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Part 1 - GENERAL RULES AND INFORMATION FOR THE EVENT

This part details the important rules and “real world” information for the event. Mission, Lore etc will be covered later on in the document.

Event Overview:

Welcome to Guardfest 2025, the Fall of Thanatos!

The aim of this event is to have fun! This is not a competitive event and is more much more focused on the narrative and on all players having a good time and being able to use their cool Warhammer 40k armies on the battlefield.

The event will take place on the 7th and 8th of June 2025

Venue Location:

The event will be held at Element Games in Stockport.

Address: Hallam Business Centre, Hallam St, Stockport SK2 6PT

There is parking at the Venue, although it is limited and is first come first serve.

If people are staying over for the event then the Alma Lodge and Premier are recommended hotels

Entry Details

Each player will need to pay £50 for a ticket for the event, tickets can be purchased from Element Games: **TICKETS ARE NOW SOLD OUT!**

Each player will need to enter their army details and preferred team on the Player Sign Up sheet:

NOTE: efforts will be made to put you on your preferred team, but there often more people want to play as the Loyalists so you may be assigned to the Chaos team. DONT PANIC, this will not have ANY impact on what you can bring or your army choice, we just need 2 evenish teams to make the event work

Each player is advised to join the event page and/or the Mordian Glory Discord, so they can follow all updates to the event as they occur (discord link a little later on in the rules pack)

What you get for your money!:

A full weekend of narrative 40k, playing in a massive 2 day apocalypse battle at one of the most venerable gaming stores in the UK!

Lunch HAS NOT been included for both days!

You also get access to the Mordian Glory Discord to follow the team discussion and try it out!

Discord link is here, when you join you must let me know where you are coming from (Facebook, YouTube, Patreon) and if you have bought a ticket. Anyone who joins but is not a Youtube Member, Patreon or without an Event ticket will be kicked and banned.

<https://discord.gg/J2ptr6ejss>

Schedule for the Day:

Day 1

Doors Open - 09:00

Briefing – 10:00

Game on! – 10:30

End of Day 1 – 19:00ish

Day 2

Doors Open - 09:00

Game Resume – 09:30

End of Day 2 – 19:00ish

Players can use some of their lunch break to wrap up dice rolls or do a team meeting to discuss strategy and war plans!

Tournament Rules

The Golden Rules are:

Don't Be A Dick!

Don't Be Salty!

Have Fun!

Be polite and a good Sport!

We will be using 10th edition Warhammer 40k for the event.

Armies Rules must come from the Latest version of each factions codex/Index. This must be the English version. The latest edition of the each factions FAQ will be used, any FAQ issued during the event by Games Workshop will not be included.

The TOs are always right. They have been empowered to make clear and unambiguous decisions when it comes to any issue that requires player co-operation so that there are minimal disruptions to the games. The TOs will be announced on the day of the event.

Players are advised that from the moment of entry into the event the decisions of the TOs regarding the fair adjudication of the event rules, and in all issues of health and safety are final. No discussions will be entered into once a decision is made. This applies to rules adjudications, narrative moments and any issues that require the cooperation of the attendees. Failure to comply with the TOs may result in points being deducted from your team or a advantage being given to the opposing team

We insist on the highest standards of behaviour at all times. This applies to the event staff, to each other and towards building staff.

If at any time you think your opponent is cheating, question them about it. However, continuous purposeful breaches of the rules, and poor sportsmanship all round, is not acceptable. We are all here to play toy soldiers, and have a good time. Report this behaviour to one of the TO's

What you need to bring:

Up to 5000pts of your favourite army (Treat this is a guideline! You can bring more but you will need to manage it and bear in mind each team only has an hour for its turns.)

A copy of the official warhammer 40k Rules Book (Warhammer App is fine)

A copy of the Latest Codex/Index for your faction

Dice

Tape Measure

Lucky Mascot

Teams

This will be a team event, with there being 2 teams. The main focus of the event is to have the Imperium Team Vs the Chaos Team. Xenos players do not worry, you are still very much welcome to join the event, you will just be on one of the other teams. E.g. Dark Eldar on the Chaos Team, Eldar on the Imperium Team.

Army Lists

You do not need to submit an army list for this event! Just bring what you want and have fun with it!

Painting and Modeling

All players must have fully painted forces for the event. No grey models, all models must be battle ready as a minimum as per this guide from GW:

<https://www.warhammer-community.com/.../introducing.../>

Conversions are always welcome, the cooler the better!

Scratch built models are fine but you must have put the effort in!

Any models not painted or up to standard (judged by the TOs) may be asked by the TOs not to be used.

With all of that said, now let's look at the cool in game stuff

Part 2 - HOW THE GAMES WORK!

The overall mission for the event is simple, Chaos wants to take over the planet of Thanatos, the Imperium is defending it.

However, there is much more to it than that! Each player will be assigned to Sector. Each Sector will have a series of primary and secondary objectives for each team. The team which makes the best progress on their objectives in that sector by the end of the event will be declared the Victor of that Sector.

Here is a basic example. Sector 3 is the site of the Thanatos's Water Filtration Plant. There are 3 lines of defense, a power generator and filtration center. The Imperium's objectives are to defend all of these assets. If they do so successfully then it would be considered a major victory for the Imperium. However, if they lose the 3 defense lines but manage to hold on to the power generator and the filtration plant then it would be considered a draw, the Imperium having taken a beating but managing to hold on to the vital parts of the sector. If Chaos was able to smash the defense lines and then take the power generator, the filtration plant or both then it would be considered a major Chaos victory.

