

THE FORTALESSA INTERVENTION

H:OR

2018 Winter Campaign

Welcome to Heralds of Ruin: Kill Team's 2018 winter campaign! This campaign will follow two or more kill teams as they vie for dominance over the world of Fortalessa. One team will fight for secession from the Imperium, the other will fight for them to stay.

Starting the Campaign

To start the campaign, build a 200 point kill team according to campaign rules and organize the players into teams based on where they fall on the following spectrum on the right.

Using the Spectrum

Suppose there are 4 players who want to play in this campaign. There is a Tyranids player, a Blood Angels player, a T'au player and an Astra Militarum player. The Tyranids player is closest to the pro-secession side, so that player will definitely be pro-secession. The next highest is the T'au player, so in this lineup, the T'au player would also be fighting for secession. However, if the T'au player were replaced with an Adeptus Arbites player, the dynamic shifts and now the Blood Angels are allied with the Tyranids trying to overthrow Imperial rule. You are encouraged to think up good reasons for such bizarre scenarios.

The Spectrum of Authority

Pro-Secession (Blue)
Chaos Daemons
Chaos Space Marines
Lost and the Damned
Orks
Exotic Kill Team Xenos (Rak'Gol, Hrud, Kroot, etc)
Dark Eldar
Tyranids
Genestealer Cults
Ynnari
Craftworld Eldar
Harlequins
Necrons
T'au Empire
Rogue Traders
Space Wolves
Space Marines
Blood Angels
Dark Angels
Deathwatch
Talons of the Emperor
Adeptus Mechanicus
Astra Militarum
Imperial Agents
Grey Knights
Adepta Sororitas
Adeptus Arbites
Pro-Imperium (Red)

Fortalessa, Jewel of the Ilunia Subsector

Fortalessa the prosperous crownworld of the Ilunia subsector, to the galactic southeast of the Espenæs Sector in Segmentum Tempestus, bordering the Veiled Region. For all of its recorded history, the Ilunia subsector had never known war until 105.M42, when Orks attacked the agri-world of Gadaña. Sub-Sector Lord Governor Meridius Curtanus mobilized his own personal guards to supplement local scratch companies and PDFs from all of the worlds in the Ilunia sub. While the local troops looked to be doing poorly, Governor Curtanus sent a distress signal to the wider Imperium for help. Years of grinding war passed and the whole populace of Ilunia was set to the task of taking back Gadaña and stopping the Orks there. After ten years of bitter war, the last Orks were repulsed from Gadaña when the governor's own bodyguard, the Segadorian Fusiliers, managed to kill the Ork warlord leading the Waaagh!!! Within a year, cull-teams were permanently stationed on Gadaña to hunt down the feral Orks that would forever plague that world.

Relief, At Last?

A year later, a relief fleet cobbled together by the Adeptus Ministorum, Adeptus Mechanicus and Munitorum arrived in the Ilunia sub to help from the much poorer Ileorosa subsector neighboring Ilunia to the galactic East. When governor Curtanus proudly told them the threat was ended, the lord general appointed to lead the relief fleet was enraged. Why had Curtanus called for help when he didn't need it? The masters of the relief fleet, the Lord General, Mechanicus Factor Primus and Administratum Lector Primaris, mutually agreed that Ilunia and its governor should bear the cost of transporting the fleet. When Curtanus refused, their forces began pillaging the worlds of the Ilunia sub. To justify their piracy, they increased the tithe grade of Ilunia's most prosperous world, including Fortalessa to Exactus Extremis. Conscripting roughly 1/10th of the population each Terran year, the entire sub would be devastated.

What is a Lord Governor to Do?

With a trained, war-hardened army fresh from Gadaña, a veteran interplanetary escort flotilla and a scorching wartime economy at his command, advisors to Lord Curtanus have calculated that he could easily fight off the relief fleet and declare his secession from the Imperium, but it be worth giving up Imperial protection? Should he begin the process of petitioning the Chancellor of the Estates Imperium for redress against these organizations while billions of his people suffer the petty wrath of a greedy lord-general and his cronies? Should the resources of his people feed the corrupt maw that is the Ileorosa subsector? On this side of the galaxy, it would be decades, possibly centuries before the wider Imperium responded.

Forces From Beyond

Unbeknownst to Lord Governor Curtanus, forces are at work on Fortalessa to help him make this decision. These elite kill teams have come to influence the Lord Governor and their machinations will decide the ultimate fate of Fortalessa and the entire Ilunia Subsector.

Running the Campaign

Once you have determined your sides and built your kill teams, you're ready to play the first mission. The end of each mission will tell you which mission to play next based on who won until you encounter an aftermath which spells out a victor.

Rulesets

This campaign assumes that you are using the normal campaign rules, faction-specific battle honours and transports. Where missions require the use of the Battlezones supplement, it will say in the mission.

Victory Points and Requisition

In addition to all of the criteria in the Campaigns supplement for generating Requisition, players gain a bonus at the end of each mission equal to 5x the number of victory points they earned.

Red VS Blue

Both sides of the Fortalessa Intervention have their own motivations for fighting each other. While some of these kill teams belong to much larger organizations, an overt show of force could absolutely backfire and have the opposite of the intended effect, so a subtler touch is needed.

The Red Team (Imperial)

While it is unquestionably a tragedy that the relief fleet masters are acting the way they are, the continued survival of humanity is far more important than even the tens of billions of souls whose lives would be uprooted and conscripted into the munitorum and other organizations. Even so, human life is the Emperor's coin and those soldiers could help liberate billions more if they were added to the larger Espenæs Crusade effort. The wheels of the Imperium turn slowly but inexorably and the fleet masters *will* eventually be called to account. Moreover, if the Lord Governor secedes from the Imperium, he will have consigned *all* of his subjects to death at the hands of Imperial forces that will have to be drawn from somewhere else, pulling more potential resources from the crusade. It has fallen to your kill teams to keep Curtanus and his sub-sector under the Emperor's flag, regardless of the cost.

The Red Team (Non-Imperial)

Lord Governor Curtanus is unquestionably dangerous and currently the fulcrum of a power struggle that beggars imagination. So why fight to keep him on the imperials side? Simple. Curtanus is a known quantity. The ork invasion of Gadaña shattered almost two centuries of tentative peace and stable status quo. There are many factions, yours chief among them who would very much like to see things get back to business as usual and for the crusade fleet to pass by undeterred.

The Blue Team (Imperial)

What does the Imperium owe its citizens? Safety? Security? Justice? Vast organizations exist to provide these things, yet they all seem to have failed to do so here. Curtanus, who clearly cares about the fate of

his people, did exactly what he was supposed to and billions are being punished for it. What right has the Imperium to keep a domain when it has failed to prove worthy of doing so. Why should a citizen pledge fealty and toil frequently unto death in the Emperor's service if all they can expect is to be stabbed in the back and further exploited when they have done all that is asked of them? No. The Imperium does not deserve Ilunia. It does not deserve Lord Governor Meridius Curtanus. The best hope Ilunia now has is to be sworn to a peer of the Imperium such as a Knightly house or a chapter of the Adeptus Astartes. It has certainly shown that it is worthy of such.

The Blue Team (Non-Imperial)

If ever there was a lesson that other imperial worlds could learn, this is surely it. The sick and dying Imperium lets yet another world slip through its shaking fingers. Even if this wretched tract of space was being saved to become some other group's playground, it would be a better fate than slaving on for no possible reward ever. If Lord Governor Curtanus wants freedom so badly, let his people drink of its acrid waters until they choke and die. From the ashes of Ilunia's worlds, your people will take what is rightfully theirs from the rotting carcass of human dominion.

General Objectives

These objectives are not all used in every mission, but they are common enough that nearly all missions use some of them. A mission's Victory Conditions will explain which general objectives are in play.

Decapitation

Gain 2 victory points if your opponent's team leader was removed as a casualty.

Forward Push

Gain 1 victory point if you have one or more units in your opponent's deployment zone at the end of the game.

First Strike

Gain 1 victory point if the first casualty of the mission belongs to your opponent.

