and 6 as shown in the deployment map.

FIRST TURN
The warbands have the opportunity to achieve complete surprise and so will have the first turn on a 2+.

DIFFICULTY
Normal (2+ the number of completed zones). Pre-spawn 4 spawns in the center (between all the markers)

SOME RESCUE!
The A, B, C and D markers all represent cages holding slave stock in expectedly deplorable conditions. To successfully extricate your comrades from the various bondage devices holding them, a player-controlled model standing within 1" of a marker may attempt a rescue. Only one rescue attempt may be made per marker per round. Roll a d6. On a 5 or 6, the model searching the cage gains a slave token. This token will move with that model to a maximum of 9" per phase and can leave the table by being moved onto the exit zone. On a roll of 1, the cage breaks and falls; remove the marker from play.

Each rescued slave gives a Requisition reward of 10 points per player, up to a maximum of 100 RP (for ten slave tokens). That is, each rescued slave grants 10 RP to each player, regardless of faction. Unless...
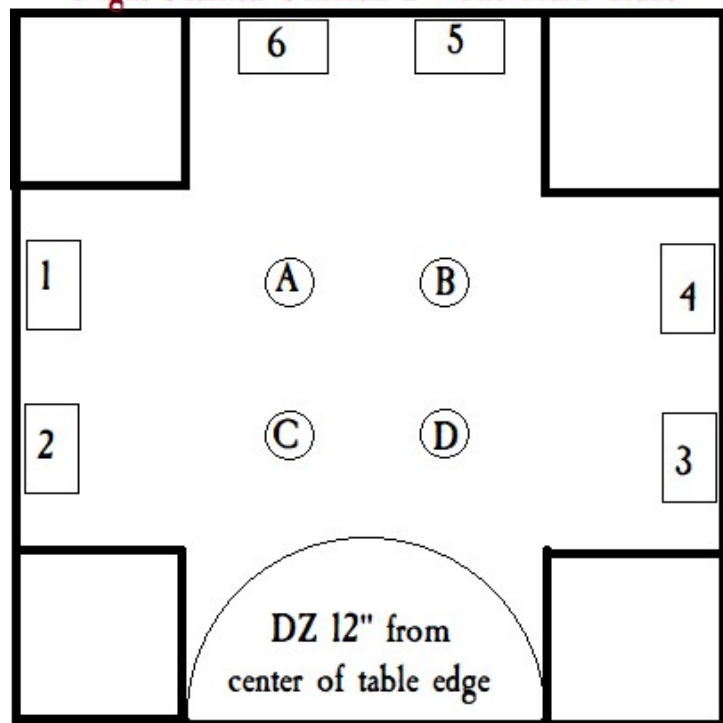
Optional Rule: Desperate Allies
Using this rule, rescued slaves only count toward the faction that rescued them.

VICTORY CONDITIONS
The mission can end once a single slave has left via the exit zone.

Night Markets Mission 2 - The Hard Trade

Night Markets Mission 3
Fire Sale

The Sage believes herself all but unassailable and is sequestered away in a lavish compound behind several layers of security. By this point, everyone in the market is aware of your presence and purpose. They howl for your blood just as much as they howl for the bounties that have been placed on you and your warriors since you started shooting up the Night Markets. They are bringing their best to kill you, but you didn't get this far by backing down.

THE BATTLEFIELD
Create the battlefield and set up terrain. The area outside the compound (where marker A is located) should have dense, ramshackle terrain, while the area inside should have more intact, sparsely set terrain.

DEPLOYMENT
The warbands deploy in the 12"x12" area opposite the gate as shown in the deployment diagram.
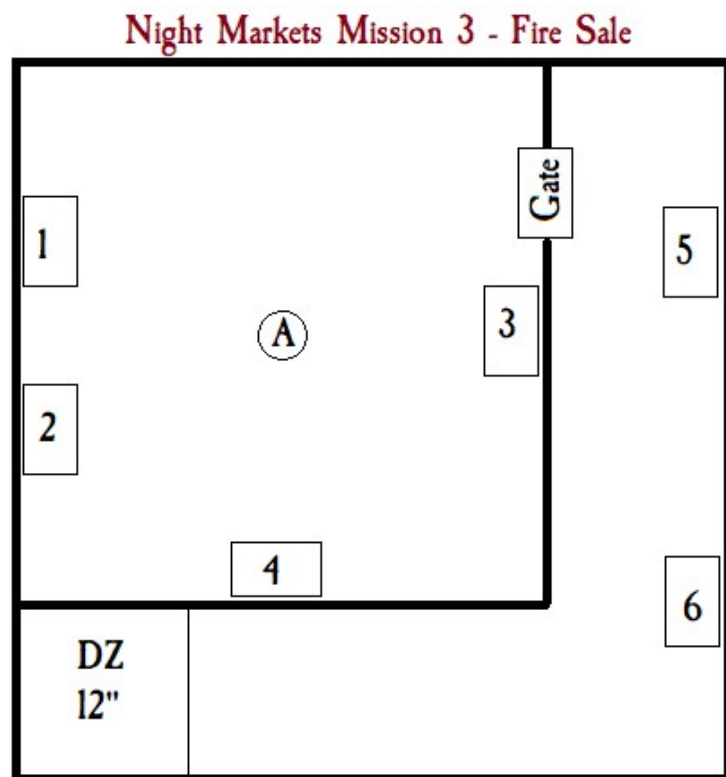
FIRST TURN

Initiative belongs to the warbands if they can roll an 8 or better on two dice.

