

Tab 1

Strike Team

Skirmish Battles in the Age of Darkness

I felt like Heresy, with all of its granular customisation and intercompatible kits, would be perfect for a character focused skirmish system and decided to make it myself.

The game initially started as a Trench Crusade total conversion and still borrows from that system (especially in regards to some of the earlier missions, and campaign progression which people seem to like), but now mostly uses the main Heresy 3.0 ruleset with some poached mechanics from necromunda.

It's not the most original thing that's ever been written, but hopefully the inbuilt familiarity helps you pick up the game quickly like it did for my local group!

I've been playtesting what's here, but if you end up playing and have any feedback or ideas, [join the discord!](#)

When the rules are near-enough to where I want them to be, I'll rebundle this all in a nice looking PDF. Have fun (:
Hazel

Thanks to the early playtesters (Kat, Penny, and Charlie) that made this project possible

Core Rules

Game Turn & Activations:

Players activate models in alternating order. A single Turn consists of both players activating all their models once, with a turn ending after all models are activated. Each model may only be activated once per Turn, and the player with the lowest number of models decides who starts with the first activation (with a tie being decided by a roll off).

Each model can spend 2 action points in any order during its turn, but can never use the same action more than once per turn

- Free actions do not count towards this allowance
- Basic actions use 1 action point
- Full actions use 2 action points

Common actions (actions every model can use)

- Move (basic action): move up to the Model's movement value, not moving into or ending within base-to-base of an enemy model.
 - Moving over cover and through difficult terrain costs 2" movement
 - Moving up and down terrain up to 2" costs normal movement
 - Moving vertically up or down more than 2" requires a ladder (using normal movement) or elevator
 - Use Elevator (free action): when in base-to-base with or on an elevator, move the elevator up or down after passing an intelligence check
 - In contact with the edge of a drop more than 3", a model can choose to fall, or can be knocked down on a failed action roll when downed in contact with a drop.

The model is then placed at the bottom and takes a s3 ap5 hit, adding +1 strength and ap for each 3" it fell

- Dash (basic action): move the models initiative value, not moving into 1" of or ending within base-to-base of an enemy model, and not eligible by models with the heavy subtype
- Open/Close Door (free action): open or close a door in base-to-base contact after passing an intelligence check

- Charge (full action): Carry out the Charge sub-phase as described in the heresy rulebook (with volley fire not causing ammo checks). If the model successfully charges, it can make a free Melee Attack action, and gets +1 to its attacks characteristic for the Melee Attack action
- Retreat (basic action): The Model can move out of base-to-base with an enemy which it is fighting, not moving into or ending within base-to-base of another enemy model. However, before the Model moves, the enemy may make one free melee attack

- Ranged Attack (basic action): the model may make a shooting attack as described in the heresy rulebook, steps 1-9 & 11, with the following additions
 - If the target of a shooting attack is further than half of the weapons max range (with the exception of conversion weapons), subtract 1 from the to-hit roll (not affecting natural rolls needed for critical and rend etc)
 - If shooting at an enemy model engaged with a friendly, roll a d6 after a successful hit, on a 4+ it hits a random enemy model in the melee, and on a 3 or below it hits a random friendly. This also works for two different enemy models in combat
 - Reduce the threshold to 3+ if the shooting attack has the precision special rule
 - When resolving status inflicted by shooting attacks, make the check immediately after the attack is made (this means a model can be forced to make multiple of the same check during a turn)
 - Whenever a natural roll of 1 is made when shooting, make an ammunition check
- Melee Attack (basic action): the model initiates melee combat, with all models fighting as if it was the fight phase in the Heresy rulebook (going through steps 1,3-10).
 - Combat with multiple models involved is treated as a combat with multiple units involved for the purposes of setting strike groups
 - Combat resolution is determined by calculating the amount of unsaved damage inflicted by each side during the melee action. The subsequent leadership check, risk of fleeing, and opportunity to chase/gun down are all carried out as normal.

The Injury Table

When a model is successfully hit, fails an armour save, and is successfully wounded, subtract damage as normal. However, when the model reaches 0 wounds, instead of removing the model, roll the injury table with a d6:

Flesh Wound: reduce the model's toughness by 1	1-3
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Critical Hit: reduce the model's toughness by 1 and automatically inflict the pinned & suppressed status effects	4-5
Killing Blow: the model is out of action	6

When a model is reduced to 0 toughness, it is also out of action

Ammunition Checks

When a natural 1 is rolled when making a shooting attack with a ranged weapon (with the exceptions below) roll an ammo check.