Each Sector will have a unique set of objectives.

Sector Information, Specific objectives & Missions will be fully revealed on the day. Some information may be released ahead of the event to allow players to plot and scheme!

Forging the Narrative

The most important part of this event is the narrative! Players are very strongly encouraged to role play their parts and really immerse themselves in the vibe of the event.

Whilst we have made our best efforts to provide a narrative framework, it will be you the players who will weave the story of the Fall of Thanatos. Consider the background lore and events a skeleton, and your job as the player will be to add some meat onto the bones!

Not only will this be really cool and lead to epic moments on the battlefield, the TO's will reward it! For example, An Ork player might be fighting on a Sector that has lot of destroyed or

abandoned vehicles as part of its terrain. If that player wanted to loot those vehicles and use them as improvised trucks and buggies, that would be amazing and would be most likely allowed.

Or perhaps a Chaos player captures an Imperial Bunker with a lascannon on top of it, even if there are no official rules for it, that player could be allowed to turn that lascannon on Emperors Lapdogs!

You could even decide to follow your own personal objectives. As an Eldar Player you might have little interest in the squabbling of the younger races. Your official orders might dictate you defend a trench line, but instead you spot some webway gates dotted around the sector you are fighting in. Maybe instead you abandon the silly humans to their fate, and spend the event completing your personal mission of restoring the webway network on this planet!

If you want to “forge the narrative” in this way or any others, the best way to do it is to talk to a TOs. Take them through what you want to do, and they will determine if it allowed it or not using their best judgement. TOs will do their best to allow fun and awesome things to happen, but they may have to disallow things due to keeping the event structured, player fun on both sides, the bigger picture etc.

Make sure to look around the Sectors you are playing in and see if there are any interesting landmarks. TOs will likely have hidden gems and things you can interact with. Some of these will be small things, others could decide the fate of your Sector!

Determining the Winning Team

The team that controls the most sectors at the end of the event will be declared the Tactical Victor! In the event of a tie, it will be the TO's discretion to review the overall state of the Battlefields and determine the victor.

However, there is also a narrative victory. This will go to the side which the TO's have judged to have gone above and beyond forging the narrative. The Narrative victory is what drives the story forward.

Respawning & Rejoining the Game

In the past we have operated a respawn and reinforcement mechanic for players who have found their forces wiped out early in the event. However, this has proven somewhat problematic in the past and has been difficult to manage.

Taking on player feedback, and feeding this into the Lore of the event (check out the lore section!) THERE WILL NOT BE A EVENT WIDE RESPAWN MECHANIC.

Instead respawns may be granted in one way or another to a particular side based on each Sectors scenario. For example, the Tyranids will have Respawns on the Hadleys Hope mission, but the Imperial Defenders will not.

Due to the defensive nature of the fighting this time around typically the Loyalists WILL NOT have many respawn opportunities, but the Xenos and Heretics will! This is based on events that have happened in the previous events (World building for the win!)

This means that Imperial players will need to manage their forces, rather than just sending everything forward to die and then rely on the Respawn Mechanic to save them.

However, If you find yourself taking a beating or maybe even wiped out, the event is not over! TOs will still have the discretion to get people back into the game in some capacity to avoid people missing out. But this will be in very limited numbers and not something to rely on!

A VERY IMPORTANT NOTE ON DEPLOYMENT AND RESERVES!

Whilst each player is advised to bring around to 5000pts, you can bring much more than that, there is no limit. However, each player can only deploy a maximum of 3500pts at the start of the game. Any other forces brought must be put into reserve. Reserves can be deployed at any point throughout the event except turn 1 (NOT just turn 2 and 3 like in normal) and only in a maximum of 1500pts increments. E.g. a player has 7000pts in total, they deploy 3500pts, then Turn 4 bring in 1500pts, turn 5 bring in 1500pts and turn 6 bring in the final 500pts. Units that have special rules that let them come in early, like drop pods, can still use those rules.

Exceptions for these limits will apply to ALL Titans, as they tend to be very points dense and we don't want to discourage people from bringing them!

Based on player feedback Aircraft will be able to move and shoot the turn they arrive! Normally in 40K Aircraft can only deploy the turn they arrive, this is an exception to that rule to make aircraft more interesting and immersive. BROKEN ARROW!

Part 3 - SECTOR, MISSIONS & OBJECTIVES

Hive Secundus

The New Capital of Thanatos and the location of the Emergency Headquarters of the Imperium. Though smaller than the now destroyed Hive Primus, its defenses are still formidable and assaulting it will be no easy task.

- Terrain Type is Urban
- Currently Controlled by the Imperium
- Consists of 3 key areas. The Outer Defence Lines, the Inner Habs and the formidable Governors Quarter

- Heretic forces will be assaulting from 2 directions. Imperial Defenders are surrounded and must hold the line to achieve victory. Under no circumstances must the TLA make it to the Imperial Palace

The Underhive

As is the case throughout the Imperium, Hive Secundus has an Undercity. Within its depths are many ancient machines vital to the infrastructure of the world. Long forgotten assets such as the main Water Purification Station have performed their tasks diligently and undisturbed... until now!

- Terrain type is Industrial/Urban
- Currently Contested
- Consists of multiple small objectives
- Techpriest/Admech like models will be useful for interaction with the machines...
- Both sides will be assaulting. Which ever side controls the most Objectives by the end of battle will be considered the victor
- Note: There MAY be ways for the Heretics to Reinforce the attack on Hive Secundus from the Underhive!