The Professional

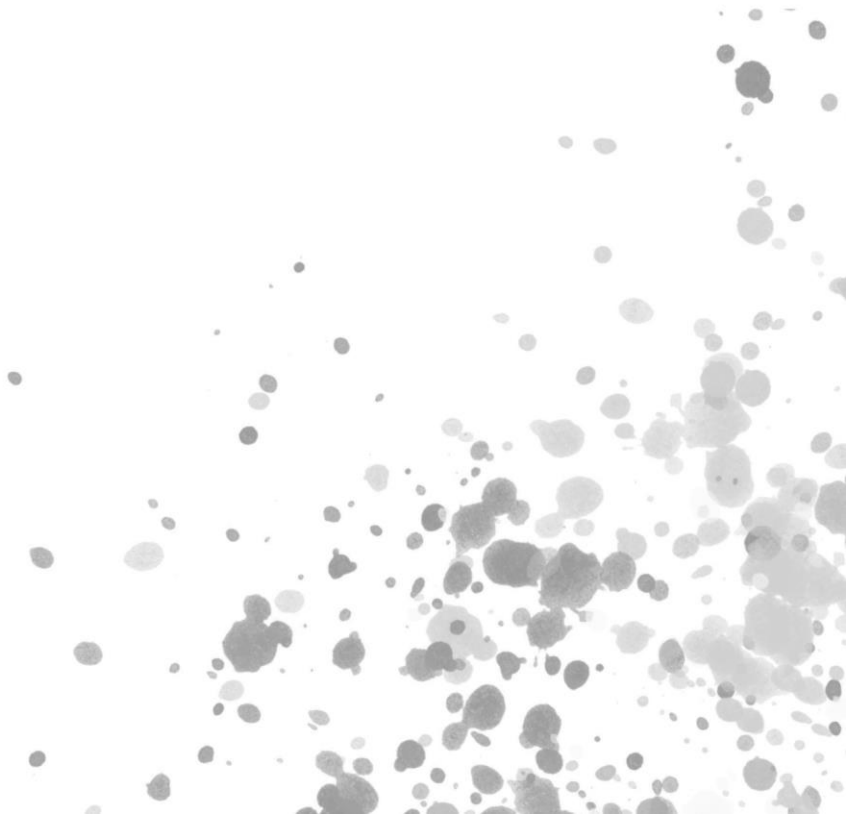
Gain 1 victory point for each of your opponent's Special models that has been removed as a casualty. This includes models that are normally special but have become core by some means.

Monster Hunter

Gain 1 victory point if you were able to remove your opponent's most expensive model as a casualty (determined by total points cost of wargear, model and battle honours).

Front and Center

Gain 1 victory point if, at the end of the game, you have models within 6" of the table's center and your opponent does not.



Mission 1 – The Bounty of Ilarion

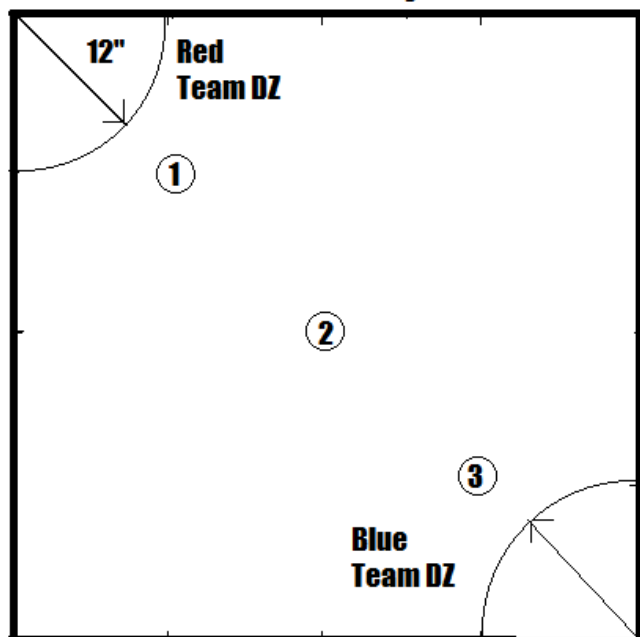
Red Team Briefing:

You've been expecting an incursion like this for weeks, now. Your intelligence couldn't divine what form it would take, but it was a mathematical certainty that it would come. The vanguard of the enemy faction is coming in on a transport called Bounty of Ilarion. Make sure they do not establish a base on Fortalessa. Doing so will ensure that any following forces will not be able to organize effectively.

Blue Team Briefing:

Ever since you boarded the Bounty of Ilarion, you have been sifting through communiques and missives trying to pin down the location of an adversary that is almost certainly working to stabilize relations with the Imperium. It is equally likely that they have anticipated your arrival. It is critical that you break through and establish a base for more of your forces to follow.

Mission 1 - The Bounty of Ilarion



The Battlefield

Create the battlefield and set up terrain. Next, the players will place a single objective in the center of the table and two more as indicated on the deployment map.

Deployment

The players will roll off with the winner placing the first model and the players then taking turns placing their models until one player is fully deployed. That player will have a +1 to the roll to determine who goes first or second. The other player then places the rest of his or her kill team.

First Turn

The players roll off. Whoever rolls highest may choose to go first or second.

Mission Length

At the end of battle round 5, the game will end.

Victory Conditions

Break Out/Contain: Each of the objectives on the table are worth a different number of points to each side as shown in the table below. Whomever has the most objectives at the end of the game is the winner. This mission will also use the following objectives: **Decapitation, Forward Push, First Strike, each of which is worth a single victory point.** A draw will go to the Blue team as they are defending present gains.

Objective	VPs at the end of turn 5
Your Home Objective	1
Center Objective	2
Opponent's Objective	3

Results

If the Red Team Wins – Play mission 2

If the Blue Team Wins – Play mission 3

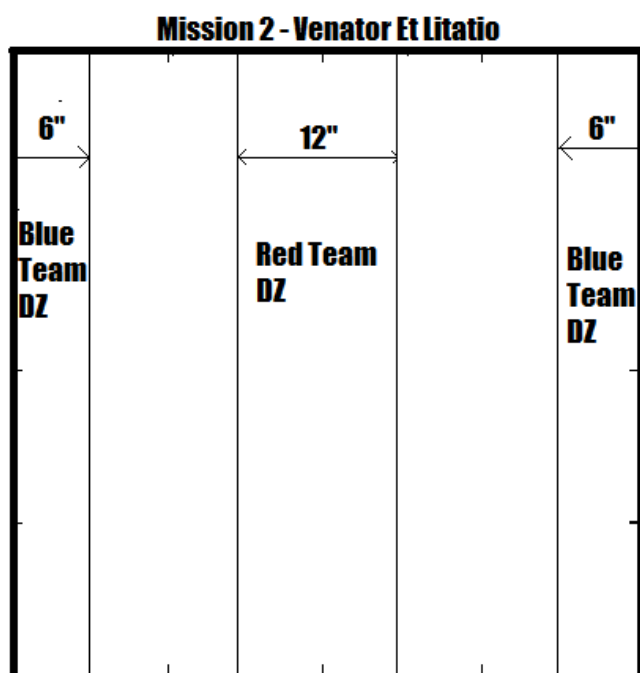
Mission 2 – Venator et Litatio

Red Team Briefing:

Your foes have been scattered but must be comprehensively annihilated before your superiors will declare your efforts successful. To this end, you have committed vast resources to tracking the elements of the enemy vanguard and you have just been given the location of a small group of them in the shadows of Fortalessa's hive primus, Agavar. With little time to prepare, your forces depart to crush the foe completely.

Blue Team Briefing:

The spaceport operation was a disaster, but such actions are always difficult and delicate. Your scattered forces fall back to a known rally point: a fortified area of the underhive that is generally loyal to your cause. You know that your foes are in hot pursuit, so you have decided to draw them into the open where you have the advantage.



The Battlefield

Create the battlefield before rolling for sides.

Underhive – The underhive does not take kindly to usurpers and those who upset the status quo. This mission will use the rules for Hostile World from the Battlezones supplement. They have been reprinted on the next page for sanity.

Deployment

The players should roll off. The winner will choose the orientation of the map on the table and deploy his or her entire kill team before the other side does the same.

First Turn

The players roll off. Whoever rolls highest may choose to go first or second. The Blue team gets +1 to this roll.

Mission Length

This mission will end at the end of the 5th battle round or if the victory conditions are met.

Victory Conditions

Lightning Raid: The winner of this mission is the first player to 8 victory points. Each model put out of action is worth victory points equal to 1/10 its total points cost (rounding up, so a model that cost 3 points would yield one VP). **This mission uses the Decapitation, First Strike and Monster Hunter general objectives.** Unlike normal general objectives, these are awarded as soon as their criteria are met, rather than at the end of the game.