- Bolter*/Bolt Pistol
- Lasgun/Las-Lock/Las Pistol
- Any "Militia Weapon" (militia carbine/militia shotgun/etc...)

Roll only once, even if the weapon rolled multiple 1s during the attack.

Upon failure, this weapon cannot be fired again for the battle

- At the start of a campaign unless otherwise stated a warband starts with a supply score of 6+
- Due to the common nature of ammunition used by these weapons, all bolt weapons gain +1 to ammunition rolls, and las weapons gain +2

Note: grenades must make an ammunition check after each use

*** Note: this includes the bolter element of a combi-weapon (excluding combi-bolters)**

Statuses

Statuses are nearly identical to Heresy 3.0, with some modifications:

Instead of a morale subphase, when a weapon with a status[x] successfully wounds a model in the shooting phase, immediately make the requisite check to see if it's affected

For the purposes of resolving statuses, the player may make a check to remove each status at the beginning of their model's activation

- The Nuncio Vox and equivalent equipment/rules instead negate negative modifiers to status checks within 6" and LoS (i.e. a pinning[3] check would be treated as pinning[0])

No Reactions

Reactions are not a feature in this game thanks to its focus on alternating activations.

Thus, whenever a model is inflicted with the stunned status, flip a coin and inflict either pinned or suppressed instead

Additionally, models with access to the Medic!, Smokescreen, and Shieldwall advanced reactions still benefit as follows:

- When a model with the medic! (which now triggers when within 1" of a friendly model), smokescreen, or shieldwall advanced reaction is shot at (or additionally in the case of shield wall charged), trigger the effect of the reaction as follows:
 - Medic! requires a successful intelligence check
 - Smokescreen requires a successful cool check
 - Shieldwall requires a successful cool check
- These only last for the attack that triggered it

Line & Vanguard

Line and Vanguard work similarly to Heresy 3.0, and are eligible in some missions. They function as follows:

- Line scores [x] additional VP when completing an action (other than killing another model) or holding an objective that would score VP
- Vanguard scores [x] VP when they kill a model that would be eligible to score an objective (i.e. when it is in base-to-base with an interactable objective or within x" of an objective, depending on mission criteria), and can only be scored once per turn

Building a Warband

Warbands start at 125 points and 2 glory with a 1 Glory Purchase Limit (explained below), and are built using the standard crusade force organisation chart from heresy 3.0, with some modifications:

- Each unit on the force organisation chart allows the army to purchase 1 model from an eligible unit, instead of their whole unit
 - The cost of a model is determined by the cost to add an extra model to its original unit
 - Prime slots still confer advantages, but once taken cannot be changed. A player can choose to wait until a later campaign post-game to make a decision.
(with paragon of battle being available to any model the Hardened special rule)
- The warband may also own equipment and models (alongside unspent points and glory) that it does not take into battle. These are held in the warband's stash

Note: If a model you are trying to add comes from a unit that does not have the option to take additional models, simply divide the cost of the original unit by the number of models from within to calculate the cost of your model

Note: If you are trying to take a model in a command squad that isn't the commander (i.e. an auxilia companion), it can be taken as a retinue choice

High Command & Command changes

- Models that ordinarily take up high command slots are not eligible for purchase
- Instead, models that ordinarily take up Command slots (Centurions, Optae, Magos, Auxilia Captains, etc) take up a High Command slot, and gain the **hardened** special rule
- Squad sergeants (and equivalents) are costed 10 points higher than it would to add an extra model to their unit, can be taken from any eligible unit in the army, take up command slots instead of command choices, and gain the **hardened** special rule
 - If the model costs glory (because of a 2+ save), increase the glory cost accordingly
 - Tech priests additionally take up this role for mechanicum as command slots, but cannot be taken as troops choices, and Paragon of Metal is forbidden (with the sergeant upgrade conferring the same bonuses to automata that Paragon of Metal would)
- Each warband can have an initial maximum of 6 **hardened** models (subject to campaign increases)

Note: If a model's cost isn't explicitly stated (i.e. an auxilia captain in a tactical command section), price the odd character out by subtracting the cost of additional members (extra companions in a tactical command section cost 12 points, so the captain is worth $100 - 12 \times 4 = 52$ points)

Clarification: for the purposes of wargear restrictions (as covered below) sergeants are eligible to purchase wargear from their squad's weapon options, and can swap wargear as normal