Manufactorum 01-Alpha

Once the nerve center of the rebellion on Thanatos, the Manufactrum was captured by Imperial Loyalists in the First War and they have retained control. The shame of this defeat still burns in the heart of every heretic on the planet and they will do anything to take it back!

- Terrain type is Industrial
- Currently controlled by the Imperium
- Consists of 3 key areas. The Worker Slums, Principle Industrial Zone Sigma and the Inner Sanctum
- Heretic forces will be assaulting from 2 directions. Imperial Defenders are surrounded and must hold the line to achieve victory. Under no circumstances must the TLA make it to the Inner Sanctum

(NOTE: There are plans to have this board be a Titan War sector. This may mean only Titans, Knights and other Superheavies will be allowed on this board. This all depends on the number of titans that we can get for the sector. If we can pull this off then the mission here might change!)

The Ostland Shield

In the wake of the last war, the Imperium successfully established an elaborate system of defenses to protect the Eastern Agriculture Zones, EAZ. This continent spanning system of trenches and dugouts is intended to protect the vulnerable food supply that feeds the vast armies defending the world. However the site has become a Holy One for the Orks. Now the Imperium must hold the lines against the Greenskin menace

- Terrain type is Trench Network...

- Currently controlled by the Imperium
- Consists of multiple small objectives, ranging from towns to defensive strongholds
- Heretic/Ork forces will be assaulting. Which ever side controls the most Objectives by the end of battle will be considered the victor.
- ORK FORCES WILL HAVE AMPLE REINFORCEMENTS/RESPAWNS

(NOTE: We will try and make this an Orks Vs Imperium only board, players and armies allowing!)

The Spirit of Yarrick

After losing Polar Fortress in the First War, The Imperium needed a new way to protect the space over Thanatos. The Spirit of Yarrick is a vast Orbital Space Station that was transferred from a neighboring system. It not only coordinates the defense of the planet but also protects it from Orbital Assault. It is a vital logistical link in Operation Hadleys Hope. If the “Old Man” is lost, then the Imperiums Gambit will surely fail. Terrain type is Zone Mortalis

- Currently controlled by the Imperium
- Consists of 3 Key Objectives. The Bio Lab, the Teleportarium and the Bridge
- Heretic forces will be assaulting. Imperial Defenders must hold the line to achieve victory. Under no circumstances must the Heretics make it to the the Teleportarium
- NOTE FOR PLAYERS: There MAY be opportunities to reinforce Operations Hadleys Hope from the Spirit of Yarrick!

Operation Hadley's Hope

Thanatos is dying. It is being consumed by the Tyranids. If something is not done to wipe the swarm out once and for then surely the planet will fall. What the Imperium needs is a gambit, a desperate play to turn the tide. And they have one!

Operation Hadley's Hope is a daring assault by the Imperium on the very heart of the Tyranid Hive. A drop zone in the forests will be cleared by Orbital Bombardment, then the troops will be sent in. Based on Inquisitorial Observations made during the last war, the Imperium knows if they attack the hive it will force a defence response from the Nids. The Imperium will hold the line long enough to draw in as much of the Swarm as possible then they will deploy a specially modified virus bomb from the orbiting Spirit of Yarrick.

The Drop Zone MUST be held. If Imperial forces are overrun before enough of the Swarm has been committed, the Virus may not get them all...

- Imperial Forces “Assaulting”
- Terrain Type Forest with a Large clearing in the Middle
- Consists of 1 main objective, the Drop Zone, which the Imperium must hold at ALL Costs
- Dense forests may force armored forces down narrow routes. Be prepared for ambushes
- TYRANIDS WILL HAVE AMPLE RESPAWNS!

NOTE: Imperial Forces should only consist of things that can be “Air dropped in” or that traditionally Deepstrike. Any kind of infantry is ok and light vehicles and artillery are ok, but heavier assets such as main battle tanks should be avoided unless a player has a way of

bringing them in (e.g. if you bring a Skytalon that would allow for some heavier tanks to be deployed).

The Tyranid Quarantine Zone (aka The Deepwoods)

Survive...

- Imperial Forces Defending
- Terrain Type Forest
- Dense forests may force armoured forces down narrow routes. Be prepared for ambushes
- TYRANIDS WILL HAVE AMPLE RESPAWNS!

Inquisitorial Quarantine Zone

++++ Emergency Inquisition Broadcast +++++

++++ Encryption Level: Magenta +++++

++++ Running Decryption +++++

++++ Working... +++++

++++ Working... +++++

++++ Decryption Successful +++++

**THE PURGE HAS FAILED! WE LOST EVERYTHING! SHIELD OF FAITH DYING!
GOD EMPEROR SAVE US! HE IS ASCENDED! HE IS ASCENDED! HE IS
ASCENDED! HE IS ASCENDED! HE IS ASCENDED! HE IS ASCENDED! HE IS
ASCENDED! HE IS ASCENDED! HE IS ASCENDED! HE IS ASCENDED! HE IS
ASCENDED! HE IS ASCEN-**

++++ Signal Lost +++++

++++ Source of Signal: The Polar Fortress +++++

Examples of terrain:

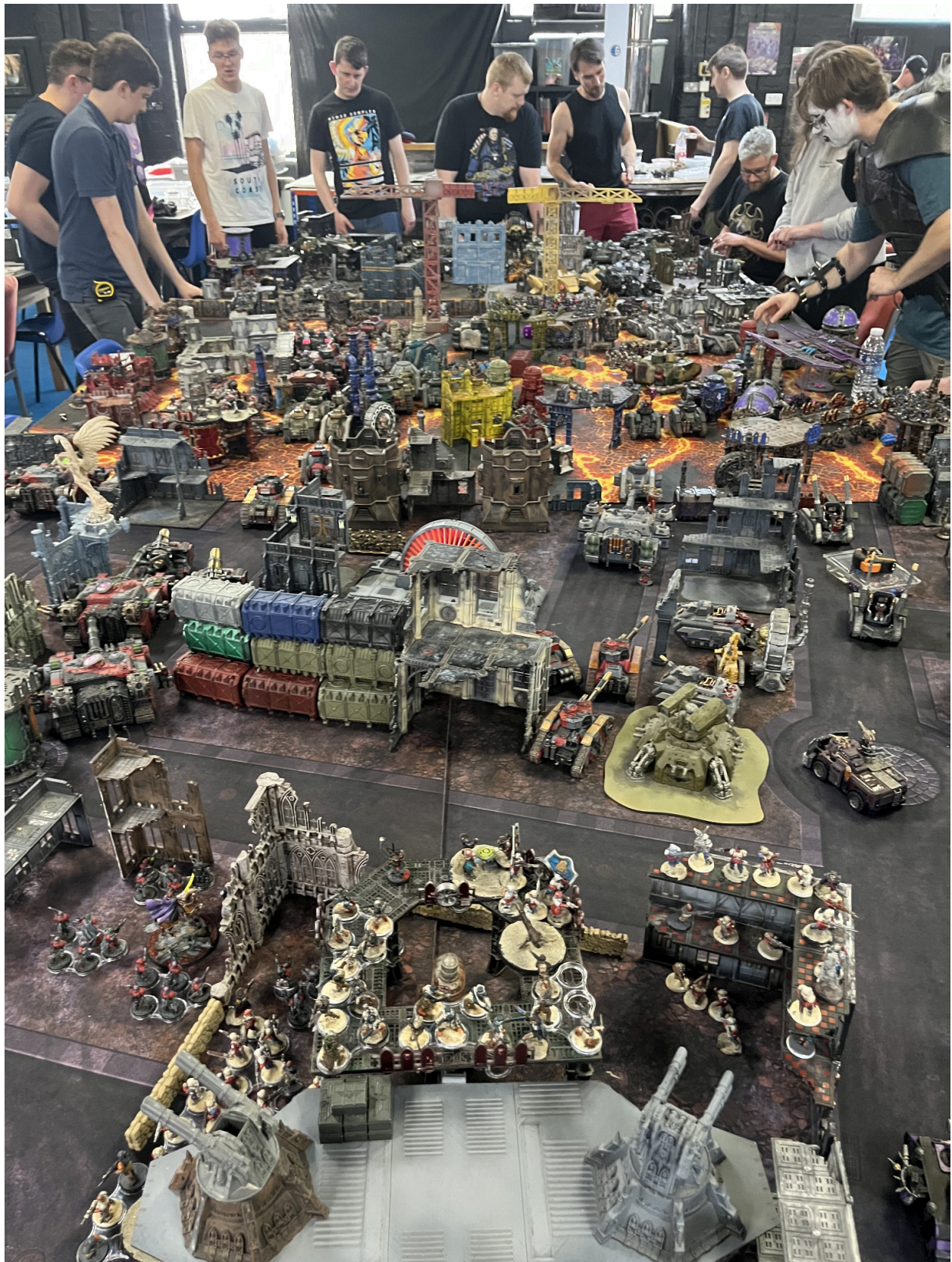
Urban



Forest



Industrial



Open Ground



Now for everyone's Favorite part...

EVENT LORE

The Planet of Thanatos

The planet of Thanatos IV is located on the Eastern Fringe of the Galaxy, within the Charadon Sector of the Ultima Segmentum. It is a place of industry and production. Huge factory hives rise high above the land, their spires can be seen from miles away. The many cooling towers and smokestacks of innumerable power plants and manufactorums pump toxic pollutants and industrial waste gases directly into the planet's atmosphere. As with so many worlds in the Imperium, little thought is given to the consequences of such actions.

However, Thanatos is unique. Instead of withering and dying under the strain of unrelenting pollution, it thrives! Unlike planets such as Armageddon, whose entire country sides have been reduced to Ash Wastes, Thanatos is mostly covered by unbroken, lush forests and woods. From orbit the planet looks like an emerald jewel, interspersed with the lights from the large urban areas.

The cause of this phenomenon is the planets relatively close proximity to the systems core. The world is bathed in life giving energy from the sun, allowing for flora to photosynthesize at an abnormally high rate. Trees that take years to grow elsewhere can reach full maturity in a matter of days on Thanatos. The soil of the planet is constantly renewed and replenished by the many forest fires that occur annually, providing a natural source of potassium for the plants to feed off and canceling out the excessive acidity caused by industrial waste.

With an endless supply of timber fuel and solar energy, and a little in the way of environmental consequences, the factories never cease. Everyday tens of thousands of weapons and equipment pieces are produced. Everyday millions of workers file in and out of manufactorums in a never-ending cycle of work.

This makes Thanatos a highly valued and rich world in the Imperium. Its output supplies the Departmento Munitorum with an endless stream of material for the Astra Militarum, and its large hive city populations give many souls to the Imperial Guard every tithe. In return, the world is granted privileges and it holds a special status within the Administratum. The Planetary Governor, is given a latitude that the rulers of other worlds could only dream of. As long as the production quotas keep on being met, the Administratum do not look too closely.

