

CHAOS ATTACK

A BATTLE FOR ARMAGEDDON EXPANSION

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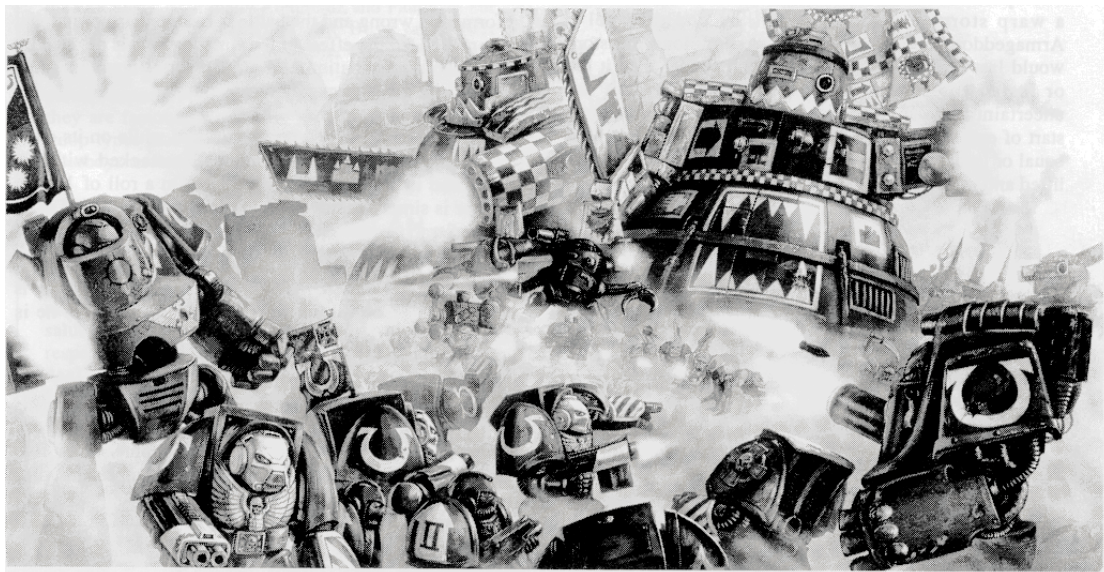
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ADVANCED RULES

The following new rules can be added to *Battle For Armageddon*, but only if both players agree to them before the game starts. You may use some, none or all of the rules - it's up to you! Bear in mind that though the new rules add to the realism of the game, they also add to its complexity, increasing the time it will take to complete a game.

ACCELERATED PRODUCTION

By pouring extra resources into the production of new units it is possible for the Imperial factories to produce new formations at a faster rate. To allow for this, the imperial player may choose to place counters on the production track one or more spaces further to the right than they would normally go, at a cost of 1 extra reduction point for each space the counter is moved long the track.

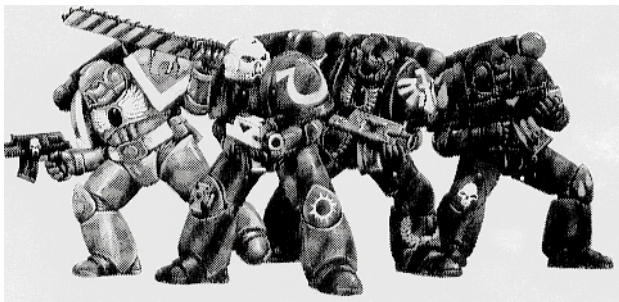
For example, the Imperial player decides that he needs a new set of fortifications this turn. This means that he will have to move the counter two spaces to the right when he places it on the production track, so that it will move into the 'ready' box once all the new counters are on the track. To do this he must pay 2 points in addition to the 2 points the counter would cost in normal circumstances.

NO RETREAT!

Either player may choose to order his troops to stand and die rather than retreat. This is a costly strategy because your troops will suffer terrible casualties holding onto the ground. If you choose to take this option you may ignore instructions to retreat called for on the Combat Results table, but you must lose 1 extra counter from each stack that took part in the battle in addition to any losses normally suffered.

VARIABLE MARINE ARRIVAL

Space Marines and Commander Dante had to wait for a warp storm to abate before they could travel to Armageddon. Neither side was sure how long the storm would last - it could have lifted much sooner than it did, or lasted for considerably longer. To recreate this uncertainty, the Imperial player should roll a D6 at the start of each turn, starting with the first. If the dice roll is equal or less than the turn number then the warp storm has lifted and the Space Marines can arrive on that turn.



HERMAN VON STRAB

For those Imperial players with a masochistic streak we have included a counter for the infamous Herman von Strab. He must be set up in Acheron hive at the start of the game by the Imperial player, and doesn't count for stacking. As you would expect, a number of special rules apply to von Strab:

1 If von Strab is in a stack that is involved in a battle, either as the attacker or defender, there is a chance that he will perform a 'tactical withdrawal' before the battle is resolved. Roll a D6: on a roll of 1-3 von Strab immediately retreats 1 area, and takes the counter with the highest defence value in the stack with him as a bodyguard! On a roll of 4-6, or when retreat is impossible, von Strab will reluctantly stand and fight, and the combat is resolved using the normal rules.