Results

Red Team Wins – Play Mission 4

Blue Team Wins – Play Mission 5

Battlezone: Hostile World

Few civilians would argue with an invading army. Unfortunately, kill teams often operate far from larger armies and are small enough to give resentful inhabitants ideas. Enemy-held cities, xenos colonies and worlds in open revolt are all examples of hostile worlds. To represent this, use the following rules:

Vengeful Masses – Any time a model ends its movement phase with no friendly models within 6", roll a d6. On a 1-4 nothing happens. On a 5 or 6, the model takes d3 automatic str 3, ap -, dmg 1 hits as they are set upon by angry civilians hiding in the wreckage.

Snitches Get Stitches – Any time a model wishes to hide, roll a d6. On a 1-4, nothing happens. On a 5 or 6, one of the locals has spotted the hiding model and starts shrieking like a banshee, revealing the hiding model instantly.

Caught in the Crossfire – The first time a model enters a terrain feature, roll a d6 and consult the following table and then leave a die or marker in that building so players know that it has been checked.

D6 Roll	Peril
1	Trapped! – The model sets off an explosive device which does d3 Str 4, AP -, Dmg 1 automatic hits.
2	Abandoned – Nothing here. Probably.
3	Rigged to Collapse – The model that entered the terrain feature takes a Str 5, AP -, dmg 1 hit as it collapses on them. Remove the terrain feature and replace it with a like-sized pile of rubble or if this is not available, just remove it from the table and leave its former position open. If it can't be removed, it provides no cover, models cannot move into its upper levels and line of sight can be drawn through all of its walls.
4	Arsonist – This terrain feature is now on fire! Any model that ends its move within the terrain takes an automatic Str4, Ap -1, Dmg 1 hit on a d6 roll of 1. Furthermore, this terrain feature is billowing black smoke and heat. Line of sight can be drawn into and out of it, but never through it.
5	Tangle Trap – This terrain feature has been rigged with synapse mines or wire traps that impede movement. All models moving through or over this terrain move and charge at half speed (ignoring the normal difficult terrain rules).
6	Refugees – This terrain feature is full of people begging for help, food, supplies, medicine and protection. Kill team members, both friend and foe reduce both their BS and WS while fighting in this terrain feature as they strike out at the people begging or share out what supplies they can spare.

Mission 3 – The Cog Is Dead

Red Team Briefing:

Pro-secessionist forces have made planetfall and even repulsed you from the spaceport, but no matter. You know they exist now. You know their agenda. You keep your forces on constant alert, certain that your foes will strike soon. Your superiors are skeptical that you have the agility to react in time, but you did not become leader of a kill team by being timid.

Blue Team Briefing:

You were able to secure your heavy equipment planetside, but victory is still far from certain. While those loyal to you move your equipment to Agavar's underhive, you have decided to take advantage of your foes' disarray by striking at a vulnerable target while they recover. Elements in Agavar that are loyal to you have brought news of a techpriest from the relief fleet visiting a manufactorum in secret. Killing or capturing this techpriest will serve to further isolate the relief fleet from Curtanus.

Deployment

Place a model representing the techpriest in the center of the table. The players will then roll off with the winner determining the orientation of the table and deploying their entire kill team, followed by the opponent.

First Turn

The players should roll off with the winner deciding to go first or second. The player who deployed second gains +1 to this roll.

Mission Length

At the end of the 5th battle round, the player who went second will roll a die. On a 4+, the game will continue to turn 6.

Victory Conditions

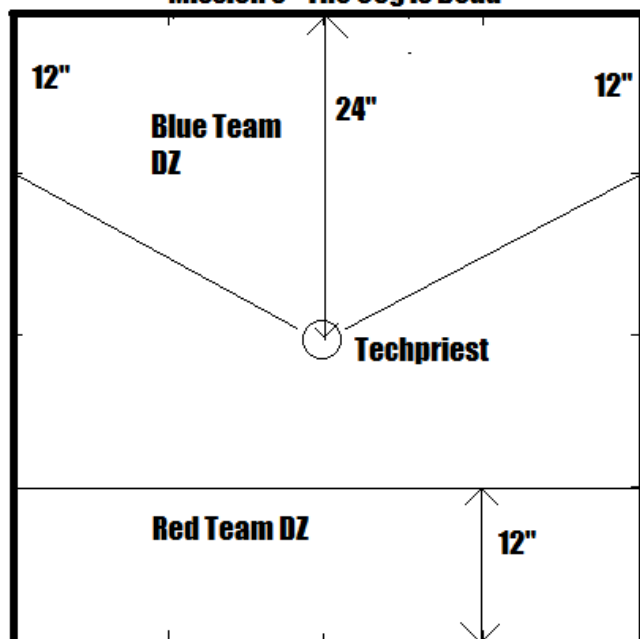
Whomever has possession of the techpriest at the end of the final battle round is awarded d3+1 victory points. A model may possess the techpriest if it is in base contact and there are no enemy models within 2" of the techpriest. The techpriest can move with the model that is carrying it, but it can never move more than 6" per turn and cannot be placed inside a transport. If the techpriest reaches a table edge, it is removed from the table and is automatically considered claimed by the team that possessed it at the end of the mission. A model can leave the techpriest at any time. A model may pass possession of the techpriest to another friendly model that is touching the techpriest. **This mission also uses the Forward Push, Front and Center and Decapitation general objectives.**

Results

Red Team Wins – Play Mission 7

Blue Team Wins – Play Mission 6

Mission 3 - The Cog Is Dead



The Battlefield

Create the battlefield. There should be a 6" diameter rough circle in the center where the techpriest will be placed.

Mission 4 – The Agent

Red Team Briefing:

Your momentum against the secessionist forces is telling. Even now, they scramble to mount some kind of resistance, but you will not be deterred. You allow their surviving members to escape to see where they go in order to anticipate their next move. It seems they're trying to make contact with an agent of some sort. If there are elements in Agavar that are sufficiently loyal to the secessionist cause, you would gain much prestige with your superiors if you could hand them this supplier alive for interrogation.

Blue Team Briefing:

So far, your efforts have been repeatedly frustrated by your foes always being in the right place at the right time. With no place to turn, you seek the aid of a powerful noble who is loyal to your cause, in hopes he can supply your team with sufficient materiel to get them back in the fight for Ilunia. The agent has just revealed himself when your foes burst onto the scene. You must defend the agent until he can escape.

The Battlefield

Create the battlefield as normal.

Deployment

The blue team will deploy first, followed by the red team. The blue team will gain the help of one of the agents on the next page, which is added to their team for free and does not count against their Threat or composition in any way. The agent shares all faction keywords with its team leader.

First Turn

The players will roll off with the winner choosing whether to go first or second.

Mission Length

The agent's transport will arrive at the end of turn 5 and the game will end. The game will end immediately if the agent is removed as a casualty and all victory points are tallied immediately.

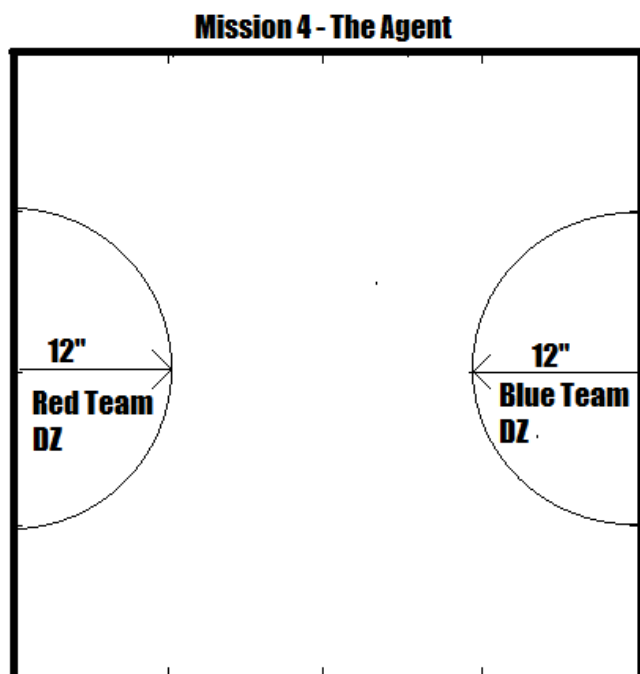
Victory Conditions

The agent is worth 3 victory points to the blue team if it is alive at the end of the game and 3 victory points to the red team if it is removed as a casualty. **This mission uses the Decapitation, The Professional and First Strike general objectives.**