Naturally, the Adeptus Mechanicus also has a vested interest in Thanatos. Many high ranking Magos covet a position within the planets Manufactorums. Those lucky, or wealthy, enough to secure a posting to Thanatos give their thanks to the Omnissiah. With an unlimited amount of resources and little oversight, many adepts can conduct the experiments they have always wanted to. All in the name of science of course.

For many generations, the people of Thanatos willingly endured. Their world was located near the dangerous Eastern Fringe. With the coming of the Cicatrix Maledictum, most decided that a harsh life was better than no life at all. They traded their comfort and freedom for safety and stability. But there is only so far a person can be pushed.

Whilst the planetary elite enjoyed a life of luxury, little was passed down to the hive workers. The Governor and his court openly live decadently, the governor known as "Old Hungry" by his embittered populace. Only through increasingly harsh rule did he maintain a grip on his world. Lucky workers were simply driven until they dropped, at which point they are processed into Corpse Starch and fed to the unfortunate survivors. The unlucky were dragged away by the Skittarii, to be experimented on by the increasingly unethical Tech-Priests.

And so the seeds of rebellion bore fruit and war came to Thanatos...

The First War for Thanatos

The Doom of Thanatos, as it came to be known, began as a popular uprising. The people of the world throwing off their shackles and fighting for what they believed would be a better life. Unfortunately, it was not long before more sinister forces became involved, twisting the conflict to a much darker cause.

Heretic Astartes and Daemons arrived through the Warp, taking advantage of the confusion and bringing many of the rebels under their sway. Also, in a bizarre twist, they allied themselves with the Genestealer cult who had long infiltrated and influenced dissident movements on the world. As they say, the enemy of my enemy is my friend. This myriad force of Renegades, Traitors and Mutants were collectively known as the The Thanatos Liberation Army, or TLA for short.

In the opening days of the war, the TLA launched a successful campaign of rapid dominance that left the Imperial defenders reeling. But like a prize fighter, the PDF may have been down, but they were not out. The lines stabilized around four key warzones, The Jungles of Kadesh, The Polar Fortress, Hive Primus and the Manufactorum.

A brutal assault on Hive Primus, the seat of Imperial Power on the world, was led by the vile Daemon Primarch Angron. The losses on both sides were heavy, the death toll quickly spiraling into the thousands, the traitors managing to breach deep into the city. But they were stopped on the hastily formed Gelt Road defense line. Lord General Prayer rallied the defenders, conducting a well executed defense in depth. The brave men and women of the PDF and defending Guard regiments managed to hold the line until the Chaos forces lost the momentum and then launched a counter attack which drove them from the city.

Not only that, but the Imperials main assault on the Manufactorum, the enemy stronghold, was a complete success! The main thrust breached into the Manufactorm and pushed the Cultists back to their inner sanctum. This was by far the biggest and most brutal engagement of the campaign, a true slugging match. The casualties were staggering, with the loss of an entire Custodes Shield Host and a Full company of Space Wolves, with several Knight Houses being decimated. It is believed that in this one battle over 30 Super Heavy Assets were lost. However,

the frontal attack was merely a diversion. An Astartes Kill team was able to infiltrate the very heart of the depraved stronghold and kill the Genestealer Patriarch, cutting the head from the snake and throwing the entire rebellion into disarray.

However, the Loyalists did not have it all their own way. Despite the best efforts of the Imperial Guard, the Forests of Thanatos have been overrun by invading Tyranids, come to support the Genestealer Cults. Entire Regiments were wiped out trying to hold back the Xenos hordes, and the Imperium was routed from the region, pulling back and leaving several companies of Infantry to conduct a doomed rear guard action. The bugs gained total supremacy of the Jungle. Orbital scans revealed digestion pools the size of small seas have been formed in the wake of the battle. The endless jungle that once fueled the manufactorum now provides the Tyranids with a near limitless supply of biomass.

In addition, the Northern Polar Fortress has been put under an Inquisitorial Quarantine. With rumours of the Ruinous Powers completing a vast sacrifice and opening a warp portal. There have been reports of a Giant Daemonic Fortress having been sighted, the walls of its citadel made from thousands of screaming skulls.

And so after days of savage battle, the fighting petered out, both sides having exhausted themselves. Overall, Thanatos remained in Imperial hands albeit tentatively. The urban centers were secured but any areas outside of these were lost.

The Second War for Thanatos - The Big Push

At the end of the first war, Imperial Propagandists declared victory. In reality though the conflict had only been a tactical win. High Command knew that strategically the loyalist forces were in deep trouble and the campaign had been a failure. Allowing the foul xenos Tyranids to feast on the forests would be the doom of the planet in the long run, and of course there was also the small matter of the Traitors warp portal, the Eye of Darvaza.

And so, after being on the defensive the first time around, the Imperium knew it had only one course of action. ATTACK! A grand offensive was planned, known simply as "The Big Push". From the Gardens of Kadesh to the Polar Wastes, the Traitor, the Heretic and the Alien would be uprooted and cleansed.

Vast armies of conscripts were raised from Thanatos's extensive population, Manufactorum 001, having been recovered in the First war, produced all of the equipment needed to arm the new regiments. In addition, the Administratum saw fit to dispatch relief forces from other planets. Reinforcements from around the Segmentum swelled the Loyalist ranks to new heights hitherto unseen.