2 When Marine Commander Dante arrives (or Inquisitor Horst if Dante goes to Armageddon Prime) Strab is immediately relieved of command. Roll a D6: on a roll of 1-3 the counter is simply removed from play, but on a roll of 4-6 von Strab escapes and joins the Orks! Flip the counter over to its green side to show this and place it with the nearest stack of Orks.

Von Strab will no longer retreat before combat as described in rule 1 above, as he has no control over the Orks and must do as they tell him. However, the information he has on Imperial defences can prove very valuable to the Orks; so if he is included with a stack that is attacking a fortified area roll a D6 before the battle is resolved. On a roll of 1-3 von Strab has got his information wrong and the battle is resolved as normal, but on a roll of 4-6 the effect of the fortifications is negated by von Strab's information and any Imperial counters must defend with their normal defence values.

3 If the von Strab counter is attacked while on its own, or if all of the counters that it is stacked with are eliminated in combat, then roll a D6. On a roll of 1-3 the counter is simply removed from play, while on a roll of 4-6 von Strab survives and joins the Orks as described above.

Once captured by the Orks von Strab is eliminated if he is attacked while on his own or if all of the counters he is stacked with are eliminated.

If the Imperial player uses the von Strab counter and the game ends in a draw, he can claim victory. This isn't quite as good as achieving the game's full victory conditions (killing Ghazghkull and recapturing all five hives), but it does go a long way towards compensating for having to put up with old Herman...

GAME VARIANTS

Battle For Armageddon recreates the situation exactly as it was in the original campaign. By using the following options you can explore the possibilities of what might have happened if things had been a little bit different.

NEW SPECIAL CARDS

Eight new Special cards are included with Chaos Attack. Six of these are the Chaos Special cards, which are only used if you are playing the First Battle for Armageddon, described later in this rulebook. Put them to one side for the moment. The two remaining cards, one for the Imperial player and one for the Ork player, can be used when you are playing with the normal version of the game by simply shuffling them in with the Special cards provided with Battle for Armageddon.

SNAKE BITE AND BLOOD AXE TRIBES

The counters provided for the Orks in Battle For Armageddon only show the tribes that took part in the campaign on Armageddon Secundus. In fact there were two other tribes present - the Blood Axes and the Snake Bites, but they fought on Armageddon Prime to the north of the area shown on the game board.

We have included additional counters for these two tribes in Chaos Attack so that you can see what difference it would have made if they had fought on Armageddon Secundus instead. However, somebody will still have to fight the Imperial troops to the north, so you can only use these counters to substitute for counters you would normally use. The counters belonging to the two tribes not

taking part in the campaign should be put to one side - they are considered to be battling away against Imperial forces on Armageddon Prime.

FREE IMPERIAL SET-UP

One of the main questions asked by Imperial historians is how well could the Imperial forces have done at the start of the campaign if they had not been subjected to the meddling of Herman von Strab. Many feel that if the fortifications that were built on the border had been constructed in and around the Imperial Hives then none of the hives would have fallen.

To find out what might have happened if von Strab hadn't interfered, simply ignore any instructions about where you must place Imperial counters at the start of the game. Instead, the counters may be set up anywhere in Imperial territory, subject to the rules for stacking. Note that this includes fortifications, border defence counters and hive defence counters - you may place any and all of the counters anywhere you like in Imperial territory! The only exceptions are hives and factories, which must be set-up as instructed on the reference sheet.

SNAKEBITE ORK CLAN

The Snakebite clan are the most wild and primitive of the Ork clans, with many Runtherdz and Painboyz but only a few Mekboyz. Snakebite Boyz take great comfort in traditional Orky values. They cling to old ways long since abandoned by other Orks and shun certain aspects of technological innovation. As such they are famous for some of the more old-fashioned troop types that they employ, such as their ferocious Boarboyz and enormous, shambling Squiggoths.

BLOOD AXE ORK CLAN

All the other clans distrust the Blood Axes because they associate with the filthy humans. They wear military pattern camouflage clothes (very unorky), salute, and do other humanish things, which no self-respecting Ork would do. They have been known to deal with human mercenaries, and even with the Imperium. As a result the Blood Axes have human style equipment, which they have traded with humans. Amongst other Orks the Blood Axes have a bad reputation for being treacherous gitz, who will let you down once the going gets tough.





THE SQUATS OF GOLGOTHA

Commander Dante and the three Space Marine Chapters were not the only force to arrive on Armageddon when the warp storm lifted. Inquisitor Horst and a contingent of squat troops from the mining colony of Golgotha arrived at the same time, but were directed to Armageddon Prime to help with the defences there and so had no effect on the battle for Armageddon Secundus.

This could have happened the other way round, with the Squats landing on Armageddon Secundus while the Marines went to Armageddon Prime. The Imperial player may choose to take Inquisitor Horst and the Squat counters instead of Dante and the three Space Marine Chapters to recreate this possibility. If you choose to take this option the Squats and Inquisitor Horst enter play in the same way as Dante and the Space Marines.