Results

Red Team Wins – Play Mission 8

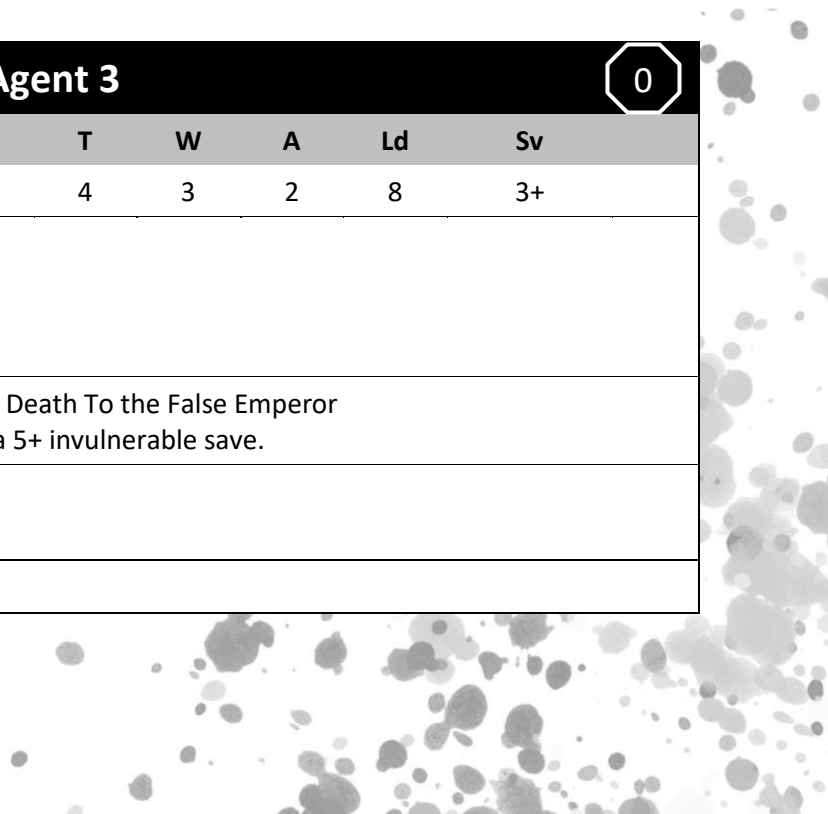
Blue Team Wins – Play Mission 9



Agent 1									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Agent 1	6"	4+	3+	3	3	2	2	8	4+
EQUIPMENT	- Plasma Pistol - Sniper Rifle								
RULES	- Sneaky Bastard: Enemy models targeting this model with shooting attacks suffer a -1 to their hit rolls. - Force Field: This model has a 4+ invulnerable save.								
OPTIONS	- None.								
KEYWORDS	Infantry, Character, <Faction>								

Agent 2									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Agent 2	6"	3+	4+	5	4	4	3	8	5+
EQUIPMENT	- Power Axe - Heavy Flamer								
RULES	- Ferocious: This model may assault even if it advanced. - Inhuman Speed: This model has a 5+ invulnerable save.								
OPTIONS	- None.								
KEYWORDS	Infantry, Character, <Faction>								

Agent 3										0
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Agent 3	6"	3+	3+	4	4	3	2	8	3+	
EQUIPMENT	- Special Issue Bolter - Chainsword - Bolt Pistol - Frag & Krak Grenade									
RULES	- And They Shall Know No Fear <u>or</u> Death To the False Emperor - Refractor Field: This model has a 5+ invulnerable save.									
OPTIONS	- None.									
KEYWORDS	Infantry, Character, <Faction>									



Mission 5 – Silence is Golden

Red Team Briefing:

The foe has stopped you in your tracks with a stunningly effective ambush. With your forces in disarray, the enemy have the opportunity to sever your intelligence network. Fortunately, your superiors had anticipated such a move and have given their informants a lifeline should their identities become known to hostile parties. The only question now is whether you will be able to rescue the informant in time.

Blue Team Briefing:

Back in the fight, your forces seize back the initiative. The enemy knew you were making planetfall, so you strike back at their intelligence network to buy time. Identifying their informant is easy, but they got wind of your identity and have called for help. You have no more than isolated his location when your enemies show up, re-armed and ready to fight.

The Battlefield

Create the battlefield. There should be at least 8 pieces of discrete terrain features in both of the table quarters that do not contain deployment zones. These should be marked with a die or marker. The rest of the table can be set up in a way that is agreed upon by both players.

Deployment

The players will roll off with the winner choosing the orientation of the table and deploying the first model. The players will then take it in turn deploying a model each until a player is completely deployed. That player's opponent then finishes deploying.

First Turn

The players will roll off with the winner choosing to go first or second. The player with the lowest Threat rating gets +1 to this roll.

Mission Length

At the end of the 5th battle round, the player who went second will roll a d6. On a 4+, the game will continue to turn 6.

Victory Conditions

The first time a model enters a piece of marked terrain, roll a d6. On a 6, the informant has been found in that building. If 7 of the 8 buildings have been searched, the informant is automatically in the 8th. This terrain piece becomes the objective. A player owns the objective if they have a model in/on it and there are no enemy units in/on it. The side holding the objective at the end of the game is awarded 3 victory points. **This mission also uses the Decapitation, Forward Push and Front and Center general objectives.**

Results

Red Team Wins – Play Mission 10

Blue Team Wins – Play Mission 11

Mission 5 - Silence Is Golden

Blue Team DZ	
	Red Team DZ

Mission 6 – Dynamic Ascent

Red Team Briefing:

You lost the techpriest. Leadership has made it quite clear that you are no longer welcome at headquarters unless you have something to show for your efforts, so you pull your team together and trail the enemy team to an Ortus space elevator. Whatever they're planning, it is highly time-sensitive and your team is the only one that knows where they are.

Blue Team Briefing:

With the capture and interrogation of the techpriest, you learn the access codes for the relief fleet's comm net. With a sufficiently powerful transmission array, you could send signals as the fleet. Without even returning to base, you make for the nearest orbital elevator. As your lift begins to rise, one of your outriders spots part of the enemy kill team on the same lift.

The Battlefield

Create the battlefield. You should find a way to mark off a 12"x12" area at the center of the table. This represents the cable at the center of the elevator.

Deployment

The blue team deploys first in its entirety, followed by the red team.

First Turn

The players should roll off with the winner choosing to go first or second.

Mission Length

At the end of the 5th battle round, the player who went second will roll a d6. On a 4+, the game will continue to turn 6.

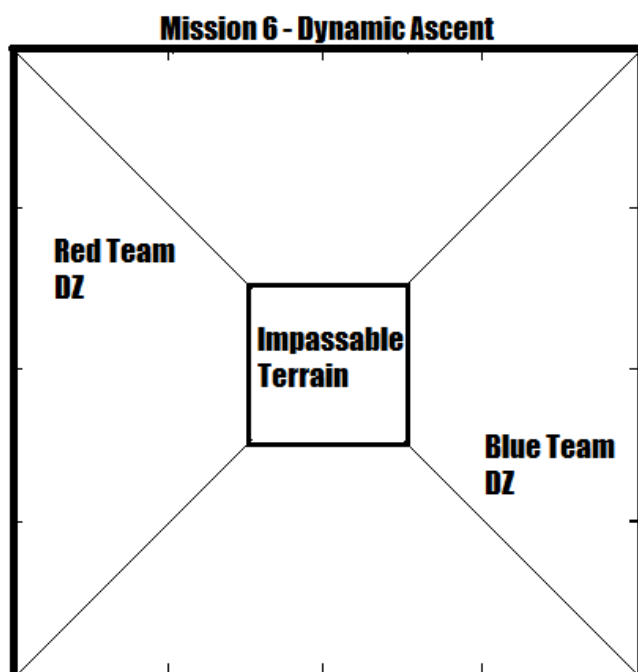
Victory Conditions

The blue team designates a model to be carrying the vox net codes. If this model is removed as a casualty, replace it with a marker representing the codes. Any model that moves over this marker is now considered to be in possession of the codes. Whichever side possesses the codes at the end of the mission is awarded d3+1 victory points. **This mission also uses the First Strike, Forward Push and Monster Hunter general objectives.**

Results

Red Team Wins – Play Mission 13

Blue Team Wins – Play Mission 12



Mission 7 – Gatecrashers

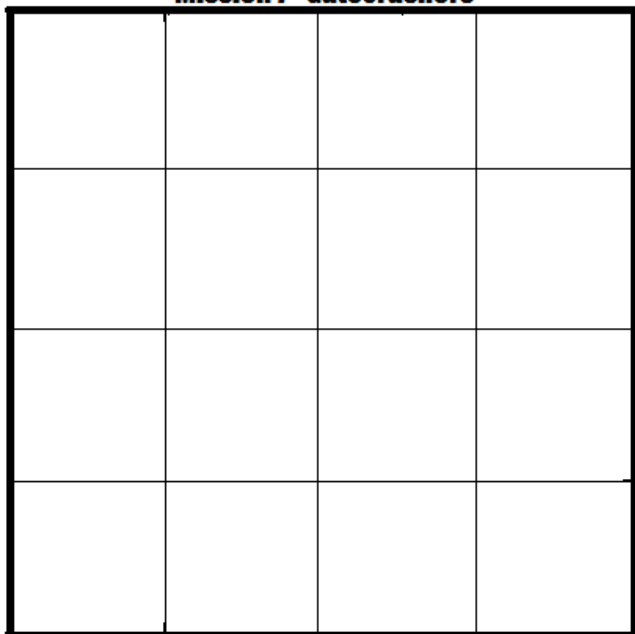
Red Team Briefing:

The techpriest is safe and currently trying to sway his terrestrial brethren to the relief fleet's cause, but the foe still has many pieces on the board. You must now return to base to re-arm and prepare for your next step. You have no more than reported to your leadership when the enemy team attacks.