DIFFICULTY
Hard (2+ the number of completed zones) +1. Pre-spawn 2 units of Renegade Space Marines anywhere within 6" of marker A. In addition, spawn the Sage at marker A.

VICTORY CONDITIONS
The mission ends when the Sage has been defeated.

Night Markets Mission 3 - Fire Sale

The Shatterfields

Materials are scarce and precious in the dark city. The materials used to build and repair the many towers are difficult to manufacture, particularly when factoring the aesthetics demanded by the city's Archons. To this end, ships captured in realspace raids are often dragged back to be re-purposed and to expand the city's reach as well as build its machines of war. These materials are often spliced with wraithbone to create the jagged, bladed appearance so common to the Drukharii aesthetic. Far from the political games of the Kabals, the reclamation guild is so busy that infighting and politics are virtually unknown in the lower levels of the organization. This allows the guild to attract a counter-culture of individuals who wish to leave the games of the Kabals behind. For this reason, the guilders are both ferociously loyal to each other and often have centuries of experience with their engines—and they are no strangers to violence as many of the ships brought to the shatterfields are still full of hostile inhabitants.

These engines bear superficial resemblance to the war engines of the Drukharii, but are more heavily armored and purpose-built for the unique aspects of the Reclamationist's duties. The Elders here frequently have to trade and visit the larger areas of Commorragh to bring in raw materials and ship out reclaimed ones. You will need their access codes to open the Crucible gate.

Zone Rewards (Awarded after the zone has been completed)

Choose one of the following:

Wraithsteel Armour: The armour save of all of the warriors in your warband is improved by 1 to a maximum of 3+.

Phaedric Armour: Every warrior in your warband gains a 5+ invulnerable save. If they already had a 5+ or better invulnerable save, they instead improve their invulnerable save by 1 to a maximum of 3+.

Nanotech Symbiotes: Every warrior in your warband gains the following ability: When this model would lose a wound, roll a d6. On a 6+, the wound is not lost. If a model in your warband has (or is currently subject to) a similar rule, decrease the number needed on the d6 by 1 to a maximum of 4+.

Zone Special Rules

None. The mission special rules are built into the opposition here.

Mission Requisition Rewards

Action	RP
Took Part	35
Killed at least one of each wright engine	+15
Took one or more wright engines from full health to 0 wounds in one phase	+10
No one left behind	+5
Played your warband in character (awarded by your allies)	+10
Defeated Guild Mistress Erinya	+30

Shatterfields Mission 1
Breakdown

During your infiltration of the Shatterfields, your warband is making its way around a ship when a huge part of the hull falls away, revealing corridors full of Drukhari wrights and their salvage engines. For a moment, everyone just stares at each other. Then the shooting starts.

THE BATTLEFIELD

Create the battlefield and set up terrain. The 24"x24" area in the center of the table should be the densest, tallest terrain possible, as though a large hulk of a starship were sticking out of the battlefield.

DEPLOYMENT

Warbands deploy within 12" of the corner opposite the exit zone.

FIRST TURN

Since the Drukhari wrights were not expecting the presence of the warbands and the warbands were not expecting discover, initiative could go either way. The warbands will have the first turn on a d6 roll of 4+.
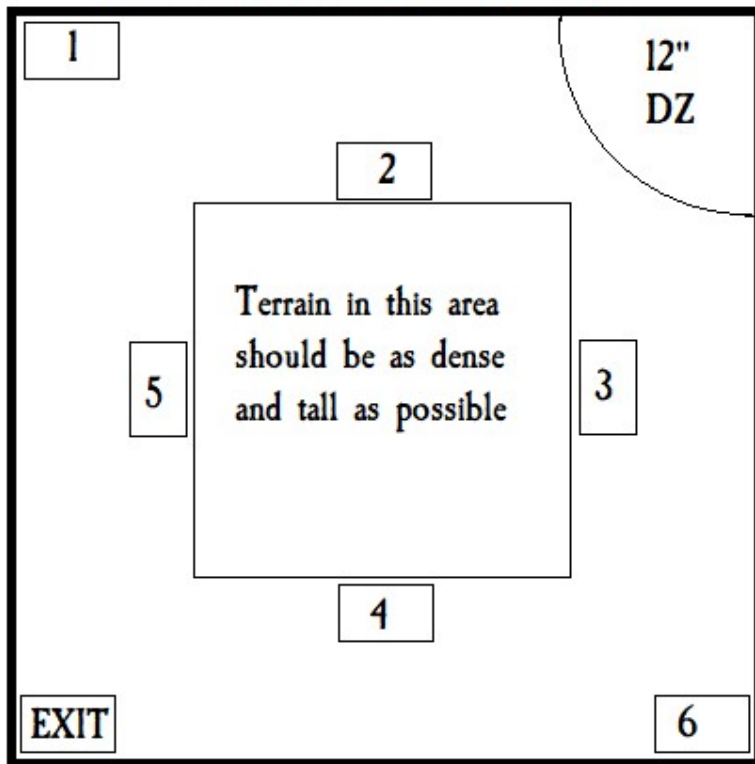
DIFFICULTY

Normal (2+ the number of completed zones).