Model Restrictions

- Each warband can only have one model with 4 wounds, and the rest must have 3 or below
- Warbands can take models up to toughness 4 as normal
 - To take a model with toughness 5, you must pay an extra 25% (rounding up) points tax (not including wargear)
 - To take a model with a FNP 5+ or better, you must pay an extra 25% (rounding up) points tax (not including wargear)
 - To take a model with toughness 6, you must pay an extra 50% (rounding up) points tax, and may only have one of these models (not including wargear)
 - Units with a weapons platform and user (like rapier batteries) may be taken as whole units rather than single models, although they are still subject to toughness rules above, in addition to a 50% (rounding up) points tax, and are treated as a single model for the purposes of activations and actions
 - You cannot take models with the eternal warrior or unique rule
- Warbands are subject to an initial 10 body limit for the early-campaign phase (15 for auxilia/militia), 12 for mid-campaign phase (17 for auxilia/militia) and 15 for late-campaign phase (20 for auxilia/militia)
 - The limit increases immediately after the last game of each phase
- If you (through exploration or other means) exceed this limit, immediately sell as many models as necessary (as described in step 6 of the campaign post-game) to return to under the threshold

body-limit of 10 for early campaign (15 for auxilia/militia),

- Warbands can only take one vehicle (that is not subject to the prior restrictions), which must be a transport and may cost no more than 70 points total, including upgrades
 - Vehicles are not subject to the restriction of only carrying one unit, since each model is functionally their own unit

Wargear Restrictions

- Warbands can only have one Heavy[X]/Template/Blast weapon equipped per two other models without such weapons equipped*
- A model, when first purchased, comes equipped with its default wargear** and is allowed to buy any piece of wargear from their unit entry***. This may only be done upon the initial purchase of the model.
- Models after purchase can (with few exceptions) freely swap wargear with other models in the warband (as covered in the Campaign post-game rules), allowing models to use weapons that would otherwise be restricted to specific units.
- After purchase, models can purchase wargear from any of the wargear lists**** (with exceptions below) available to the unit's subtype from your chosen faction & allegiance.
 - This does not extend to the Magos wargear list or Legion Officer/Terminator Wargear lists, and only models initially eligible for these items may purchase and swap them

- If an item from these lists is found during exploration (explicitly, not as an add (x) points worth of gear to your stash), you may ignore this restriction

***Lasguns are exempt from the aforementioned limit restricting heavy weapons**

****With the exception of wargear that would cost glory (refer to the glory items and models section below). When purchasing the model, add the glory cost of the item (-1 from the glory cost of the item, to a minimum of 1) to the cost of the model**

*****When purchasing wargear, warbands are not subject to any variation of the "for every X models in the unit, it may purchase 1 special weapon" restriction**

******Wargear lists are found near the beginning of their respective army book on the wargear lists page, and usually look like (special weapons, heavy weapons, pistols, melee weapons, etc)**

Glory Items and Models

A warband initially starts with a Glory Purchase Limit of 1 (meaning it cannot buy items or models worth more than 1 glory). This is increased by playing campaigns

- When purchasing weapons with AP3 or 2 (ranged), AP2 (melee), breaching [5+] or better, has a Damage stat of 2 or more, has Phage[x] or Melta, the item instead costs (points divided by 11 rounding up) glory
 - If a weapon has both AP 2 and Damage of 2 or more, additionally increase its glory cost by 1
- When purchasing a model with a 2+ armour save, it instead costs (points divided by 10 rounding up) glory

Bringing an Old Character into a new Warband

Some players might have finished a previous campaign and completed the criteria to *Bring an Old Character into a New Campaign*.

To calculate how much they'll cost to add to your new warband, calculate the points value of the model and their equipment, adding 10 points for each glory point the model and its equipment would cost (in addition to base cost), 15 points for each skill they possess, subtracting 10 points for each battlescar.

This model can then be taken in their new warband (as long as the warband can take their model, e.g. a blackshield space marine veteran from a prior campaign could join a Shattered Legion or ordinary Astartes contingent on the player narratively justifying the models presence in the new force).