Blue Team Briefing:

The techpriest made his rendezvous, but as soon as it became obvious that he would, you began laying plans to eliminate the enemy kill team from the equation. Using informants loyal to your cause, you track them back to their home base and prepare to deliver a decisive blow.

Mission 7 - Gatecrashers



The Battlefield

Create the battlefield as normal. Players then roll off with the winner being the first to place one of three objectives. Each objective must be more than 6" from a table edge and more than 12" from another objective.

Deployment

Divide the battlefield into 16 equal parts as shown in the deployment diagram (string is an excellent choice as it flows over terrain). The players will then roll off. The winner of this roll will place a single unit in one of the 16 deployment zones. Next, his or her opponent will do the same. Two models may not be placed in the same square until there is at least one model in each zone. If one side has fully deployed, the other will finish deploying in this way.

First Turn

The players will roll off with the winner choosing whether to go first or second. The player who finished deploying *last* gets +1 to this roll.

Mission Length

At the end of the 5th battle round, the player who went second will roll a d6. On a 4+, the game will continue to turn 6.

Victory Conditions

The red team will be awarded 1 victory point for each objective still on the table at the end of each friendly turn. The blue team will gain d3 victory points for each objective that it destroys. An objective is destroyed when there is a friendly unit within 3" of the center of that objective and no enemy units within 3" of the objective. In this case, remove it from the table. **This mission also uses the Decapitation, The Professional and Monster Hunter general objectives.**

Results

Red Team Wins – Play Mission 15

Blue Team Wins – Play Mission 14

Mission 8 – Cornered

Red Team Briefing:

You have captured the secessionists' final ally on Fortalessa. At this point, their only recourse is to scatter and plant the seeds of a future rebellion. They have moved toward a mag-lev station where they will be able to disappear. You have already won, but can you keep up your momentum and annihilate your opposition entirely?

Blue Team Briefing:

Disaster at every turn. Still, you weren't handed this assignment because you leave such things to chance. Your team knows full well their next step and you don't even need to give the order for your forces to converge on Agavar's main mag-train station. Your team has one final chance to bloody the foe's nose before they start the long process of building a rebellion in secret.

The Battlefield

Create the battlefield as normal.

Deployment

The red team deploys in its entirety first, followed by the blue team.

First Turn

The players will roll off with the winning player choosing whether to go first or second.

Mission Length

The mission will go to turn 5 or until the blue team has left the table.

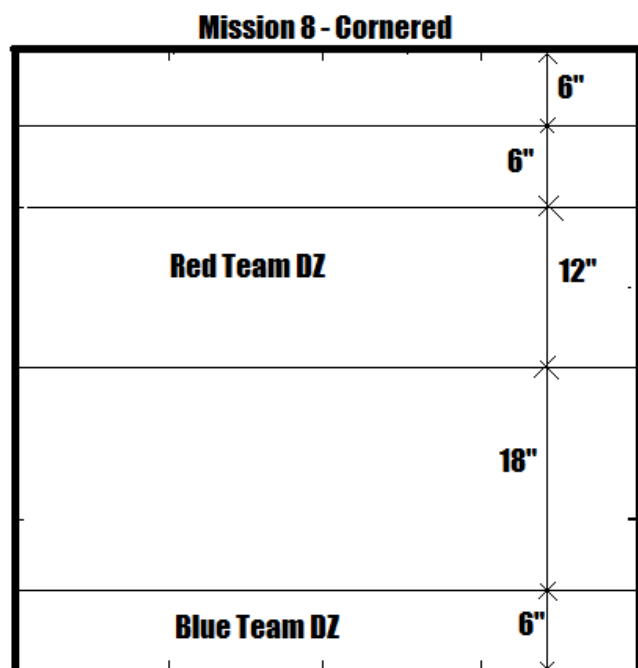
Victory Conditions

The blue team will be awarded victory points equal to 1/10 the total points value (rounded up) of any friendly model that reaches the area within 6" of the table edge opposite the one they deployed on. The red team will be awarded victory points equal to 1/10 the total points value (rounded up) of any enemy model left on the table at the end of the mission and any enemy model they are able to remove as a casualty. **This mission also uses the First Strike, Monster Hunter and Decapitation general objectives.**

Results

Red Team Wins – Crushing victory for red team

Blue Team Wins – Major victory for red team



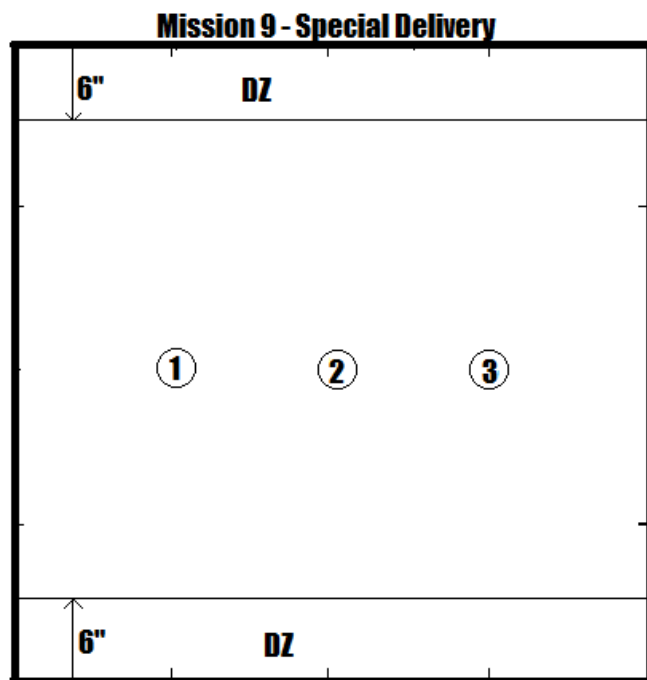
Mission 9 – Special Delivery

Red Team Briefing:

The enemy kill team has finally eluded you. No matter. You have mauled them thus far and have no reason to think their victory could be owed to any more than blind luck. Until they strike again, your team has been tasked with defending a convoy carrying a very important package for the Lord Governor.

Blue Team Briefing:

The agent is safe and has agreed to help – on one condition. Your team needs to secure a parcel on behalf of his patron. The item is being carried by convoy across the city. A simple smash and grab? No problem.



The Battlefield

Create the battlefield as normal after three numbered objectives have been placed as shown in the deployment diagram. There should be a generally clear area representing a road parallel to and on either side of the line of objectives representing vehicles in a wrecked convoy.

Deployment

The players will roll off with the winner determining which side will be his or her deployment zone. The player who did not get to choose a deployment zone will then deploy a model followed by his or her opponent and so on until one player is fully deployed. The other player will then finish deploying.

First Turn

The players will roll off with the winner choosing whether to go first or second. The player that finished deploying first gets +1 to this roll.

Mission Length

The mission will last until the end of the fifth battle round.

Victory Conditions

There are three objectives on the table representing possible places that the package could be found. At the start of the 3rd battle round, roll a d3. The result is the objective that contains the package. From that point on, any model may carry the package by moving up to it. A model may drop the package at any time. If the model carrying the package is removed as a casualty, leave a marker representing the package at that model's final position. The side which possesses the package at the end of the 5th round is awarded 3 victory points. **This mission also uses the Decapitation, Forward Push and First Strike general mission objectives.**

Results

Red Team Wins – Major victory for the red team.

Blue Team Wins – Play mission 16.