Alternatively, the Imperial player may choose to take both sets of counters, effectively denuding Armageddon Prime of troops to help Armageddon Secundus. This is a risky strategy, because it will allow the Orks to pull troops from the fighting in the north to take part in the battle for Armageddon Secundus. If the Imperial player chooses to take both sets of counters, then the Ork player may use one of the tribes he put to one side at the start of the game as reinforcements. However, there is a good chance that the tribe will have suffered casualties in the fighting on Armageddon Prime, so the Ork player must roll a D6 for each counter in the tribe, and on a roll of 1-2 the counter has been eliminated in an earlier battle and may not be used. Any surviving Orks may be set up in the Ork Supply Areas on the edge of the board, subject to the rules for stacking, at the start of the turn following the one when the Squats and the Space Marines arrived.

THE SQUATS

When humans first began to explore the galaxy some of the earliest colonies were settled on worlds towards the galactic core. Over the course of thousands of years the harsh environment and heavy gravity of these planets changed the humans that lived there. They grew tougher, more resilient, and they also became shorter and squatter. When the galactic core was cut off by warp storms, the inhabitants banded together into an independent confederacy, which they called the Homeworlds.

The Squats as they were now called, were isolated for centuries, and during that time they developed their own distinct culture and devised their own alternative technologies. The Squat Homeworlds have remained independent ever since, and have fought their own wars against Orks and Chaos. The Squats hate Orks with a passion ever since the ravages of Ork Warlord Grunhag the Flayer, whose surprise invasion cost many Squat lives and wiped out several ancient Strongholds. Even today, thousands of years after the invasions, they willingly give their aid to anyone who asks for help against the Orks.

SQUAT LAND TRAINS

Squat Land Trains are built and maintained by the Engineers Guild, a body of individualistic warriors whose technical expertise provides Squat armies with many of their most successful weapons of war. Most of the machines built by the Guild reflect the landscape of the Squat Homeworlds, where isolated Strongholds are separated by many miles of hostile territory.

To cross this tortured landscape the Squats have huge Land Trains - multi-tracked monster vehicles towing powered track-cars of ore, supplies or living quarters. All of these Land Trains are armoured to survive meteor showers and violent storms. Many carry weapons and are used by the Squats as mobile battle fortresses. Rumbling slowly across the battlefield spewing death and destruction, they are almost unstoppable for anything smaller than a Titan or Gargant.



INQUISITOR HORST

Inquisitors belong to the organization known as the Inquisition, and are probably the most important agents of the Imperium. The Inquisition's purpose is to root out the enemies of mankind, and it is answerable to no-one but itself. Inquisitors travel all over the galaxy and often find themselves embroiled in the bloodiest battles.



Horst joined the Inquisition at a relatively late age. He was born on a backwater planet ruled over by the corrupt and evil planetary Overlord Alaine de Briant. At an early age Horst joined a group of freedom fighters, quickly becoming their leader as his extraordinary fighting ability showed itself in numerous battles. But Horst was not only a great fighter, he also had great charm and charisma, and by using these qualities to the full he managed to unite the disparate groups that were fighting against the Overlord.

At the head of this rag-tag army he fought a brilliant guerilla campaign against the Overlord and finally, against all the odds, overthrew him after almost thirty years of bitter warfare. When news of Horst's achievement reached the Administratum he was quickly recruited into the Inquisition where his special abilities could be put to good use in service of the Imperium.

So it was that Inquisitor Horst was on the nearby Squat mining colony of Golgotha at the time of the invasion of Armageddon. He was quickly able to convince the Squat Warlord of the planet that he should lend aid to the defenders of Armageddon against the hated Orks.

As soon as the warp storm lifted, Horst and a large Squat army set off for Armageddon and landed on Armageddon Prime, where their presence quickly forced the Orks back onto the defensive. After the defeat of the Orks at the Battle of Tarturus hive in the south, Horst led an offensive against the Orks on Armageddon Prime, defeating them and chasing them back into the mountains and jungles that separated Armageddon Prime and Armageddon Secundus.

INQUISITOR HORST

Inquisitor Horst was one of the best guerilla fighters in the Imperium, and a number of special rules apply to him to represent his extra special abilities.

1 If Horst is stacked with a smoking ruins counter during a build phase he can recruit freedom fighters from the human survivors hiding in the ruins. These freedom fighters are represented by a Hive Gang counter, which should be placed under Inquisitor Horst's counter. The Hive Gang counter is built for free and doesn't cost any build points. It can be selected freely from any that are available to the Imperial player.

2 Horst was an expert at living off the land, so any counters that are stacked with him can ignore the supply rules.

3 A stack that includes Horst is allowed to attempt to retreat before combat. You must declare that you will attempt to use this ability before the dice is rolled to resolve the combat. Roll a D6 to see if the stack manages to retreat. On a roll of 1-3 the stack must remain in place and the combat is resolved as normal. On a roll of 4-6 the stack manages to retreat and the combat is automatically treated as having a 'DW' result.

4 Horst does not count for stacking and may not be used to satisfy combat losses when 'one unit must be eliminated'. He is killed if all of the counters with him are eliminated, or if he is attacked when on his own.