Note: you can only add a single model this way

Sample Legiones Astartes Imperial Fists Starter Warband List:

Crusade Force Org

- *High Command*: Legion Optae (50pts) w/ Power Sword (10pts) = 60 pts
- *Command*: Veteran Tactical Sergeant (15pts + Sergeant 10pts) w/ Disintegrator (5pts/11 rounding up = 1 glory) = 25 pts & 1 glory
 - Prime Bonus: Paragon of Battle
- *Command*: N/A
- *Command*: N/A

- *Troops*: Breacher (12pts) w/ Lascutter (10pts/11 rounding up = 1 glory) = 12 pts & 1 glory
 - Prime Bonus: Veteran
- *Troops*: Tactical marine = 10 pts
- *Troops*: N/A
- *Troops*: N/A

Apex Detachment (unlocked with Optae): N/A

Auxiliary Detachment (unlocked with Veteran Sergeant): Imperial Fists Siege Gauntlet

- *Troops*: Breacher = 12 pts
 - Prime Bonus: Veteran
- *Troops*: N/A
- *Heavy Assault*: N/A
- *Support*: N/A

Skirmish Campaigns in the Age of Darkness

How to play a campaign:

First, choose your:

- Campaign setting, this is decided collectively by all players and represents the shared battlezone
- Campaign length, this is decided collectively by all players and determines how many games will be played
- Formation, this is the faction

Each campaign is split into three phases (early, mid, and late)

The number of games in each phase is determined by the Campaign Length:

- Each player takes part in 2 games per phase in a short campaign, 3 games per phase in a medium campaign, and 4 games per phase in a long campaign.
- Each campaign phase, increase your warbands Glory Purchase Limit by 1

Each game should always be played against a player who's warband is in the same campaign phase as your own. The game is determined by rolling on the Campaign Mission Table for whichever campaign phase both warbands are playing.

The player with most VP at the end of the campaign is declared the winner.

Campaign Setting

When deciding to play a campaign, select a Campaign Setting:

Each campaign setting comes with:

- A Campaign Mission Table (and missions) for each campaign phase
- Exploration Tables for each campaign phase

The Campaign Post-Game

At the end of each game, the players [in the listed order]:

1. Resolve their injuries
2. Increase **hardened** model experience & level up **hardened** models when appropriate
3. Have the chance to promote non-hardened models (to a maximum of 6 hardened models in a warband by default)
4. Request Reinforcements, replenishing losses to the current recommended campaign threshold
[this comes at the expense of losing all unspent points and glory, as well as forgoing the following steps]
5. Loot and explore
6. Trade points and glory for equipment and new characters
7. Reallocate equipment
8. Update Warband Roster

Step 1 - Resolving Injuries

For each non-hardened model taken out of action, roll a d6 and on a 3+ they survive

For **hardened** models, roll d66 on the trauma chart (roll 2 dice, the first dice indicating tens)

11 or below	Dead	The wound was fatal and the model is permanently lost even if this wasn't the third battle scar it sustained
12	Captured	The enemy captures the model. Players can negotiate a ransom price in points for the release of the model. If this is not paid, the captured model is executed, if the ransom is paid, treat this as a full recovery. All equipment is lost regardless of whether the model survives.
13	Severe Nerve Damage	All actions this model takes require a successful leadership check in addition to any other requirements before taking place
14	Hand Wound	The model suffers -1 WS
15	Lost an eye	The model suffers -1 BS. Suffering 2 such injuries blinds the model and it has to retire from the campaign
16	Chest Wound	All injury table rolls against this model add +1
21	Insomniac	This model must always be deployed as the first model on your side in any battle it takes part in, and cannot use the Keyword Infiltrator if it has it
22	Head Wound	This model loses the hardened special rule. It can regain it in the future as normal via promotion, representing recovery
23	Shell-Shocked	Roll a d6 on any battle this model is taking part in. On a 1-2 the model cannot participate during the game
24	Dark Memory	When playing against the same warband in the same mission as when the model gained this scar, the model Fears all enemy models
25	Paranoid	This model cannot be deployed within 8" of a friendly model. Friendly models can deploy as usual once this model is deployed
26	Severe Concussion	The model suffers -1 to all intelligence checks

31	Leg Wound	The model's movement characteristic is reduced by 2"
32	Expensive Treatment	The model's wounds require constant treatment. To deploy this model, you must expend 2d6 points
33	Possessed	While unconscious, a minor warp entity claws its way into the back of your model's mind. At the beginning of its Activation it must take a willpower check, and if it fails it must immediately make a Dash action and this must cover its maximum distance in a single direction. If Pinned, the model still has to take a willpower check at the beginning of its activation, and upon failure removes its status before Dashing. If it starts in base-to-base with an enemy model it does not have to Dash.
34	Muscle Damage	This model cannot carry a weapon with the heavy special rule
35	Minor Wound	This model cannot be fielded during the next battle
36-62	Full Recovery	This model has survived the battle with no ill effects. No battle scar is suffered.
63	Hardened	This model ignores the effects of Fear. No battle scar is suffered.
64	Bitter Lessons	This model gains D3 experience points. No battle scar is suffered.
65	Robbed	This model loses all weapons, armour, and equipment it had equipped. No battle scar is suffered.
66	Facial Scar	Due to a grudge, this model gains +1 to hit for all melee attack actions against the warband that caused the scar