Mission 10 – Ave Mariae

Red Team Briefing:

You were just in time and managed to rescue the informant. As the enemy team reels, you take off in a waiting transport. En route to your base, you receive an emergency communication. The informant was a diversion! Enemy elements used the fire fight at the tenements as cover for tapping an abandoned power conduit that leads to one of the Mariae manufactoria – the main producers of atomic weapons in the Ilunia sub. They must be desperate indeed to resort to such tactics. You order your transport to turn around and take you to the manufactorium before shooting the informant and leaving him in the streets below. Wouldn't want to leave any loose ends.

Blue Team Briefing:

Having the informant would have been ideal but staring too long into the past leads to madness. Your backup plan is still quite viable and given your head start, a likely success. Still, there are many moving parts to your plan moving forward and still much that could go wrong. A detonation of this magnitude would show Curtanus to be losing control of his own people, further isolating him from the relief fleet. Such a reprieve would certainly put you in a position to tip the final domino in the fate of Ilunia.

The Battlefield

Create the battlefield as normal except four 6"x6" areas must be marked out on the battlefield as shown in the deployment diagram. These are impassable, infinitely tall and block line of sight. Place 5 objectives as shown on the deployment diagram. These represent water overflow valves and other failsafe systems.

Deployment

Players will roll off with the winner determining the orientation of the table and his or her deployment zones. The player that did not get to choose this will deploy his or her kill team divided as evenly as possible between the two deployment zones. The opponent will then do the same.

First Turn

Players will roll off with the winner choosing to go first or second. The player with the lowest number of models on his or her kill team gets +1 to this roll.

Mission Length

This mission will last until the end of the fourth battle round.

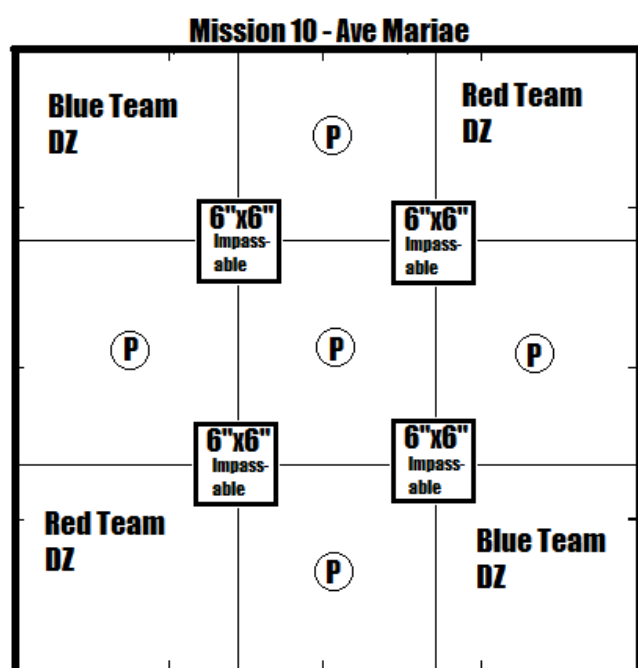
Victory Conditions

At the end of the mission, each objective is worth 2 victory points to the team that controls it. A team controls the objective if it has more models within 3" of the center than the opposing team. **This mission also uses the Monster Hunter, Front and Center and First Strike general mission objectives.**

Results

Red Team Wins – Major victory for the red team.

Blue Team Wins – Play mission 16.



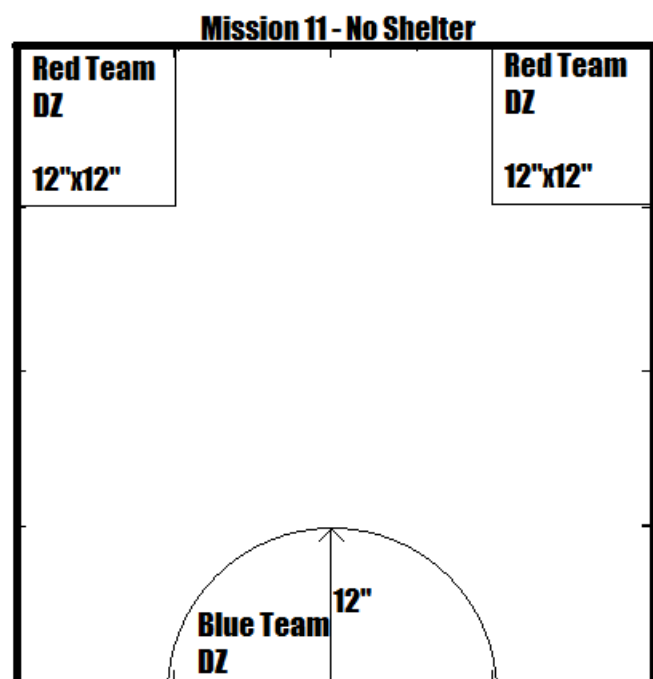
Mission 11 – No Shelter

Red Team Briefing:

The informant is lost, but things are coming to a head in the Lord-Governor's palace and you are urgently needed back at HQ. You are in the midst of your debrief when the whole facility is rocked by an explosion. The enemy kill team is here!

Blue Team Briefing:

The informant is yours and his interrogation was as blood-soaked as it was illuminating. It seems he possessed information about a series of abandoned work tunnels near the enemy kill team's headquarters. If the enemy team could be eliminated decisively, you would be free to wreak all manner of havoc and pin it on the relief fleet.



The Battlefield

Create the battlefield as normal.

Deployment

The red team is deployed first in its entirety followed by the blue team.

First Turn

The red team player will roll a d6. On a roll of 6, the red team will have the first turn. On any other result, the blue team will have the first turn.

Mission Length

This mission will last until the end of the fifth battle round.

Victory Conditions

Each kill team will be awarded 1/10 (rounded up) of any enemy model they are able to remove as a casualty. **This mission also uses the Decapitation, First Strike and The Professional general objectives.**

Results

Red Team Wins – Play mission 16.

Blue Team Wins – Major victory for the blue team.

Mission 12 – Dangerous Minds

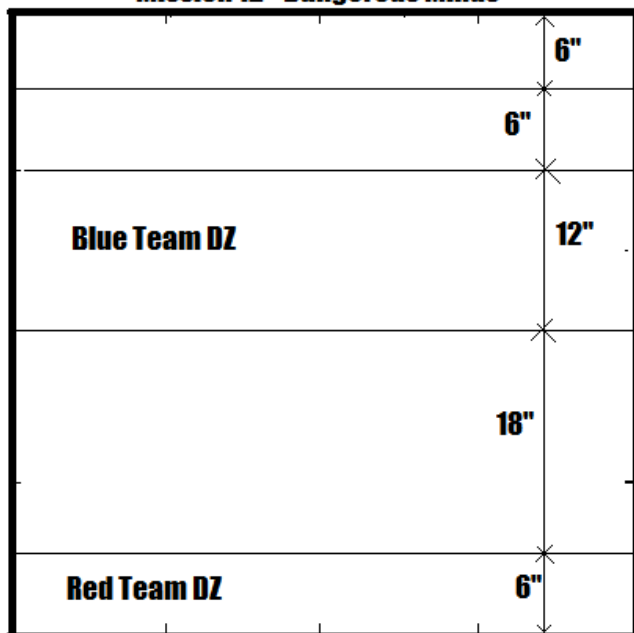
Red Team Briefing:

Disaster! The secessionists have unobstructed access to the orbital comms array. Your only chance now is to escape the platform and go to ground in the hive to pave the way for an Imperial reclamation effort that might take a century or more. Several decades at the very least. You make for a transport, but your enemies are in hot pursuit.

Blue Team Briefing:

You have successfully turned the Lord Governor from the Imperium. 84 billion humans in the Ilunia subsector are about to experience real freedom for the first time in their lives. As the orbital defense satellites and planetary defense guns come online and begin to target the relief fleet, you are treated to a spectacular sendoff, but your work is not done. If the enemy kill team is able to slip away from you now, it could take years to hunt them down.

Mission 12 - Dangerous Minds



The Battlefield

Create the battlefield as normal.

Deployment

The blue team deploys in its entirety first, followed by the red team.

First Turn

The players will roll off with the winning player choosing whether to go first or second.

Mission Length

The mission will go to turn 5 or until the red team has left the table.

Victory Conditions

The red team will be awarded victory points equal to 1/10 the total points value (rounded up) of any friendly model that reaches the area within 6" of the table edge opposite the one they deployed on. The blue team will be awarded victory points equal to 1/10 the total points value (rounded up) of any enemy model left on the table at the end of the mission and any enemy model they are able to remove as a casualty. **This mission also uses the First Strike, Monster Hunter and Decapitation general objectives.**

Results

Red Team Wins – Major victory for the blue team.