THE FIRST BATTLE FOR ARMAGEDDON

THE CHAOS WARS

The Ork invasion of Armageddon was not the first time that the planet had been attacked. Five hundred years before Ork Warlord Ghazghkull Thraka was born Armageddon faced no less deadly a threat but from an entirely different enemy - the forces of Chaos.

Within the Eye of Terror the forces of Chaos are constantly at war against each other. On occasions, however, the Chaos Gods put aside their personal rivalries and join together to mount a large scale invasion.

The assembly of such an invasion force is often triggered when a space hulk drifts past a daemon world. These ancient space ships can be used to transport vast armies through the warp. Driven and tossed by the currents of the warp, no-one can predict where and when they will appear, so it is virtually impossible for the Imperium to predict where Chaos will strike next. Usually the attack occurs within a few light years of the Eye of Terror, but sometimes a hulk will drop out of the warp in a system hundreds, or even thousands, of light years away.

Such was the case with the first invasion of Armageddon. Following a bout of strange and unnatural events, armed rebellion inexplicably broke out in half a dozen hives. The revolts were quickly put down on Armageddon Secundus, but amongst the more widely scattered hives of

Armageddon Prime they proved more difficult to eradicate. Busy containing the rebellion, Imperial forces were caught by surprise when the space hulk *Devourer of Stars* appeared in the Armageddon system. On board was an enormous Chaos army, led by the Daemon Primarch Angron. Chaos Marines from the World Eaters Chapter and hordes of daemonic creatures poured from the space hulk and swept across the land.

The insidious effects of Chaos were quickly felt as nearly half the planetary army went over to the invaders. The few remaining loyal defenders were quickly routed from Armageddon Prime. Falling back through the jungles in the south, the survivors joined up with the units that had been left on Armageddon Secundus and prepared to make a last ditch defence along the rivers of the Styx and Chaeron.

The Imperial defence was well organised. Unknown to the forces of Chaos, the Space Wolves Chapter of Space Marines had been assigned to this sector of the Imperium, and they moved quickly to help as soon as they received the distress messages from Armageddon. The defenders gained valuable time when Angron, replete with success, wasted weeks building victorious monuments to the Chaos Gods instead of pursuing the shattered Imperial armies into Armageddon Secundus.

Angron's failure to follow up his success cost him dear. When his army emerged from the jungles that separated Armageddon Prime from Armageddon Secundus they found the defenders ready and waiting, and reinforced by the Space Wolves.

Titanic battles erupted all along the front line as the forces of Chaos crashed into the Imperial defences. On the banks of the river Chaeron the Imperial defenders held, and Chaos was hurled back in disorder. But further to the west Angron led the attack personally, smashing through the Imperial lines and leading his forces towards Infernus and Helsreach hives. It was at this moment that Logan, Lord of the Space Wolves, played his trump card - a full company of Grey Knights, whose assistance Logan had requested as soon as he was aware of the dangers that faced Armageddon.

Only the Grey Knights had the ability to truly defeat an entity such as Angron. They arrived just as the Chaos Forces surged towards Infernus and Helsreach hives. Teleporting directly into the presence of Angron at the centre of his Daemonic Horde, the Grey Knights defeated the Daemon Prince, hurling his spirit back into the warp from where he did not return for over a hundred years. At the same time the Space Wolves launched a massive counter-attack. The forces of Chaos were routed and only the World Eaters managed to retreat back to the space hulk



BATTLE FOR ARMAGEDDON – CHAOS ATTACK!

and escape back to the safety of the warp. The Imperial victory was complete and overwhelming. This time the Imperial forces triumphed, but the outcome could have been very different. What would have happened if Angron had moved straight into Armageddon Secundus? What if the Grey Knights had not arrived when they did? Using the counters provided with Chaos Attack you can re-fight the first battle for Armageddon and discover for yourselves what might have happened.

USING THE NEW COUNTERS AND CARDS

Chaos Attack includes a complete set of counters and cards for the forces of Chaos, and some new counters representing the Space Wolves, Wolf Lord Logan Grimnar and the Grey Knights.

The cards and counters for the forces of Chaos simply replace the Ork counters and cards used normally in Battle For Armageddon. At the start of the game the entire Chaotic army is set up in Ork - now Chaos - territory. Apart from the exceptions noted in the special rules below, all of the rules that normally apply to the Orks apply to the forces of Chaos.

Things are a bit more complicated on the Imperial side. The counters representing Commander Dante, Commissar Yarrick, the Iron Skulls Titan Legion and three Space Marine Chapters (Ultramarines, Blood Angels and Salamanders) provided with Battle For Armageddon are not used in this version of the game, so put them aside somewhere safe.

All of the other Imperial counters are set-up in exactly the same way as the instructions in Battle For Armageddon. In addition the Imperial player gets the three Space Wolf counters and Wolf Lord Logan at the start of the game, and may set up these counters anywhere in Imperial territory. The Grey Knights arrive as reinforcements as described in the special rules below. As with the Orks, apart from the exceptions noted in the special rules below, all of the rules that normally apply to the Imperial counters in Battle For Armageddon also apply in this version of the game.