If a model sustains three battle scars [i.e. anything less than 36], it is considered dead

Step 2 - Model Experience and Levelling up

As **hardened** models fight battles, they quickly become seasoned veterans. A hardened model that took part in battle and survived (even if they were taken out of action) will gain 1 Experience Point. Mark this on your Roster Sheet. In addition, for each glorious deed a model performs, add an extra Experience Point.

When a hardened Model reaches one of these Experience Point Thresholds, it levels up:

2, 4, 7, 10, 14, and 18

When a model reaches an Experience Point Threshold

- pick 2 of the following charts (Melee & Strength skills, Ranged skills, Stealth & Speed skills, or Wildcard skills)
- Roll 2d6 once on each of the two charts
- If you already have a skill on one of the two charts, treat the result as being the next lowest number
- Choose only one of the two skills that you want your model to acquire

Melee & Strength skills

2	Formation Skill	Pick one of the skills offered by your formation. If you chose to not pick a formation, roll again.
3	Stand Firm	This model ignores the flat pinning[0] effects of shooting attacks
4	Parry	Enemy models suffer -1 to hit this model with melee attacks
5	Imposing Presence	Any enemy model within 6" and LoS rolls cool & leadership

		checks with 3d6, taking the top 2 results
6	Relentless Charge	During free melee attack after a successful charge, this model gains +1 WS
7	Duellist	Add +1 to the WS characteristic of this model
8	Inhuman Strength	This model for the purposes of Heavy weapons counts as always standing still, and gains +1 to wound in melee
9	Hard as Nails	This model gains a 6+ FNP, stacking to a maximum of 5+
10	Champion	Melee weapons wielded by this model gain +1 to their IM & SM
11	Surgical Strike	Melee attacks made by this model gain breaching 6+, stacking to a maximum of 4+
12	Formation Skill	Pick one of the skills offered by your formation. If you chose to not pick a formation, roll again.

Ranged skills

2	Formation Skill	Pick one of the skills offered by your formation. If you chose to not pick a formation, roll again.
3	Hunter	When shooting a model in cover, it cannot take cover saves
4	Gunslinger	This model gains the ability to buy two overcharged volkite serpentas for 10 points, or two overcharged plasma pistols for 30 points, and gains the firestorm special rule
5	Armourer	This model and friendly models within 6" can reroll ammo checks
6	Overprepared	This model gains +2 to all ammo checks
7	Ranged Proficiency	Add +1 dice to the BS characteristic of this model
8	Sniper's Nest	This model gains +1 to hit when shooting from an elevated position
9	Point Blank	When this model makes a melee attack, it may instead shoot a single ranged weapon using the model's BS characteristic
10	Hip Shot	Ranged weapons this model is equipped with gain the Assault keyword
11	Headshot	Ranged Attacks from this model gain breaching [6+], stacking to a maximum of 4+
12	Formation Skill	Pick one of the skills offered by your formation. If you chose to not pick a formation, roll again.

Stealth & Speed skills

2	Formation Skill	Pick one of the skills offered by your formation. If you chose to not pick a formation, roll again.
3	Sixth Sense	If this model is at full toughness, treat an out of action injury roll

		as a flesh wound
4	Assassinate	This model gains +1 to hit against models that haven't been activated this turn
5	The Better Part of Valour	When a charge action is declared against this model, it can move 2d3" in any direction
6	Climber	This model can move up and down any vertical incline as though it was a ladder
7	Sprinter	Add 2d3" to dash actions
8	Disengage	When this model performs a retreat action, enemy models do not get a melee attack against it
9	Incoming	This model makes disorganised charges as if they were normal
10	Nimble	This model gains +2" to its movement characteristic
11	Dodge	All Ranged attacks against suffer -1 to hit
12	Formation Skill	Pick one of the skills offered by your formation. If you chose to not pick a formation, roll again.