VICTORY CONDITIONS

The mission can end once a player-controlled model has left via the exit zone.

Shatterfields Mission 1 - Breakdown

```
┌─────────────────────────────────────┐
│ ┌───┐                            12" │
│ │ 1 │                            DZ  │
│ └───┘                               │
│           ┌───┐                     │
│           │ 2 │                     │
│           └───┘                     │
│      ┌──────────────────┐           │
│      │                  │           │
│ ┌───┐│  Terrain in this │┌───┐      │
│ │ 5 ││  area should be  ││ 3 │      │
│ └───┘│  as dense        │└───┘      │
│      │  and tall as     │           │
│      │  possible        │           │
│      └──────────────────┘           │
│           ┌───┐                     │
│           │ 4 │                     │
│           └───┘                     │
│ ┌─────┐                      ┌───┐  │
│ │EXIT │                      │ 6 │  │
│ └─────┘                      └───┘  │
└─────────────────────────────────────┘
```

Shatterfields Mission 2
Close Call

After barely escaping the wrights, one of your scouts reports seeing a guild master entering a derelict ship. Perhaps a bit too eagerly, you commit to capturing this master, only to find that Guild Mistress Erinya set a trap for you. With the ship you are inside rapidly destabilizing, once again, you must escape. This time, you vow, you will be the one springing the trap on Erinya.

THE BATTLEFIELD
Create the battlefield and set up terrain.

DEPLOYMENT
The players will deploy within 6" of the center point of the table. Before deployment, place a marker in the center of the table. This is the exit control marker.

FIRST TURN
The warbands are in a tight spot with little room to maneuver. Enemies will have the first turn unless the warbands can roll a 6+ on a die.

DIFFICULTY
Normal (2+ the number of completed zones).

CLOSING IN
At the beginning of every enemy turn, before spawning, move the spawn zones 1" toward the center of the battlefield and then spawn normally.

HACKING THE EXIT
To hack the exit, a player-controlled model must be within 1" of the exit control marker at the end of the Movement phase. Roll a d3 and add the number of previous attempts that have been made. If the total is 7, then the exit is open and the mission is over. If the model making the attempt has the ability to repair vehicles, you may roll two dice and choose the higher one.

Optional Rule: A Harder Hack
Is the City of Murder not murdering you hard enough? Under this optional rule, change the die to hack the exit to a d6 and make the target number 10.

VICTORY CONDITIONS
The mission ends once the Exit is open. Player-controlled models left on the table at this point are NOT considered casualties.

Shatterfields Mission 2 - Close Call

1	2	3

(A) Deployment Zone (B)

4	5	6
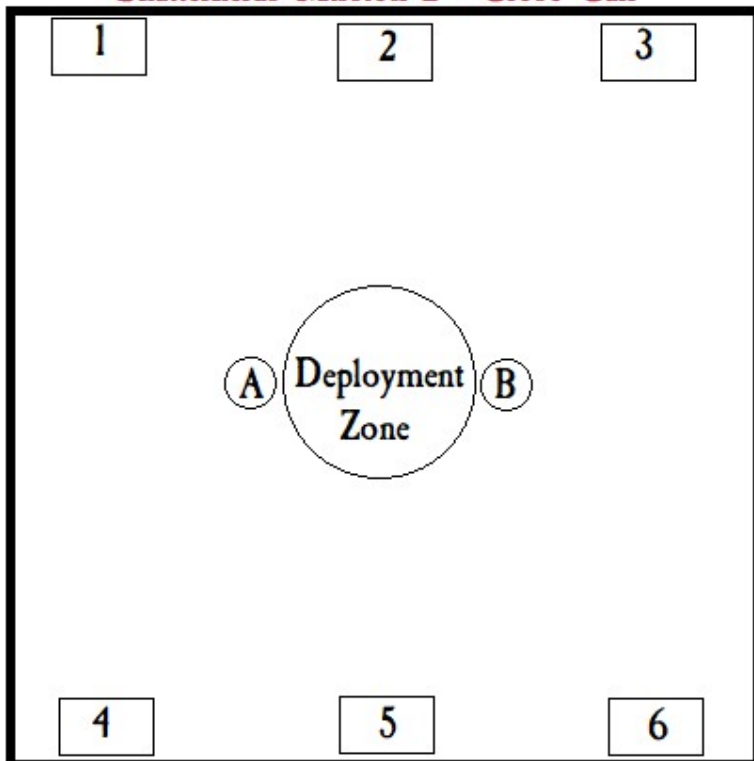
Shatterfields Mission 3
A Talk With the Manager

Finally, you have cornered Erinya. <add more plot here>

THE BATTLEFIELD
Create the battlefield and set up terrain. Structures should generally be low and cover a lot of ground. In most missions that have areas walled off from the battlefield, these walls are completely impassable. In this case, the sectioned-off area refers to a yawning void, so it does not block line of sight, should have little or no terrain and models with the FLY keyword can move freely across it and even stand on it.