VICTORY CONDITIONS

The victory conditions for Chaos are the same as for the Orks: to capture and hold any three hives at the end of any turn. The Imperial player has almost the same victory conditions as before, except that he must eliminate Angron instead of Ghazghkull.

ADVANCED RULES AND GAME VARIANTS

You may use any of the advanced rules from the book apart from the rules for Herman von Strab, as he won't be born for another 300 years! The game variant rules may not be used.

FIRST TURN SURPRISE

The rules for surprise on the first turn of the game do not apply in this campaign as the Imperial forces are well prepared for the Chaotic invasion.

ANGRON, DAEMON PRIMARCH OF THE WORLD EATERS



Ten thousand years ago, at the very birth of the Imperium, the Warmaster Horus, greatest and most trusted of the Emperor's generals, led the rebellion that plunged the Imperium into the maelstrom of Imperial terror known as the Horus Heresy. Angron was the first

Primarch to join Horus in revolt against the Emperor. Angron knew Horus as a brother, and supported the Warmaster in demanding a new order of discipline and martial virtue as the only way to save mankind from destruction. The World Eaters had always been the most warlike and savage of the Space Marine Chapters and Angron led them into the worship of Khorne, god of war and bloodshed.

Though Angron's loyalty to the Emperor had once been exemplary, Khorne appealed to his honour and martial pride more. When the Heresy failed and Horus was slain, Angron and the World Eaters battled halfway across the galaxy to reach the Eye of Terror and the daemon world Khorne had prepared for them.

Twisted and horribly mutated over the centuries, Angron is now a hulking giant with skin the colour of spilt blood. He continues to serve his daemonic master Khorne, smiting his foes with a mighty Chaos blade of black glowing iron etched with runes of doom and destruction.

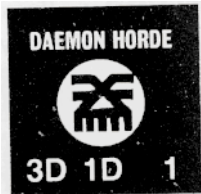
Angron is a cunning and extremely able leader. Any counters stacked with him have their attack and defence combat value doubled. Angron does not count for stacking, and may not be used to satisfy combat losses when 'one unit must be eliminated. He is almost indestructible, and can only be killed by the Grey Knights (see below). If all of the counters with Angron are eliminated, or if he is attacked when he is on his own, then he must retreat one area. If he cannot retreat, move his counter to the nearest area that is occupied by Chaotic counters.

THE CHAOS ARMY

A Chaos army is a tremendously varied and colourful force. It is based around the Greater Daemons, who are accompanied by their followers - immortal daemons, daemon machines and warbands of mortal Chaos Champions. All kinds of mutated creatures flock to the warbands of a Chaos Champion, including humans, Beastmen, Trolls and Minotaurs. In addition a Chaos army can be joined by subversive Chaos Cultists; often Imperial Guard or local human forces who have turned rebel, or civilian cultists armed and uniformed in Imperial Guard fashion. Most of the units within a Chaotic army will worship one of the Chaotic powers. To represent this the Chaos

BATTLE FOR ARMAGEDDON – CHAOS ATTACK!

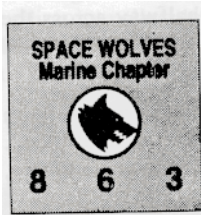
counters are divided into four colours, one for each of the Teat Chaos Powers (Khorne, Tzeentch, Nurgle and Slaanesh). Chaotic units worshipping different Chaotic gods are not allowed to stack or attack together, just like different Ork clans in Battle For Armageddon. The only exception to this is the Deaths Head Titan Legion, which is not allied to any one power and so can stack or attack with any other Chaotic unit.



Daemonic Horde counters represent the many strange daemonic creatures that can be found in a Chaos army. The effect that these creature will have on a battle is highly variable, being dependent on the fickle and perverse nature of the Chaos Powers.

To represent this Daemonic Horde counters do not have a fixed attack and defence value. Instead, each time a daemonic horde is included in an attack, roll three dice and total the score to find the horde's attack value for that battle. If a daemonic horde is defending against an attack, roll a single dice to find its defence value. Note that you recalculate the horde's attack or defence value for each and every combat it is involved in.

THE SPACE WOLVES



esly the Space Wolves were reorganised dex Astartes. However, their Primarch, Russ, was never conventional and the ed to suit its leader's fierce warrior

The Space Wolves are renowned throughout the Imperium for their ferocity, and they have a far larger number of units equipped for close assault and hand to hand combat than the other Marine Chapters.

Most Space Marine Chapters have around a thousand Marines divided into ten companies. The Space Wolves are considerably larger, and are divided into twelve Great Companies each led by a Space Wolf chieftain called a Wolf Lord. Normally each Great Company will fight as an independent force, but in times of great danger two or more will combine to fight under the leadership of the Great Wolf, the master and ruler of all the Space Wolves.



Logan Grimnar was Great Wolf at the time of the invasion of Armageddon. He ruled over his Chapter for over a century, and led the Space Wolves to many famous victories in campaigns all over the galaxy. If Logan is included with a stack taking part in an attack, you may reroll the dice if you don't like

the result that you get on the Combat Results Table. You must accept the results of the reroll.