Blue Team Wins – Crushing victory for the blue team.

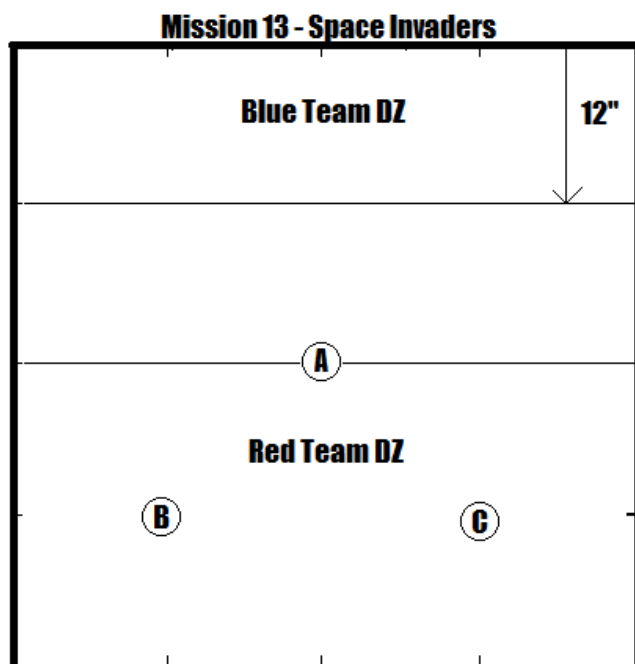
Mission 13 – Space Invaders

Red Team Briefing:

In control of the elevator and with the fleet's access codes, you are now in a position to warn both the fleet and the Lord Governor that outside forces are trying to force his hand. Unfortunately, as the enemy kill team shows up on the orbital platform with reinforcements, you realize that while your reinforcements are planetside, your enemy still has assets in orbit. You must defend the comms array at any cost.

Blue Team Briefing:

They bloodied you with a cheap ambush on the space elevator, but now you have the full support of your leadership and are fighting in a place where your foe has nowhere to run. They got lucky once. The only thing between you and success is the enemy kill team.



The Battlefield

Create the battlefield as normal. Note that this mission uses both the Low Gravity and Void Combat Battlezone rules which have been re-printed below for sanity.

Deployment

Players will roll off to determine the table orientation. The red team will then deploy in its entirety, followed by the blue team. The red team player will then place 3 objectives as shown in the deployment diagram.

First Turn

The players will roll off with the winner deciding whether to go first or second.

Mission Length

At the end of the 5th battle round, the player who went second will roll a d6. On a 4+, the game will continue to turn 6.

Victory Conditions

Each objective is worth 2 victory points to the player that controls it at the end of the mission. A player controls an objective if their team has more models within 3" than their opponent. This mission also uses the Forward Push, and Front and Center general mission objectives.

Results

Red Team Wins – Play mission 16.

Blue Team Wins – Major victory for the blue team.

Battlezone: Void Combat

Unquestionably the most dangerous kind of combat is that conducted in hard vacuum. The battle may be on a moon or asteroid with no atmosphere or even (more unpleasantly) on the outer hull of a ship repelling boarders or cutting away boarding torpedoes while bombers and fighters attempt to kill each other overhead. Oh well. At least it's not high-G. To represent this, use the following special rules:

Mag-Boots & Void Suits – Catachans don't go into void combat wearing tank tops and headbands (even if they say they do) and neither does your kill team. If the appearance of the models themselves fighting in hard vacuum is patently absurd, assume they have some minimal void protection and ability to get around on the battlefield's surface, even if it's not shown on the model. Models in hard armor who are not bare-headed are assumed to have located their helmets and Tyranids are slathered in oxygen-rich goop that protects them from the void, etc.

Lost to the Void – Overpenetration by weapons in standard combat is dangerous enough, but an attack that overwhelms the self-sealing ability of void armor is nearly always fatal. To represent this, all attacks in the void improve their AP by 1.

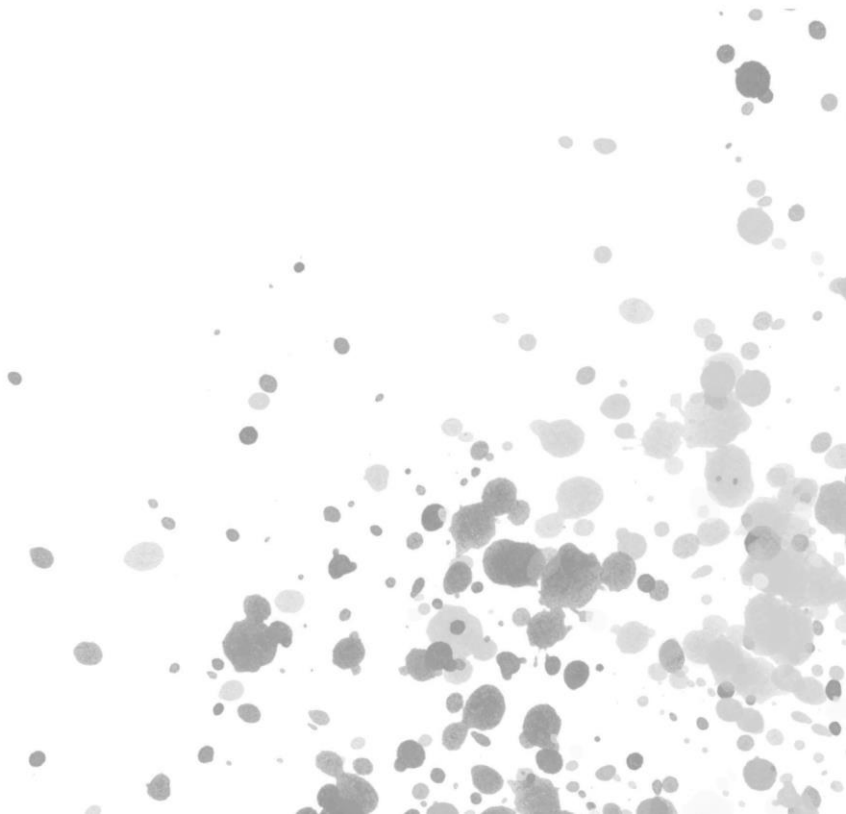
Battlezone: Low Gravity

Low gravity worlds are generally less dense than the standard (Terra) and thus generate less gravity. This results in comically exaggerated motions and generally clumsy behavior. To represent a kill team mission on a low gravity world or a space station where artificial gravity is failing, use the following rules:

Drunken Inertia – If a model gets wounded by a shooting attack, but passes its armor save, or otherwise survives, it is flung backwards d6 inches in the opposite direction of the shooter. Note that this can push models off ledges. If this pushes it out of combat (such as by pistol shot), then that model is out of the combat and is considered to have fallen back.

Have a Nice Fall – Models falling take no damage. Note that this means that downward movement does not count toward a model's movement allowance as they can simply jump down and keep moving.

Comical Leverage – All close combat attacks are resolved with a -1 to wound representing the decreased impact of weapons in a low gravity environment.



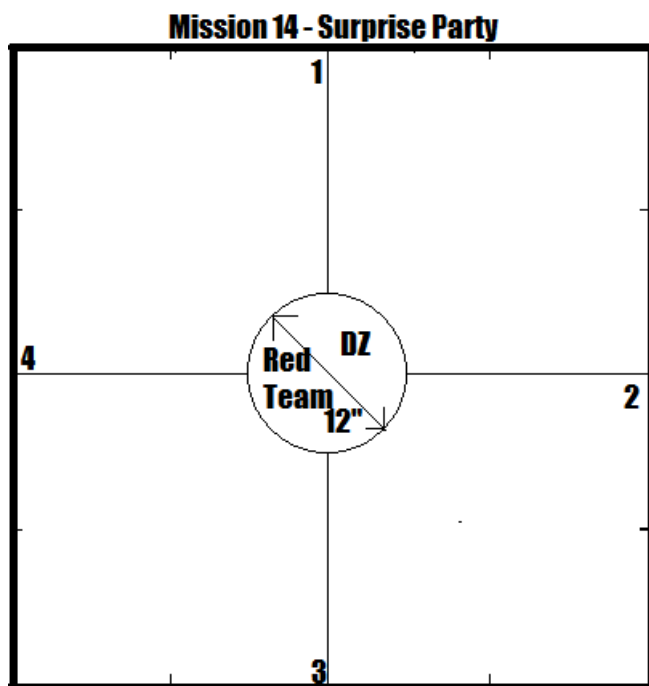
Mission 14 – Surprise Party

Red Team Briefing:

Your forces are reeling. Your base is a smoking crater. Twice, the enemy has bitten you. You call what reinforcements you can as you track the enemy team back to their base. Turnabout is fair play, after all, and even if it wasn't, you'd be gearing up to level this place anyway.