DEPLOYMENT
Warbands will deploy behind the 6" line as shown on the deployment map.

FIRST TURN
Erinya knows the warbands are coming and is well-prepared. Warbands will have the first turn on a 5+.
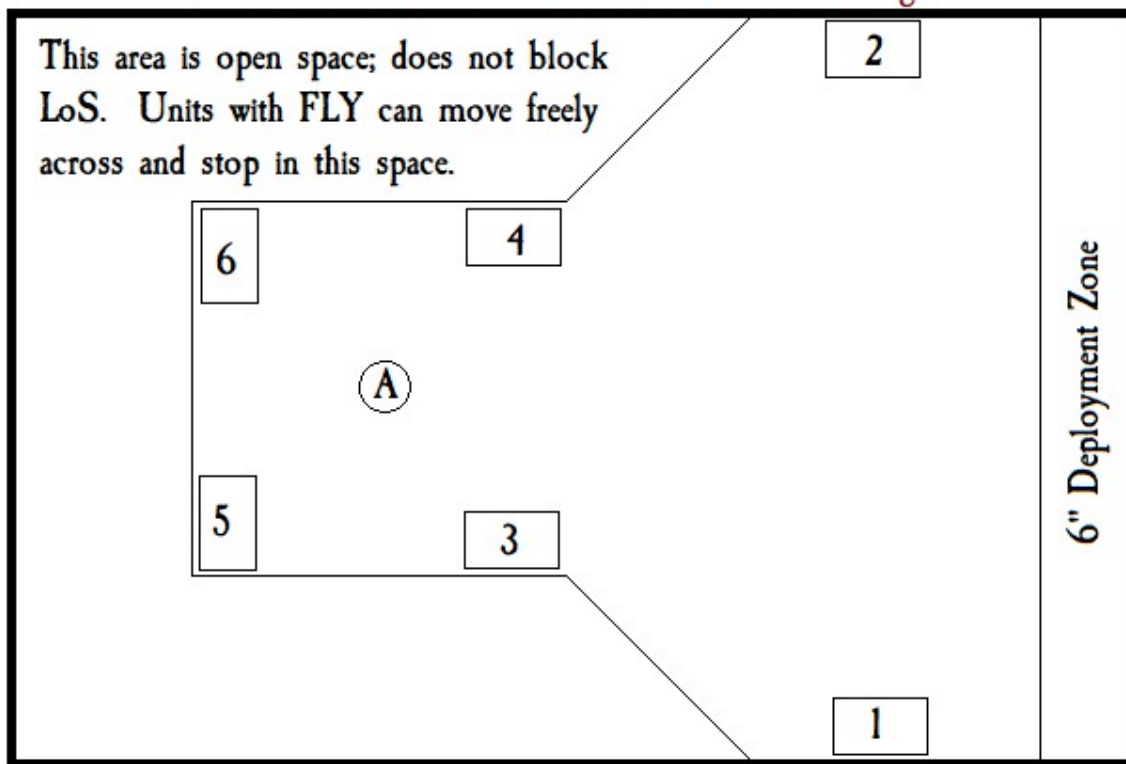
DIFFICULTY
Hard (2+ the number of completed zones) +1. Pre-spawn Guild Mistress Erinya on marker A. In addition, pre-spawn 3 fabricators anywhere within 10" of Guild Mistress Erinya, but closer than she is to the warband deployment zone.

VICTORY CONDITIONS
The mission is over when Erinya is defeated.

Shatterfields Mission 3 - A Talk With The Manager

This area is open space; does not block LoS. Units with FLY can move freely across and stop in this space.

2

4

6

(A)

5

3

1

6" Deployment Zone

The Gloom

All races in the galaxy have some knowledge of the warp. Some embrace it, some attempt to work around it, but all must deal with it and its rules are random, but well-understood. Only a handful of the galaxy's races have ever heard of the realm of shadow, much less made a study of it. Certain sinister (even for the Drukhari) Archons even know how to physically enter the realm through certain portals. One well known entrance is in the Aelindrach; a district where shadows are living things that can distort the life forces of beings that spend too much time there. Some of the most dangerous assassins in the galaxy have made their way here to become one with the shadows. The most powerful of these assassins are said to be able to step through shadows between planets, striking with complete surprise and fading back into the shadows from whence they came. The Gloom lies on the edge of the Aelindrach. No sane Archon wants to give the Mandrakes or Shaderavens that live there free run of the city, so they make their homes here, on the edge of twilight, where the leashed suns that light the Dark City barely penetrate. Fighting here is a fraught affair, but fight here you must if you are to get the Shadow Lord's key to the Crucible gate.