Wildcard skills

2	Formation Skill	Pick one of the skills offered by your formation. If you chose to not pick a formation, roll again.
3	War Luck	Add +1 to the Maximum Scars your model can obtain, and add the Lucky Exploration skill to your warband as long as the model is still a part of the warband
4	'Tis But a Scratch	You may re-roll any Injuries on the Injury Chart for this model. The second result stands
5	Bad Company	Your Warband adds +1 to its hardened limit
6	Scavenger	While this model is in your warband, your warband has the Extra Dice Exploration Skill
7	Skill & Expertise	Add +1 to all of the models morale characteristics
8	Showoff	Add 1 additional die to the Promotion Dice Pool after each battle
9	Friends in High Places	While this model is in your Warband, your Warband has the Seek exploration skill
10	Glory Hound	At the end of each battle, if this model was fielded and was not taken out of action, your warband gains an additional glory point
11	War Stories	At the end of the battle, pick a hardened model other than this one. That model gains +1 experience
12	Formation Skill	Pick one of the skills offered by your formation. If you chose to not pick a formation, roll again.

Legion Formation Skills

- Reconnaissance specialist: Gain the Seek and Circle Back Exploration Skills as long as this model remains part of the warband
- Unrivaled Bladesman: when this model is equipped with a sword (of any description), enemy models in combat with this model suffer -1 to their WS and invulnerable save
- Unsealed Arsenal: choose one item or model that would ordinarily cost glory to purchase. It may be bought once with points instead
- Relentless Fighter: Enemy models cannot retreat from melee with this model until it is out of action
- Glory Hungry: The warband gains an additional glory point (this does not count towards glorious deeds) for each hardened enemy model slain in melee by this model

Blackshield & Shattered Legion Formation Skills

- Doomed Heroics: when outnumbered in combat, this model adds +2 to its WS characteristic
- Broken Helix: The first time this model dies and should be removed from the warband roster, it instead loses its hardened status and cannot be promoted, but keeps all skills and battlescars
- Live off the Land: Gain both the Lucky and Set Dice Exploration Skills as long as this model remains part of the warband
- Vengeance: Gain +1 WS, Strength, and Attacks when in melee combat with an enemy model that has taken this model out of action after your model has gained this skill *(keep a note of the models that have taken your model out of action after gaining this skill)*
- Veteran of the Great Crusade: pick a skill from the Melee & Strength or Wildcard skill tables

Auxilia & Militia Formation Skills

- Guerrilla Fighter: when an enemy within 6" moves out of LoS, follow it 2d3", entering melee combat if this model ends its move in base-to-base with the enemy model. Also gain a stealth & speed skill of your choice.
- Gun Them Down: if an enemy model performs a retreat action while in combat with this model, instead of a free melee attack this model is entitled to two shooting attacks with any single equipped ranged weapon against the target at +1 BS
- Natural Leadership: After ending this model's activation, immediately activate a friendly model within 6" that hasn't already been activated this turn
- Breacher: this model doesn't need to roll to open or close doors, and if this model immediately makes a shooting attack at an enemy model beyond the door that it just opened it adds +1 to BS and Damage
- Insane Overconfidence: At the beginning of its activation, this model may choose to add a -1 to hit and wound with ranged and melee attacks for the duration of the turn. If the model takes out an enemy hardened model while this is active, gain 2 glory and 1 experience

Mechanicum Formation Skills

- Hyperfeed Autoloader: This model permanently applies the Ordinance(FP) rule to an equipped weapon with a base ranged strength characteristic of lower than 7 (applied before the effects of existing Heavy/Ordinance FP modifiers). However, this effect only applies when a model with this skill is using the selected weapon, and the weapon gains overload(1).
- Unshielded Reactor: This model counts as having a rad-furnace equipped if it did not have one already. It also gains explodes(6+) if it did not already have the explode rule. It also gains +1 to its movement characteristic.
- Filius Malagrae: This model gains +1 WS and Toughness when in melee combat with Mechanicus models of a different allegiance
- Cybernetic Hyper-Augmentation: Gain the ability to remove the effects of any battle scar inflicted on this model during the postgame sequence (keeping the battlescar tally) at the expense of 30 points

- Hunter Killer Protocols: The model taking this skill must be an automata, and upon seeing an enemy model, must charge, move, and shoot at that specific model when possible (in that order of priority). It must continue to pursue this model until it is out of action, at which point you regain control of the automata until it sees another target (putting a marker on the current target can be helpful). The model cannot capture or score objectives, but it gains +1 to its WS, BS and W profiles, and gains +2 movement. This can only be taken once per warband.

Step 3 - Promotion

Include 1 promotion dice base, add another for winning the battle, and add 1 for each Glorious deed achieved during the battle.

Then, assign the dice to non-hardened models (a maximum of 2 per model)

Roll the promotion dice, and on a 6 the model becomes hardened.