Blue Team Briefing:

Your raid on the enemy kill team headquarters was a resounding success, but their early gains have kept them in the running and it is extremely likely that their leader will mount some kind of desperate revenge mission. Surely, the enemy commander has more important things to do....



The Battlefield

Create the battlefield as normal. Number each table edge 1-4.

Deployment

The players will roll off to place 6 objectives. An objective must be more than 6" from any table edge

and more than 6" from any other objective. After objectives have been placed, the red team deploys completely. The blue team does not deploy.

At the beginning of the blue team's first turn, the blue team player must split his or her kill team into two groups that should contain as close to the same number of models as possible. The blue team player then rolls a die for each of these groups. On a 1-4, they may be placed within 6" of the table edge on the side corresponding to the number they rolled. On a 5 or 6, the blue team player may choose which edge that group arrives from.

First Turn

The blue team player will roll a d6. On a 6, the blue team will have the first turn. On any other result, the red team will have the first turn.

Mission Length

At the end of the 5th battle round, the player who went second may spend a tactical point to allow the game to go on to turn 6. At this point, the player who went first may spend a tactical point to end the game. The player who went second may now spend another tactical point and so on until one player gives up or runs out of tactical points. Note that if the second player elects not to spend a tactical point, there is no bidding war and the game ends.

Victory Conditions

Each objective is worth 3 victory points at the end of the mission. A player controls an objective if he or she has more models within 3" of the center of that objective than his or her opponent. **This mission also uses the Monster Hunter, First Strike and Decapitation general mission objectives.**

Results

Red Team Wins – Play mission 16.

Blue Team Wins – Major victory for the blue team.

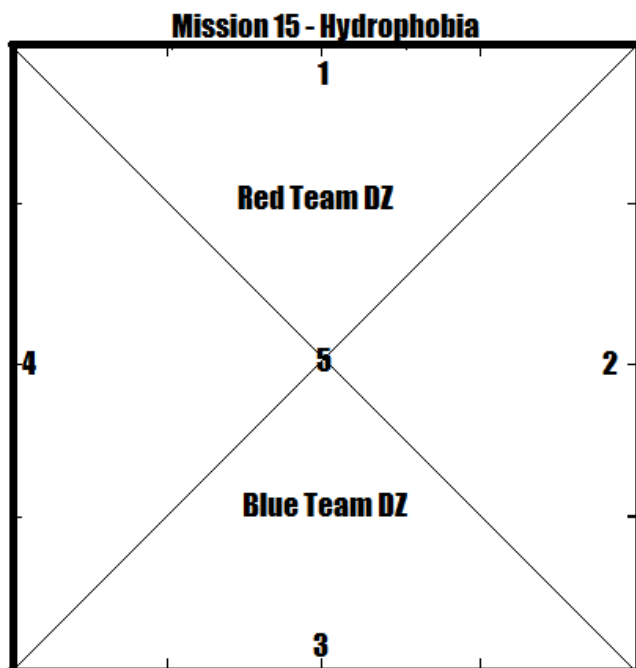
Mission 15 – Hydrophobia

Red Team Briefing:

You managed to drive off the enemy attack, but it looks like you have accidentally driven them to a nearby water treatment facility. Your leadership points out that it would be the easiest thing in the galaxy for Curtanus to assign blame for a major flood to the relief fleet, so you scramble to stop the enemy team from causing any more damage. To your horror, you realize it is likely that this poorly-maintained facility could fail on its own without a hostile force trying to breach it.

Blue Team Briefing:

Repulsed again, your team has fled to a nearby water treatment facility and linked up with reinforcements. With the enemy hot on your heels, you have few choices but to flood this part of the city to cover your escape, using it as a false flag operation to frame the relief fleet. It helps that the facility is in desperate need of maintenance.



The Battlefield

Create the battlefield as normal. The sides should be labelled as shown in the deployment diagram. This

mission will be greatly enhanced by the presence of many ramps and gantryways that are above the tabletop. Also, note that this mission uses the rules for Battlezone: Amphibious Operations which has been re-printed on the next page for sanity.

Also note that objectives do not move with the Tides of War.

Deployment

The players will roll off with the winner choosing the table orientation and deploying a single unit. That player's opponent will then deploy a unit and so on until one player is completely deployed. The other player will then finish deploying.

First Turn

The player who finished deploying last will roll a d6. On a 6, that player will go first. On any other result, the player who finished deploying first will have the first turn.

Mission Length

At the end of the 4th battle round, the player who went second will roll a die. On a 4+, the game continues to turn 5. On any other result, the game ends.

Victory Conditions

The red team is awarded 3 victory points for any objective left at the end of the game. The blue team is awarded 3 victory points for every objective destroyed. The blue team can destroy an objective by having at least one friendly model and no enemy models within 3" of the center of the objective. **This mission also uses the Forward Push, First Strike and Monster Hunter general objectives.**

Results

Red Team Wins – Major victory for the red team.

Blue Team Wins – Play mission 16.

Battlezone: Amphibious Operations

Amphibious operations present their own set of challenges as many troops can't swim and even if they can swim, they're often terrible at fighting in the water anyway. Kill teams must constantly practice for operations of this sort and are often the only ones in their larger armies with any experience in such settings. To represent fighting in a partially flooded area, use the following rules:

From the Depths – Designate 1d6 areas no larger than 6" in diameter as Deep Water (mark with dice or sticky notes). These areas are impassable to non-infantry units without the Fly keyword. Infantry models can move freely through and hide in deep water, but are -2 to shoot out, while enemy models are -2 to shoot in at them. We assume that kill teams that use flamers have made appropriate arrangements and flame weapons work normally underwater.

Tides of War – Partially submerged battlefields have a terrible habit of flooding at the worst possible time. Such floods can derail even the most flexible battle plan and become even more unpredictable when weapons are going off left and right. Before deployment, mark each table side 1-4. At the beginning of each player's turn, roll a d6 and consult the following table:

D6 Roll	Peril
1	All models on the tabletop (i.e. not on an upper level) are pushed d6" directly toward table edge 1.
2	All models on the tabletop (i.e. not on an upper level) are pushed d6" directly toward table edge 2.
3	All models on the tabletop (i.e. not on an upper level) are pushed d6" directly toward table edge 3.
4	All models on the tabletop (i.e. not on an upper level) are pushed d6" directly toward table edge 4.
5	All models on the tabletop (i.e. not on an upper level) are pulled d6" directly toward the center of the table. If this takes them into impassable terrain, deep water or a table edge, stop them at the edge as they desperately dig in to prevent being washed away.
6	All models on the tabletop (i.e. not on an upper level) are pushed d6" directly away from the center of the table. If this takes them into impassable terrain, deep water or a table edge, stop them at the edge as they desperately dig in to prevent being washed away.

Note that where a d6 is rolled for distance, roll 1d6 for the entire table and move each model that distance. This can take a model out of close combat (i.e. into deep water where their opponent cannot follow)

Mission 16 – Sudden Death

All Teams Briefing

It's all gone to hell. The city is burning in some places, flooded in others and the kill teams are responsible. With nothing left to lose, they engage each other in open battle in the lower levels of the main spire. The winner will help decide the fate of an entire subsector. If the kill teams have a dirty trick or advantage they have yet to play, now is surely the time!



The Battlefield

Create the battlefield as normal.

Deployment

The players will roll off with the winner choosing his or her deployment zone. That player will then deploy their entire kill team, followed by the other player.

First Turn

The players will roll off with the winner choosing whether to go first or second.

Mission Length

The mission will last until the end of the 5th battle round.

Victory Conditions

All players are awarded victory points equal to 1/10 of the total cost (rounded up) of any enemy model that they remove as a casualty. The first player to 12 victory points wins the mission. This mission also uses the Decapitation, Forward Push, First Strike, Monster Hunter and Front and Center general objectives.

Results

Red Team Wins – Minor victory for the red team.

Blue Team Wins – Minor victory for the blue team.

The Aftermath

After you have played through the campaign, feel free to post the results on the Heralds of Ruin Forum at <http://www.heraldsfruin.com/forum/>

Please include your faction, your opponent's faction and what the overall result of your campaign was. Feel free to post pictures, battle reports and any feedback you might have. Then find a new opponent and play the campaign again. We will use the data from your games to write the narrative for the wider Espenæs Crusade as we cycle through our seasonal campaigns for 2018.