Logan does not count for stacking and may not be used to satisfy combat losses when 'one unit must be eliminated'. He is killed if all of the counters with him are eliminated, or if he is attacked when on his own.

THE GREY KNIGHTS



The Grey Knights are the military arm of the Ordo Malleus, the inner chamber of the inquisition dedicated to eradicating all manifestations of Chaos within the Imperium. The Chapter is the only product of the mysterious second founding of the Legiones Astartes in the 31st Millennium, raised by the Emperor to protect humanity by hunting down and destroying Daemons in all their forms.

The Grey Knights are one of the largest of the Space Marine Chapters but even so, they are too few to stand against the incursions of Chaos throughout the Imperium. When an Imperial Commander seeks aid in defeating Daemons or those irrevocably tainted by the warp, he must hope that the Grey Knights are near enough to arrive before it is too late.

To recreate the uncertainty about the arrival of the Grey Knights, the Imperial player does not automatically get the Grey Knight counter at the start of the game. Instead, at the end of each turn the Imperial player rolls a dice. If the dice roll is equal to or less than the turn number, the Grey Knights arrive on the planet and can be placed in any area on the map. The Grey Knights do not count against the stacking limit, and can be included in a stack even if there are already three counters in the area.

The Grey Knights' psychic powers make them extremely effective against Angron or the Daemonic Horde counters. If the Grey Knights are taking part in a combat, either on attack or defence, that includes a daemonic horde or Angron on the opposing side, roll a D6 for each daemonic counter. On a roll of 1-3 the daemonic counter is not affected and the combat is resolved as normal. On a roll of 4-6 the counter is hurled back to the warp by the psychic powers of the Grey Knights and is eliminated before the combat is resolved. This means the banished counter's combat value is not included when working out the odds ratio for the battle.



CHAOS AND THE CHAOS GODS

In the strange alternate dimension known as the warp live the creatures of Chaos, foul monstrous beings that are created by and feed upon the very souls of living creatures from our own dimension. The most potent of all of the creatures of Chaos are the four great Gods of Chaos: Khorne the Blood God, Slaanesh the Lord of Pleasure, Tzeentch the Changer of the Ways, and Nurgle the Lord of Decay.

Each mighty deity controls countless daemons whose likeness and character reflect the Chaos God's own appearance and purpose, such as the sensual slave-daemons of Slaanesh, the putrid and decaying daemons of Nurgle, the daemons of Tzeentch formed from solid magic, and the mighty warrior-daemons of Khorne.

Nowhere is safe from the corruption of Chaos - its energy can leak into any weak mind, Creating an opening through which Daemons can enter the world. Some people give themselves freely to Chaos, trading their souls for a lifetime of power and the fleeting chance that their Chaos God will grant them the rare gift of immortality. These renegades are most active around the region deep in the heart of the Imperium "own as the Eye of Terror.

At the very centre of the Eye of Terror is a rent in the fabric of normal space through which raw Chaos spews out overturning the natural laws of time and space and substituting the laws of Chaos. Here the most powerful daemons have their own hellish kingdoms: flat worlds whose seas pour into the voids of space, worlds illuminated by pyres of fire instead of suns, worlds of living flesh and countless others.



KHORNE THE BLOOD GOD

Khorne is the god of anger and destruction, the warrior god whose bellows of rage echo throughout time and space. He sits upon a great brass throne atop a mountainous pile of bleached skulls. Khorne is a fighting god and his daemons and Mortal champions are amongst the most potent warriors of all. It is said that the Blood God will save any brave warrior who calls upon his name and pledges, his soul to him.



NURGLE THE LORD OF DECAY



Nurgle is the god of plague, pestilence, decay and physical corruption. His body is huge and bloated, his rotting flesh swollen with decay and pock-marked with sores and lesions. Nurgle is full of morbid energy and enthusiasm, and his daemons travel through time and space spreading plagues and corruption. It is held that a mortal who is dying of sickness can forestall his own death by calling upon Nurgle and pledging his soul to the Lord of Decay.

TZEENTCH CHANGER OF THE WAYS

Tzeentch is the god of fortune and chance, and the cosmic architect of fate and destiny. He is also the god of mental energy and magic - the raw forces of change. His body is covered with faces which constantly shift and change. Tzeentch schemes and plots to further his own unimaginable purposes, sometimes supporting a Mortal cause, at other times hindering it. His machinations always turn out to be far more subtle and complex than they first appear, and even his most loyal followers are likely to discover that they are just pawns in a cosmic game of the gods.



SLAANESH LORD OF PLEASURE



Slaanesh is the Lord of Pleasure whose followers abandon all self restraint and inhibition to embrace the countless possibilities of mind and flesh. Slaanesh is neither male nor female, but a disturbingly beautiful amalgam of the two. It is said that any mortal who gazes upon the image of Slaanesh will become enslaved by die god's beauty and willingly obey the Lord Of Pleasure's slightest whim.

ARMAGEDDON CAMPAIGNS

Using Battle For Armageddon as a campaign system for Warhammer 40,000 and Space Marine

My original intention when designing Battle For Armageddon was to attempt to capture the awesome scale and tremendous scope of the planet-wide conflicts that occur in the Warhammer 40,000 universe. However, as the game was developed we found that the Armageddon background provided numerous ideas for scenarios and special one-off games to be played in other games like Space Marine and Warhammer 40,000.