But the Thanatos Liberation Army was not idle. Hundreds of thousands of disillusioned workers and unwilling conscripts defected in an attempt to escape the tithe and endless work shift. They were supported by legions of offworld traitors and heretics, pouring through the Eye of Darvaza. And so with both sides replenished, the stage was set.

The Second War for Thanatos actually began with a relatively small battle. But like a spark, it lit the flame of the wider conflict. In the Undercity of Hive Primus, a small Imperial Patrol of the Mordian Iron Guard was ambushed by a contingent of Night Lords. Whilst the Mordians were able to drive back the Heretic Astartes, the presence of these Warriors in what had previously been a safe zone, prompted Sector Command to investigate it further. More patrols were sent into the undercity and they discovered something terrible. The traitors had massed a huge army, right under the heart of Imperial Power on the planet. They were going to cut the head from the snake!

With their plans rumbled, the TLA knew they had no choice but to play their hand, and so all across the planet the traitors rose up and attacked once more. The Imperials, likewise put their own offensive plans into action. And so what had started as a mere ambush in a dark corner of a slum, quickly spiraled into a new Great War for the fate of the planet.

The Imperiums Big Push was focused on two fronts, the Tyranid infested Deepwoods and the Polar Warp Portal. Everything was thrown into these attacks, nothing was held back. Titans, Astartes, Sisters of Battle and uncountable numbers of Guard tanks and Infantry ground forward in the largest battles the Planet had ever seen. In moments the death toll had spiralled beyond counting. But unfortunately, things didn't go well.

Imperial Command later admitted that they may have underestimated the size and capabilities of the Xenos foe. Like kicking a hornets nest, the swarm had emerged, and it was hungry. The dense jungles made it nearly impossible for the Imperium to bring their guns to bear, and quickly what had begun as an attack, was forced on to the defensive, with savage close quarters ambushes from hidden infiltrators brutalising the guard formations. In fact it was all the Imperials could do to hold the line and the conclusion of the fighting saw the loyalist forces establish a TQZ (Tyranid Quarantine Zone).

In the North, the attack on the Warp Portal started with great promise. The demonic fortifications were brought down in short order and it looked like Inquisitions Strike Teams would be successful. But Alas, they were thrown back by the power of Traitor Titans. But just like in the First War, the Chaos forces conducted a human sacrifice on scale that boggled the mind. With all the carnage of the battle, and the blood flowing like a great river on the chaotic altars, one by one the chaos lords channeled the energy of their respective gods into one great ritual. But all of them were deceived... The Lord of Slaanesh, at the final moment, did not take his life as the others had done. Instead he took the ritual's energy, that was meant to turn the planet into a daemon world, and focused it in on himself. Betraying his fellow Lords, he ascended to Daemonhood, becoming a prince of his foul god. Such is the fickle nature of chaos!

Whilst the Imperium may have struggled on the attack, they were victorious in the defense! The Ostland Shield, the great defense works, were held against all odds from a huge attack from Ork Mercenaries fighting for the traitors. Although the food supply was secured, due to how good the battle was, the Orks declared the site a Holy Place of Da WAAAAGH...

Loyalist armies also managed to maintain control of the Void, mounting a successful defense of the Space Station "The Spirit of Yarrick" against repeated assaults of Tyranids, Iron Warriors, Khorne Daemons and Necrons. In fact, due to victory in this area, the Imperium was able to use the station's Teleportarium to assist the forces attacking the Deepwoods. One of the Spawning Pools of the Deepwoods was completely destroyed by an experimental chemical found stored in the Station that was teleported into it.

The Imperials also managed a Pyrrhic Victory with their defense of the Manufactorum. As it was in the First War, this warzone saw the bitterest of Battles. Both sides locked in an epic struggle, neither of which were willing to give an inch. But meter by meter the Heretics fought their way forward. First storming the outer gates, then breaking into the factory itself. But Imperial High Command would not be denied. Reserves upon reserves were thrown into the meat grinder, the Imperial death toll here higher than any 2 other Warzones combined! Through sheer bloody determination the Manufactorum was held. But at a great cost to the future war efforts of the loyalists...

At the Gardens of Kadesh, both sides claimed a tactical victory. This site was a holy one for both sides, marking the place of the biggest battle from the First War. Whilst the Imperium did technically reclaim the site and throw back the TLA, they did so at the destruction of the Great Cathedral of Kadesh, by their own "inventive" use of a mass offensive of Cyclops Demolition Vehicles. The imperium held the land, but the holy site had been desecrated.

But the most significant victory for the traitors, and the most catastrophic blow to the Imperium came at Hive Primus and the Underhive. The Imperials had thought it would be a simple fire sweep through the underground slums, but it soon became clear that there was something much more sinister afoot. The heretics seemed to concentrate their effort around the 8 large pillars holding the roof of the Underhive up. Documents were uncovered from raided enemy bases, indicating a much more organized cultist presence. These suspicions were confirmed when the heretics began destroying the supports. The loyalists rushed to take control of the supports themselves but it was too late.

Accepting the situation was lost, Lord General Gelt of Hive Primus redirected the water from the Hives Hydro plant into the undercity, before then hastily retreating himself and other key Imperial Officers out of the warzone. This utterly flooded the undercity, sweeping away the traitors, but also drowning all remaining Imperial forces, leading to a huge loss of loyalist manpower. And ultimately the Cultists succeeded in their mission, undermining Hive Primus, sinking it into the ground and entirely destroying it.