Zone Rewards (Awarded after the zone has been completed)

Each warband that survived the third Aelindrach missions gains the Heart of Darkness special rule. A model belonging to a warband with this rule is always considered to be in cover, even when standing in the open. Furthermore, improve the Movement characteristic of every model in your warband by 2".

.. Maybe don't dwell on the long-term effects of this.

Zone Special Rules

None. The mission special rules are built into the opposition here.

Mission Requisition Rewards

Action	RP
Took Part	35
Rescued an ally's unit (awarded by allies)	+10
Killed a Doppelganger on the turn after it spawned	+5
Killed 5 or more spawns from the Perils of Ashathdrukhiina Table	+10
No one left behind	+5
Played your warband in character (awarded by your allies)	+10
Killed Kheradruakh (any mission)	+30
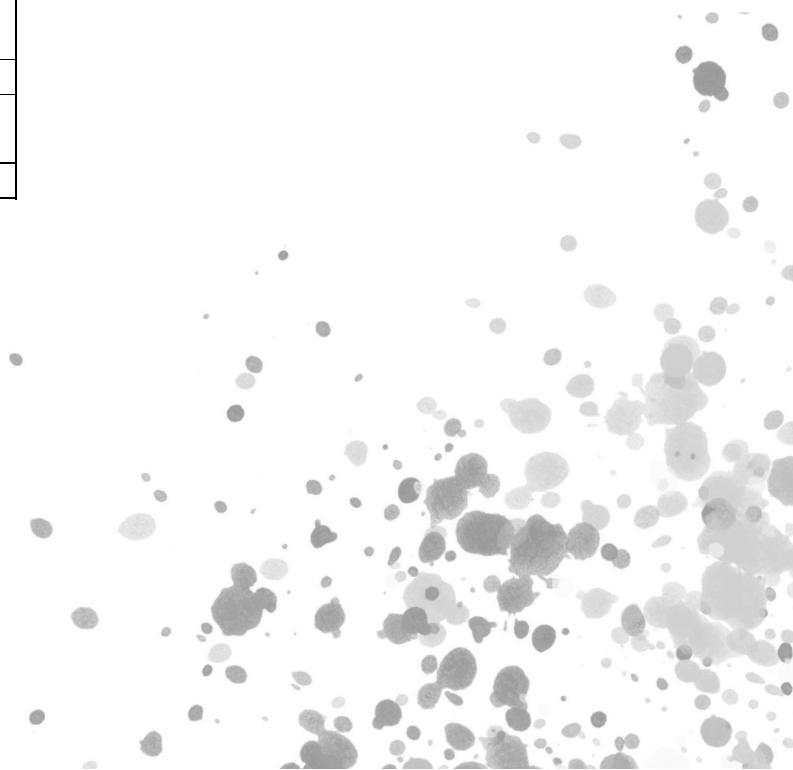
The Gloom Mission 1
Shadowed Path

The path to the Aelindrach is easy to find despite the oppressively opaque darkness. The way is lined by spectres; barely living husks who shuffle around mumbling. A stark reminder of the price of failure. Needs more flavor.

THE BATTLEFIELD
Create the battlefield and set up terrain. This scenario emulates a street that leads deeper into the shadows, so leave a slightly clear area through the center of the table from the DZ to the exit.

DEPLOYMENT
The warbands will deploy within 6" of the table edge as shown in the deployment map.

FIRST TURN
Warbands are striking out and actively hunting the opposition. Warbands will have the initiative on a d6 roll of 3+.

DIFFICULTY

Normal (2+ the number of completed zones). Pre-spawn 2 Shaderavens on spawn zone 5 and 2 Shaderavens on spawn zone 6.

DEEPENING DARKNESS
When a player controlled model has passed the line marked A, reduce the range of all pistol weapons by 3" and the range of all non-pistol weapons by 6" for the duration of the mission. When a player-controlled model has passed the line marked B, Increase the penalty to hit rolls for any model with the Shrouded from Sight special rule from -1 to -2.

VICTORY CONDITIONS
The game can end once a single player-controlled model has left the table via the exit zone.