Automatically promote the chosen model after the 6th consecutive failed promotion roll (keep track!). (stop rolling promotion dice when you've reached your hardened limit, which by default is 6 models)

Step 4 - Request Reinforcements [optional]

If attrition is high, you may choose to bring your warband up to the current recommended campaign threshold.

You would discard any unspent glory and points, calculate your current points value, and buy more models and equipment up to the recommended campaign threshold. Once this is done, you have an opportunity to swap around equipment as desired.

However, by doing so you forfeit all consecutive Post-Game steps.

Recommended campaign threshold = (campaign starting value + (30 x # of games played)) points

Step 5 - Loot & Explore

Exploration Sequence

1. Determine the exploration dice and rerolls you're entitled to
 - Early Campaign: 3 dice
 - Mid Campaign: 4 dice
 - Late Campaign: 5 dice
 - Are you entitled to add or modify any of the dice with Exploration Skills, and if so which of the Skills do you want to use?
 - Do you want to re-roll one of the dice?
 - Players start with one reroll, and gain more through campaign progression.
2. Roll and reroll the exploration dice
3. Consult the Campaign Setting Exploration Table to see if you found a location.
 - *You cannot gain the benefits of exploring the same location twice, move immediately onto step 4*
4. Collect points worth total combined result of the dice rolled x 3

Exploration Skills (multiples are legal)

- Extra dice: Roll 1 extra Exploration Dice
- Duplicate: After you roll, select a dice and add it (including modifications) to your roll
- Reroll: re-roll any exploration dice once
- Set Dice: Select any one die and set it to a number you want
- Seek: Modify one Exploration dice result by +1
- Circle back: Modify one Exploration dice result by -1

- Lucky: Roll an extra Exploration Die that is paired with one of your other dice. After the roll, keep one of the two dice.

The exploration table is specific to each campaign setting, so to check which locations your warband can explore, refer to the campaign setting that you are playing.

Step 6 - Trade points and glory for equipment and new characters

This is the opportunity to purchase any wargear and models that can be bought with points from your faction and subfaction list.

This is also an opportunity to sell wargear and non-hardened models for ½ (rounding up) of its original points cost

Additionally, this is when you buy any Glory Item up to the Glory Purchase Limit determined by your exploration.

Step 7- Reallocate Equipment

Move any equipment bought, already equipped, or found during exploration between characters and your inventory.

Step 8 - Update Campaign Roster

Note down any Changes that took place during the post-game on your campaign roster

Campaign Setting: The Hive

Campaign Modifiers:

- When playing on a ZM battlefield, barrage weapons may not target models out of LoS
- When playing on a ZM battlefield, when a model makes a movement action more than 9", roll a d6 and on 1 must immediately make an injury roll
- Warbands may not purchase vehicles

Campaign mission table

Roll a D4 to determine each mission

Early Campaign

1	The Wastes
2	Supply Raid
3	The Sump (ZM Terrain)
4	Gantry Assault (ZM Terrain)

Mid Campaign

1	Supply Raid (ZM Terrain)
2	Gantry Assault (ZM Terrain)
3	Checkpoint Gamma 67 (ZM Terrain)
4	Hab Block Siege (ZM Terrain)

Late Campaign

1	Checkpoint Gamma 67 (ZM Terrain)
2	Data Crystal Heist (ZM Terrain)
3	The Top of the Spire
4	Battle for the Gubernatorial Palace

Regarding Zone Mortalis Battlefields, players must decide before the game whether players can walk upon the top of walls, on top of some specified walls (which they also have line of sight across and down from, as well as platforms), on top of exclusively platforms (that they can also have line of sight across and down from), or if the zone mortalis battlefield is one layer only (this will not work with some missions).

The Wastes

Forces

Use your full warband for this battle

The Battlefield

The game is played on a standard sized battlefield (3x3-4x4ft), with objectives inside 4 buildings or large pieces of terrain in the center of each map quadrant, and 1 objective inside a building or large piece of terrain in the middle of the board, with scatter terrain elsewhere as seen fit

Infiltrators

Infiltrators cannot be used in this scenario

Deployment

Players roll off, and the loser of the roll-off chooses which deployment zone will be theirs (a line across a board edge with enough room to leave a 24" no man's land). Players then take it in turns to deploy models one at a time, starting with the player with more models (roll off if both players have the same number). Models must be set up wholly within their own deployment zone, and once all models have been deployed the game begins

Dust Storm

Starting at the beginning of the second turn, on a 5+ a dust storm engulfs the battlefield for the rest of the game, reducing the range of LoS for all models to 10". At the beginning of turn 3 this takes place on a 4+, and at the beginning of turn 4 this takes place on a 3+. When the dust storm arrives, all ranged weapons count as firing at more than ½ their max range.