And so with the destruction of Imperial Power on Thanatos, the Second War came to an end. Although the Imperium could legitimately claim tactical victory over many battles, they had strategically lost the Second War. The Big Push had failed, Hive Primus was lost and great quantities of manpower had been expended for little gains.

The Gathering Storm

It has been a long and bloody year since the end of the Second War. Though the forces of the Emperor have clung on to the planet, Thanatos is a doomed world. In the wake of the Big Push, Imperial Manpower is at an all time low. Where once High Command could enjoy a nearly limitless supply of men and material, now every asset must be carefully husbanded.

The same cannot be said for the Heretics and Xenos. Tyranid swarms gorge themselves on the rapidly growing biomass of Thanatos, their numbers now beyond counting. More Traitors and Daemons pour through the Eye of Darvaza everyday. And to rub salt in the wound, an Ork WAAAAGH has now descended on the planet, drawn to the holy site of Morka (or possibly Gorka), on the Ostland Shield.

Thus, the Loyalists find themselves on the defensive on all fronts. It is now a fight for survival. If they can Hold the line long enough, then surely the enemy will break upon their fortresses like water upon rock. But if they fail, then Thanatos will be swept away by the tides of traitors...

Imperial Factions:

Thanatos Planetary Defense Force:

Thanatos has an extensive Planetary Defense Force, as is only natural for a world of its size and importance. Its soldiers are drawn from the worker population, they are a hardy breed and surprisingly well equipped by PDF standards. This is because they are supplied directly from the forges of their homeworld. The troops are experienced and disciplined, with many Veterans of the First and Second wars still serving in its ranks.

In the past, Thanatos had often been called upon to supply extra troops during times of crisis that occur only too often on the Eastern Fringe. Tau, Orks and Tyranids, the regiments of Thanatos have fought them all, and the veteran survivors of these conflicts now return home to help in the defense of their homeworld.

In recent times, with the Manufactorum in overdrive, the PDF have been called on more than once to put down a worker riot. Good Soldiers follow orders, and the men of Thanatos have not shirked from their duty to restore order whenever unrest begins to stir.

The PDF reports directly to Lord General-Admiral Prayer, under the watchful eye of Commissar Philmore Graves, the Warden of the Thanatos who was appointed to the position by the now deceased Governor Constantine after the First War.

In addition to the regular human forces, the Adeptus Mechanicus have supplemented the world's defenses with their own formidable legions of warriors. In fact, in many places on Thanatos, AdMech rule has taken over. As a result the tech-priests have managed to carve out private fiefdoms across the planet, that they lord over with an iron grip. However, the servants of

the machine god are insular creatures, not concerning themselves with the problems outside their domains. In the first war, the AdMech did not participate, seeing it as beneath them. But in the Second, many Titan Legions were mobilised in the defense of the world. And once more these Gods of War prepare for the battle...

However, these once extensive local armies are now on the brink of collapse. A cry for salvation has been sent to the wider Imperium, and help is on the way!

The Imperial Atonement Force:

The Administratum recognises that Thanatos is a world of vital importance to the wider sector, and is reluctant to let it fall. However, previous Imperial Salvation Forces sent to Thanatos have failed to tip the scales in the favour of the loyalists. The Administratum is hesitant to direct more armies to the world.

Renamed the Imperial Atonement Force, under the overall Command of Lord General Militant Marko of the Krieg 173rd Siege Army, the external imperial reinforcements seek redemption through victory.

The IAF consists of the remnants of contingents previously dispatched to Thanatos. Much of its strength comes from Space marines from dozens of chapters, the Astartes being used to conducting rapid reaction maneuvers. It was swelled by convents of Adepta Sororitas, the sisters of battle, always eager to purge heretics and traitors. Knights and Freeblades also joined, fulfilling ancient oaths and promises to come to the planets aid in times of need. There are even rumours of custodes and inquisition troops within its ranks, such is the seriousness of the Imperial Defense. Of course, many guard and scion regiments are also part of the Task Force, providing a solid core of man power to the otherwise elite army.

If the IAF can be victorious in this 3rd War, it will prove to the Administratum that Thanatos is not a lost cause.

Chaos Factions:

The Thanatos Liberation Army:

For too long the people of Thanatos have been crushed under the Iron Jack Boot of the Imperium. For too long they have worked for little reward or recognition. For too long have the elites taken everything and given nothing. No Longer! The day of Justice is here, and all those who oppose it will get what they deserve!

The Thanatos Liberation Army (TLA) is a conglomeration of many different rebellious factions. That rose up as part of the First War and consolidated into a unified fighting force during the Second War. Disgruntled citizens, Recidivists, freedom fighters, gangers, oppressed minorities, mutants and many others make up their ranks. Most are fighting for what they believe to be a

better life, some are open traitors who want to bring about the downfall of the system, and others simply want to watch the world burn.

However, within the TLA there are two main factions, two big players who lead the bulk of the population in open revolt and who have specific ambitions.

The first group are the chaos worshippers of the Black Hand. These heretics are devout followers of the Dark Gods and their ultimate goal is to take over the planet and rule it in the name of chaos. The leaders of the Black Hand have an almost uncountable number of cultists, mutants, beastmen and other assorted scum to throw at the Imperiums Defences. They have also bolstered many traitors amongst local militias and soldiery, those opportunistic sorts who see the tide of changing and jump ship. The Black Hand is led by Korgoth the Conqueror.

The second faction are the vile Genestealer cultists. Several years ago, a single genestealer landed on Thanatos IV. As usual it quickly infiltrated the lower classes of society and began infecting the population, beginning to evolve into a patriarch.