The Gloom Mission 1 - Shadowed Path

6	4	2

EXIT

Line B

Line A

Deployment Zone 6"

5	3	1
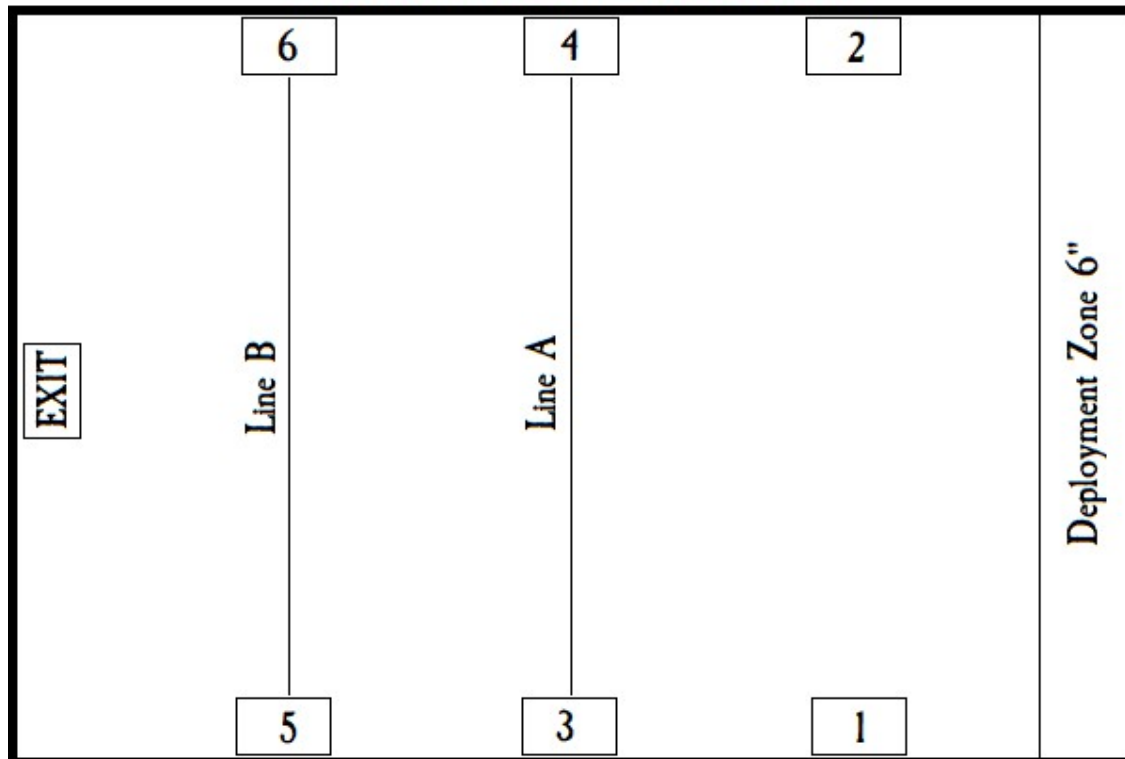
The Gloom Mission 2
Still of the Night

In the unnatural shadows of the Gloom, the darkness becomes a force rather than the mere absence of light. It drinks in all radiation, including that of your comms. Even matter loses something of its substance in the deeper shadows; you shudder to imagine what the depths of the Aelindrach hold or you. More flavor? Something something lanterns.

THE BATTLEFIELD

Section off the battlefield into 3 areas as shown in the deployment map. The rest is up to you.

DEPLOYMENT

Players should each take a deployment zone. If the number of players is not a multiple of three, then divide them so they have the best chance of success.

FIRST TURN

Warbands are divided and out of sorts. The warbands will have the initiative on a 5+.

DIFFICULTY

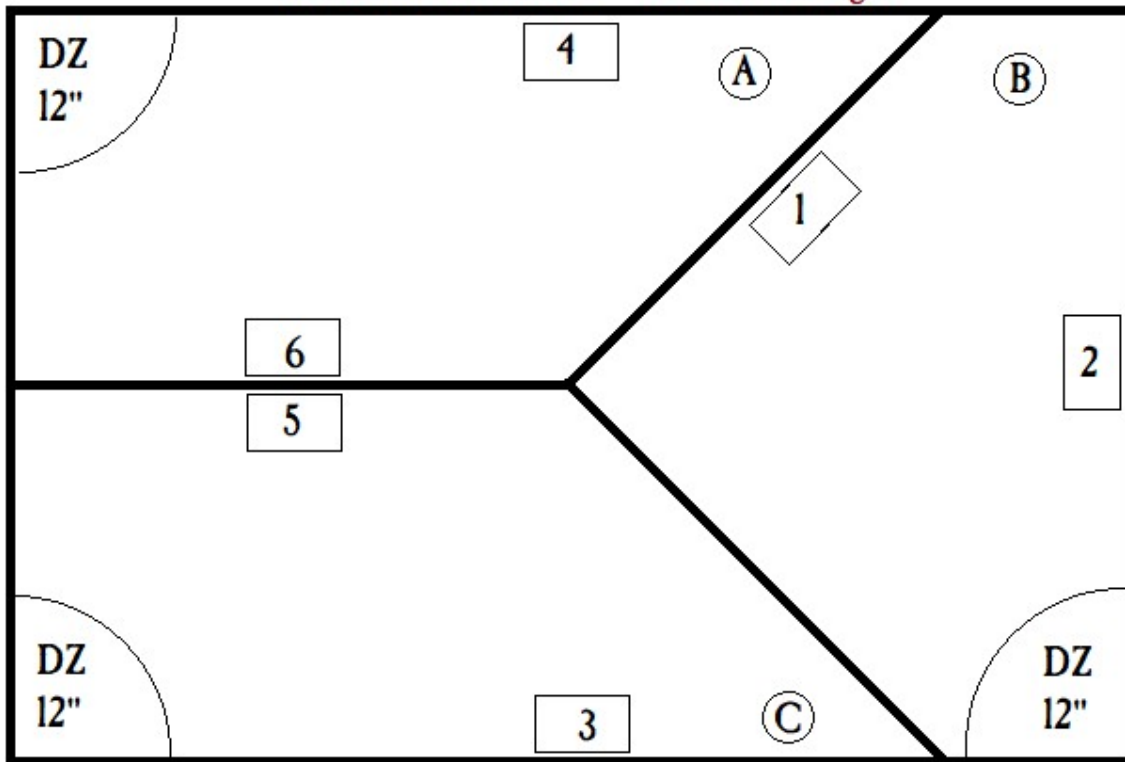Normal (2+ the number of completed zones). No pre-spawns.