The most intriguing possibility was to use Battle For Armageddon as the basis of a miniature-based campaign. Obviously you can't literally recreate the battles fought in the Armageddon campaign, as the forces involved were far too large to fit onto even the hugest war games table. However, what you can do is play tabletop games where the armies used are based on the forces that were used on the Armageddon map. Although the battle you fight on the tabletop will be much smaller than the battle it is meant to represent, it is assumed that it shows a small but vital part of the action, and that what happens on the tabletop is mirrored in hundreds of different places in the actual battle. Thus the result of your tabletop game can be used as the result for the battle in the board game. The rest of



this section of the rules provides guidelines for using Battle For Armageddon as a campaign system in this way.

In order to fight a campaign you'll need a copy of Battle For Armageddon and at least one Ork and one Imperial army. The armies can either be for Warhammer 40,000 or Space Marine (as long as they are both in the same scale, or Course!) and they should be of roughly equal points value. Fighting out the battles in this way can create certain unique problems when you are playing a game. Most of these can be solved by using a little bit of common sense, or if this won't work, by rolling a dice to decide who is right or wrong. What follows are the 'core' rules as we used in our campaign. They will not cover every situation that will occur when you play a campaign and they are not meant to! However, by using the rules a set of guidelines you shouldn't go too far wrong when you create special rules for your own campaign.

ARMAGEDDON CAMPAIGN RULES

Campaigns work best with a group of players. One player really needs to volunteer to be an umpire who will use the situations that develop in a game of Battle For Armageddon to create interesting and unique games and scenarios that are played out as tabletop games. The results of these games are then incorporated back into Battle For Armageddon, creating a narrative background that is only limited by the players' imaginations.

There is absolutely no reason why the umpire should have to do all the work on his own. One of the great things about a campaign is that anyone can chip in ideas for a scenario, and then rely on the umpire to create a balanced and exciting game. In fact, it's a good idea for players to take turns being the umpire, so that everyone gets a chance to take part in a battle. It is very important that the umpire remains completely neutral at all times!

Set up the Armageddon game as normal, but put it somewhere where you can leave it set up, as it will take several weeks to finish the campaign. All of the Armageddon rules apply, except those that apply to combat. This means that you choose strategy cards and special cards just like you normally would, move the counters across the board in the same way, and so on. In fact there is only one major change to the Armageddon rules, and that is:

Any battles that would normally be resolved on the Combat Results Table may be resolved on the tabletop as a Space Marine or Warhammer 40,000 game Instead.

Instead of using the number of counters to determine the size of the armies, you will use the odds ratio that would be used on the Combat Results Table in Battle For Armageddon instead. At 1-1 odds both players have the

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same number of points to spend on their armies. At odds higher than 1-1 the player with the most points on the map receives a number of bonus points. This means that the size of the tabletop armies you use has nothing to do with the number of counters involved in the battle on the map. A battle involving one counter per side can be resolved with the same number of models as a battle between 10 or counters, for example.

We found that if the points were based directly on the odds ratio it produced very one-sided games, with one player getting twice as many points if he had 2-1 odds, for example, which isn't very realistic anyway. In reality the majority of troops will be behind the front line waiting to be used as reserves, while an outnumbered side can afford to have every man up front. So we decided that the player with the higher odds ratio would receive a points bonus of 20% at 2-1 odds, a bonus of 30% at 3-1 odds, a 40% bonus at 4-1 odds and so on.

The first thing to do is to decide how many points you will use in games that are fought at 1-1 odds. We decided to use 1,500 points in Warhammer 40,000 games, and double that amount in Epic games. In actual fact, the Studio armies are considerably larger than this, but we decided to limit the number of points so that the games would not take too long to play, and so that we would have enough spare troops to cover the bonus points that one side or the other might need if they outnumbered their opponent.

Just to make this all crystal clear we've printed the table we used in our Warhammer 40,000 games to determine the number of points the player with the higher odds ratio had in a game (the other player always has 1,500 points). Simply double up the points for Epic games.

Odds	Points	Odds	Points
1-1	1500	5-1	2250
2-1	1800	6-1	2400
3-1	1950	7-1	2550
4-1	2100		

As an optional rule you can decide to limit the forces used in the tabletop game to the counters taking part in the battle on the map. This requires a certain amount of common sense, as the counters used in the game represent very large formations that would include at least some elements from other army lists. None the less, it will give our tabletop games more character if you limit the forces at are available.

One way to do this is to limit the availability of models unless similar counters are taking part in the battle. For example, if you were playing a Space Marine game you might say that you cannot take a tank company card unless a tank division counter was involved in the battle. This won't stop you taking tank detachment cards of course, so you could include some tanks with your army even if a tank division counter was not there.

For example, let us say that a battle is taking place, but there are no tank divisions in the Imperial side. The Imperial player would only be allowed to field Baneblades, Shadow Swords, Storm Hammers, Leman Russ and Predators as detachments. He would not be allowed to use any of these vehicles in company strengths there is no tank division taking part in the battle.