As the cult began to grow it became known simply as The Brotherhood, a religious group who gives help to those working in the foundries, providing a small glimmer of hope in an otherwise bleak existence. This appearance has allowed for the cult to grow strong and quickly, as many workers will do anything to improve their meager lifestyle, as well as a chance to strike back against their oppressors. In the First War, the Cults Patriarch was captured by the Inquisition. But cult itself was not stamped out. Now a new Patriarch has arisen to lead its Children into the armies of the Star Gods.

To the horror of the beleaguered Imperial Forces, both of these factions have entered into an unexpected and uneasy alliance. They have agreed to set aside their differences to focus on the main obstacle, the planets current rulers. However, both sides know that once they have dealt with the Emperors lap dogs, they will have to turn on each other to decide who the final victor will be...

The Ruinous Crusade:

Whenever there is open rebellion in the Imperium it draws in external heretics and traitors like moths to a flame. Minor chaos warlords, human, astartes and other, seek their glory and advancement through battle and slaughter of their enemies.

The Ruinous Crusade is loose confederation of Warbands, consisting of the rich tapestry that is the madness of chaos. Veterans of the Traitor Legions, Renegade Astartes, Pirate Captains, Chaos Knights, Daemons, all now descend on doomed Thanatos. Most have their own twisted ambitions, but all are united under the banner of Chaos.

With the opening of the Eye of Darvaza, the way to Thanatos for the Traitors and Deamons lies wide open. Every Warlord worth his salt is headed to the World, eager to prove themselves in the eyes of their gods.

Their goal is simple. Bring this world to ruin, slaughter its populace and sacrifice their souls to the Dark Gods. The largest host commanded by Roghast the Slaughterer, and he has defacto control over the Crusade.

Xenos Factions:

Aeldari

In ancient times Thanatos was a maiden world. However, humanity has ruled over the world for so long that all that remains of the eldar presence on the planet is a few wraithbone ruins located in the deepest heart of the forest. Whilst there is no love lost between the Humanity and the Aeldari, the enigmatic xenos do not want to see the World become corrupted by Chaos. They fight on the side of the Imperium to keep Thanatos out of the hands of She Who Thirts.

Drukari

To the Dark Eldar, chaos is a ladder. The maelstrom of battle attracts these sycophantic opportunists, who are always looking for new slaves for their fighting pits and souls to nourish them. With the promise of huge amounts of bountiful plunder, the chaos forces have lured the Drukari over to their side. But these fickle creatures will happily switch their alliance at the drop of a hat, or will turn on their allies for their own depraved amusement.

Necrons

To the Necrons, the petty squabbling of the fleshy younger races holds little interest. But somehow the Lords of Living Metal always seem to get drawn in against their better judgement. Unbeknownst to all others, including the wise eldar, beneath the forest floor of Thanatos lies an ancient Necron Outpost. Here, legions of the undying continue to slumber in a dreamless state. But if these warriors were to be disturbed, it would could spell doom for all involved...

Orks

Orks love a good fight, and always look forward to getting stuck in, regardless of if they were invited or not! In addition to the feral orks that exist on Thanatos (remnants from previous wars), many ork bosses have flocked to the world like it was some sort of holiday resort! The greenskins don't care who they fight, as long as they get to krump something. Traditionally, both major factions in the war for Thanatos have made extensive use of Ork Mercenaries to try and tip the balance in their favour.

However, a propa WAAAAGH has now descended on the planet, drawn to the holy site of Morka (or possibly Gorka), on the Ostland Shield. The Orks now have their own agenda...

T'au Empire

With Thanatos being located on the Eastern Fringe, it was only a matter of time before the T'au began to appear on the planet. As part of the peace agreements drawn up in the wake of the 1st and 2nd Damocles Gulf Crusades, a T'au embassy was established on the forest world. Whilst the Imperium was not happy about this, there was little they could do about it. With the opening of the eye of terror, there were bigger problems to be dealt with than a few xenos ambassadors. Over the years, the T'au have made efforts not to anger the local authorities, well aware of how dangerous their position is. The Governor was obviously loyal to his masters and instead they contented themselves with gathering information on the humanities production methods.

However, with war still raging, the T'au smell an opportunity. By offering their aid to the PDF, they have begun to exert control over the Local Imperial Forces. When this war is over, they very well may owe the T'au their survival...

Tyranids

Despite what the Imperial propaganda might say, the Tyrannic wars are not over. Even though the vast hive fleets of Kraken, Behemoth and Gorgon have been shattered, they were not completely eradicated. All over the eastern fringe, splinter fleets roam the void. They prey on isolated worlds, or those weakened by war. The Brotherhood Genestealer cultists were able to broadcast a psychic signal out from the planet in the First War. And like a hungry shark drawn to the scent of blood, the Tyranids were inexorably drawn to the planet.

After the first two wars, the Tyranids have emerged as a Major Faction in this Warzone. They have been very successful and now run rampant across much of the world. They may have the power to consume the whole world. Loyalists and heretics alike!

Leagues of Votann

The Leagues of Votann are new players in the Charadon Sector. Prospectors have begun popping up on many planets, searching for the valuable rocks and stones which the Kin crave so badly. With Thanatos being a hive of industry, it was only natural for the Votann to take an interest in the planet. They have yet to take a side in this conflict, and it is likely that each corporation will make its own decision on who to support, based on who they think will grant them the most exclusive mining rights.