LIGHTING THE LANTERNS

Any player-controlled model can light a lantern. Doing so requires the model to be within 1" of the lantern marker and to be unengaged for two full turns (player and enemy).

VICTORY CONDITIONS

The mission is over once all three lanterns are lit.

The Gloom Mission 2 - Still of the Night

The Gloom Mission 3
Attack the Darkness

As predicted, the lanterns have pushed back the darkness in the deepest part of the Aelindrach. It's only a matter of time before your target appears to annihilate you. They are also here for more flavor. All of the flavor. Cajun flavor. Mmmmm.

THE BATTLEFIELD
Create the battlefield and set up terrain. Anything you want.

DEPLOYMENT
Warbands will deploy in the corner opposite the exit zone as shown on the map.

FIRST TURN
The players are lying in wait for the Headhunter. Not much to do until he shows up. Players will have the initiative on a 6+.

DIFFICULTY
Hard (2+ the number of completed zones) +1. No pre-spawns.

THE HEADHUNTER COMES FOR YOU
The first time a player rolls to spawn on the Perils of Ashathdrukhiina table, spawn Kheradruakh, the Headhunter in addition to all other spawns.

VICTORY CONDITIONS
The mission is over when Kheradruakh the Headhunter is defeated.

The Gloom Mission 3 - Attack the Darkness

DZ 12"
from Center
of edge

1

2

6

5

3   4
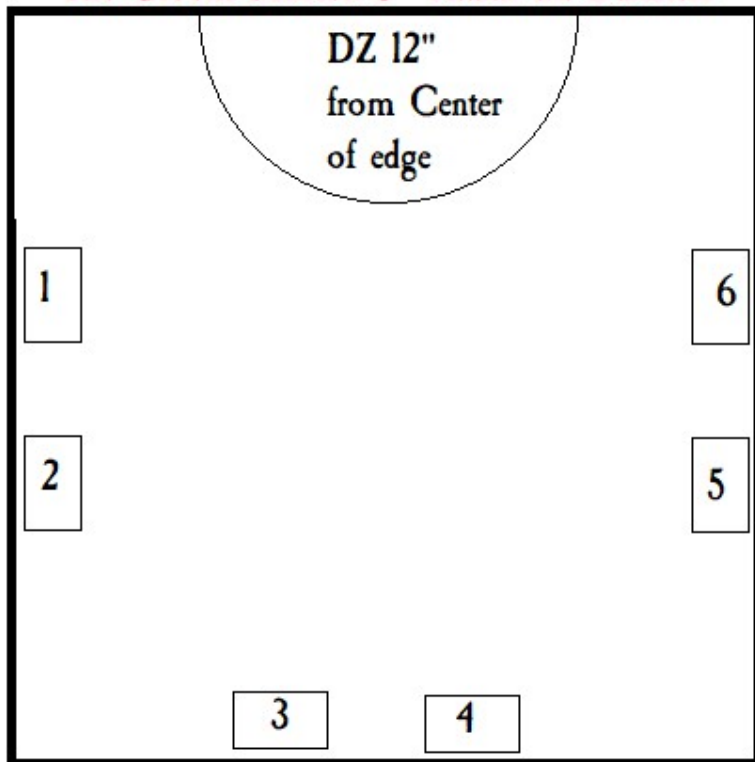
Final Mission
Assault on the Crucible Gate

This is it. The only thing between your warriors and freedom is the Crucible Gate. All is going according to plan until one of your scouts returns with dire news: the highest echelons of Drukhari society have heard of your exploits and have turned Crucible station into a giant arena! You hear a commotion from your outer perimeter. An emissary wearing the livery of the infamous Kabal of the Black Heart is asking to speak with the leaders of the warbands. Since it's clear they know where you are, you decide to indulge him. He tells you that agents of Asdrubael Vect himself have set up this spectacle for the city. He has a deal for you: if you can make it through the Crucible gate and give a good show, Vect will give you a ship—or a job. Your choice.