Ork armies can be made to suffer restrictions based on the clan of the tribe taking part along the similar lines. Although an Ork tribe includes members from all the different clans, it will be dominated by the clan belonging to its Warlord. To represent this you could say that you must include at least one unit from the tribe's main clan (shown on the back of the counter) in your army.

You can now proceed to choose your armies, set up the terrain and fight out the battle using the rules for whichever game system you are playing. You can use any system you like for setting up the terrain, though it will make your games more interesting if you take into account the terrain where the battle is taking place on the map when you do so. For example, if one side were defending a hive you might say that buildings should cover at least half of the table.



One situation that occurs frequently during the campaign are battles that take place over a river line. Rivers provide a -1 modifier to the attacker's dice roll in the Armageddon rules, so their effect really should be recreated in any tabletop battles. What we did was allow the defender to position a river after all the other terrain had been set up, and after the defender knew which table edge he was setting up on. However, the river had to include at least 1 bridge and 1 D6 other fording points. This gave the defender the chance of placing the river in a useful position while ensuring that the attacker could get across at several points along its length.

Fortifications are also encountered in the Armageddon campaign, and are certainly worth including in a tabletop game. If you are playing a Space Marine game you can simply use the special scenario that we printed in White Dwarf 144. Incorporating fortifications into Warhammer 40,000 requires a bit more work, but if you use the Space Marine article as a guideline then you shouldn't have too much trouble.

Having set up the terrain you can finally get down to fighting the battle. In a campaign game it is important to come up with a clear result, so that you have a winner and loser and can easily apply the results of the battle back on the Armageddon map. This is straightforward in a Space Marine game, as it has its own set of victory conditions, but it can be a problem in a Warhammer 40,000 game.

There are two ways round this: either the umpire can create a 'one-off' set of victory conditions for each Warhammer 40,000 game, or you can use a modified version of the victory conditions from Space Marine. In order to use the second option you'll need to borrow the eight objective counters from Space Marine and place them down on the table about 10-12" apart. The side that manages to reduce the opposing army to half strength and be in possession of at least five of these objectives at the end of any turn is the winner.

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We ended up using both systems; fighting a scenario if the position on the map was interesting enough, and using the objective system for more straight-forward battles. Whichever system you use, you should stop the game as soon as one side wins the battle by achieving the game's victory conditions. There is no need to continue the battle to the bitter end, as it is assumed that the defeated side will quickly fall back and disengage from the enemy once it has been defeated.

After you've fought out the battle you need to determine what effect the result has on the Armageddon map. We decided that if a player lost over a third of his army as casualties during the game then he had to lose 1 counter from each stack that took part in the battle. In addition, the loser of the battle had to remove one counter from each stack taking part, no matter what losses he suffered on the tabletop. This is summarised on the table below.

Losses Suffered on Tabletop	Losses Suffered on Map
Less than 33%	None.
More than 33%	Lose 1 counter from each stack taking part in the battle.
Lost the game	Lose 1 extra counter per stack.

If the defender lost the battle any surviving counters must retreat one area on the Armageddon map, and up to three attacking units may advance into the vacated area. Only the defender is ever forced to retreat in this way. If the attacker loses then his counters simply remain in place.

EXPANDING THE CAMPAIGN

The rules presented above will provide you with a perfectly adequate campaign, but they should really only be used as a starting point rather than an end in themselves. Remember that the games that you play don't have to have a direct effect on the Battle For Armageddon game itself.



For example, when Marine Commander Dante arrived, we decided that he would order the arrest of Armageddon's Imperial Overlord, Herman von Strab, whose arrogance and self-seeking ambition almost cost the Imperium the campaign. As von Strab had a huge network of spies and informers he would certainly have got wind of his imminent arrest and have tried to escape. We decided to play a game based on this and had great fun inventing special rules to recreate von Strab's desperate attempt to get away on a stolen Landspeeder, pursued by Blood Angel Marines on Jetbikes!

This is just one example of the many possibilities for Warhammer 40,000 scenarios we came up with. Others included Space Marine raids behind Ork lines, Bikeboy raids into Imperial territory, Commissar Yarrick's stand as Hades hive was over-run, and many more.

We didn't just limit ourselves to Warhammer 40,000 games. One of the most exciting sections in the background describes Ork Stormboyz making commando like raids into a besieged hive, which formed the basis for a Space Hulk variant fought between Orks and hive gangs. I designed a Space Marine scenario to recreate the Orks' sweeping 'blitz' attacks, while a lucky coincidence resulted in a games group sending in a set of Space Marine siege rules which proved highly appropriate for recreating the sieges that are such a feature of the campaign.

Of course, you don't have to fight out every single battle as a tabletop game; you can always use the Combat Results Table provided with Battle For Armageddon instead. Using the Combat Results Table is especially useful for very one-sided battles (ie at odds of 5-1 or more), or if there are a lot of battles to resolve in a turn and you don't want the campaign to become bogged down.

As you can see, there are many ways that you can use Battle For Armageddon other than as a simple board wargame. Used creatively it can provide the basis for exciting scenarios for all of the games that are set in the Warhammer universe. Have fun!