THE BATTLEFIELD
Create the battlefield and set up terrain. Anything goes, though taller structures should be to the outside.

DEPLOYMENT
Warbands will deploy behind the 6" line as shown in the deployment map.

FIRST TURN
Unfortunately, the progress of the warbands is well-known at this point, but the unpredictable nature of the warbands are part of what has made them such a sensation. Subsequently, the warbands will have the first turn on a 5+.

DIFFICULTY
The difficulty for this mission is set at 6. There are no pre-spawns for this mission. Once any player-controlled model has passed the A line, the difficulty rises to 8.

ENTERING THE CODES
There are 4 markers representing code consoles which unlock the gate. In order to even attack the gate, you will have to unlock at least three of them. To unlock a console, a player-controlled model must be within 1" of it for a full turn (player turn and subsequent enemy turn) and no enemy models may be within 1" of it during this time. Once a console is unlocked, you may remove the corresponding marker from the table. When three markers have been removed, the gate is vulnerable.
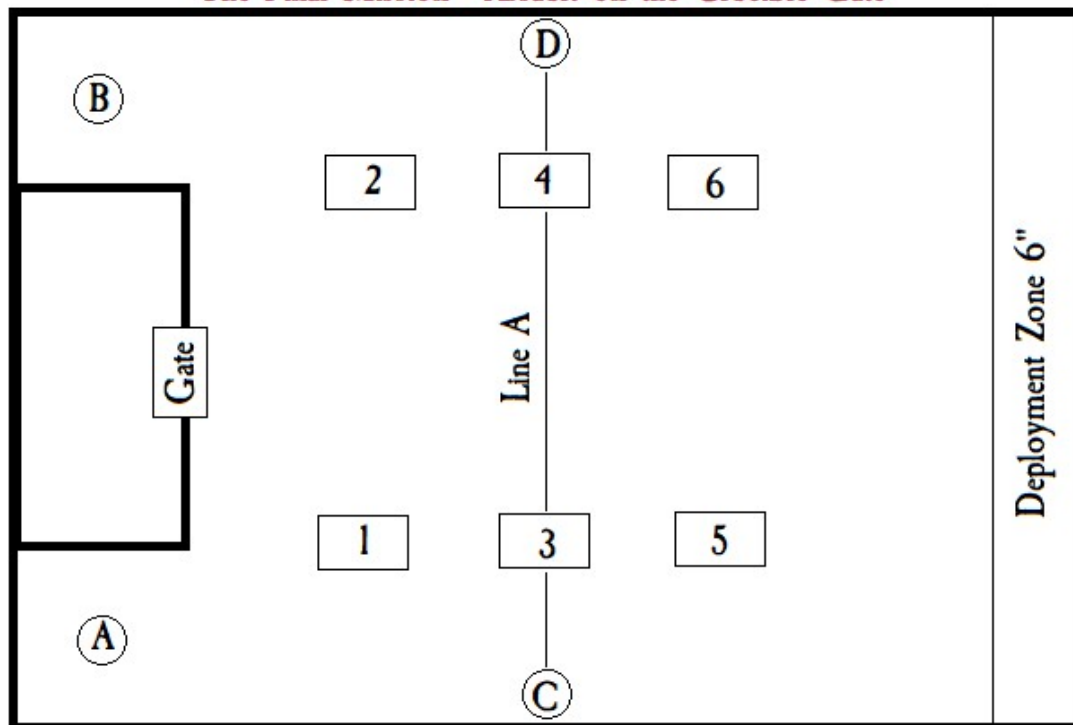
THE CRUCIBLE GATE
The Crucible Gate is a Toughness 8 vehicle with a 3+ armour save, a 5+ invulnerable save and wounds equal to 10x the number of players.

VICTORY CONDITIONS
The game ends once a single player-controlled model leaves the table via the exit zone.

The Final Mission - Assault on the Crucible Gate

Epilogue

Suspiciously true to their word, Vect's agents provide a ship and passage out of the city. You reflect on what you have lost as you look over your remaining warriors; deadly veterans of an insane journey across space and time. Your warriors are barely recognizable from the kill team that had your back on Zagris Tertius under that moonlit night so long ago. You can see battle fatigue, limb replacements, nervous ticks, exotic xenos weapons, shadowed striations and not a little bit of warp taint. You wonder what command will think of your story. You try to arrange the events in your mind, but find you have no idea where to start.

The Karnemak Incident–

A meeting in the moonlight

A desperate escape

An assault on a cult leader

Raiding an armory

A train by night

A flight of survivors

A desperate defense

A perilous elevator ride

Life and death on the upper gantries

Nobles celebrating while their planet dies

Alerting the fleets in orbit

A fight to the death with a mad star god

Obelisk of Cataclysm

Obelisk stuff goes here

City of Murder

Murder stuff goes here in canonical order