Battle Length

The game lasts for 4 Turns

Victory Conditions

- No morale tests are taken during this scenario
- Players score 1VP for each objective captured, requiring more models within 2" at the end of the turn (with the value of line [x] counting for extra bodies).
- Maximum of 5 vp can be claimed per player per turn (including line bonuses and vanguard)
- At the end of the first turn, remove a random objective close to each of the player's deployment zones

- At the end of the second turn, remove the other objectives next to the player's deployment zones so that only the central objective is remaining
- From the beginning of the third turn, the central objective is worth 2 VP
- From the beginning of the fourth turn, the central objective is worth 3 VP
- Calculate VPs for both players at the end of the game and the player with the higher number wins, otherwise the game is a draw

Glorious Deeds

Players score one glory point for achieving a glorious deed. A player can only achieve each glorious deed once per game, and if a hardened model achieves the glorious deed it also gains 1 experience.

- Sniper: Take out an enemy model in Cover with a shooting attack at more than half range
- Resist and Bite: Take out an enemy with a friendly model that has a tactical status
- Strategic Thinker: One of your models claims at least two different objectives during the game
- Give no Ground: take out an enemy that is within 2" of an objective
- Corpse-Stacker: take out three models with a single model
- Victory or Death: Win the game

Supply Raid

Forces

The defender takes ½ of the attacker's warband size (rounding up), with the other half starting in reserves. The attacker starts with their entire warband.

The Battlefield

The game is played on a standard sized battlefield (3x3-4x4ft), with 5 alternately placed objectives starting with the defender. Objectives must be within 12" of the border of the defender's deployment zone, and must not be within 6" of each-other. The defender then places another objective within their own deployment zone. Terrain must be dense near the Defender's deployment zone to represent a lightly fortified encampment, with a few pieces of LoS blocking terrain or buildings in no man's land, with little to no terrain in the attacker's deployment zone, enough to provide cover to one or two models max

Battlefield Addendum

When played in Zone Mortalis, instead of modifying terrain density, allow the defender to set up the board, and reduce the size to 3x3 or 2x2ft, with no man's land being reduced to 18", and the zone for objectives being reduced to 8" from the edge of the defender's deployment zone.

Infiltrators

Infiltrators can be used in this scenario

Deployment

Players roll off, and the loser of the roll-off becomes the defender, and deploys on the defender's deployment zone (a line across a board edge with enough room to leave a 24" no man's land gap between their deployment zone and the other warbands deployment zone). Players then take it in turns to deploy models one at a time, starting with the defender. Models must be set up wholly within their own deployment zone, and once all models have been deployed the game begins. At the beginning of the third turn, the defender's reserves arrive on their table edge.

Dust Storm

Starting at the beginning of the second turn, on a 5+ a dust storm engulfs the battlefield for the rest of the game, reducing the range of LoS for all models to 10". At the beginning of turn 3 this takes place on a 4+, and at the beginning of turn 4 this takes place on a 3+. This does not take effect when playing Zone Mortalis.

Battle Length

The game lasts for 4 Turns

Victory Conditions

- A warband must take a morale test (their highest leadership value subtracting the number of their out of action models) at the end of the turn if more than half of the models in their

warband on the table have been taken out of action. Upon failure, the other side immediately wins. Keep rolling morale tests at the beginning of each turn until the end of the battle.

- 1VP is scored for each enemy model taken out of action
- The attacker gains 1VP for each objective seized, making a successful intelligence roll and removing the objective from the board (counting as a basic action), or by successfully hitting and wounding the objective as if it was a WS1 T5 combatant in melee combat
- The defender scores 2 VP for each objective remaining at the end of the game
- This mission does not use vanguard and line bonuses
- Calculate VPs for both players at the end of the game and the player with the higher number wins, otherwise the game is a draw

Glorious Deeds

Players score one glory point for achieving a glorious deed. A player can only achieve each glorious deed once per game, and if a hardened model achieves the glorious deed it also gains 1 experience.

- Daring Raid: The attacker completes this glorious deed if a model seizes the objective in the defender's deployment zone
- Rob them Blind: The attacker completes this glorious deed if a model seizes two or more objectives and isn't taken out of action
- Stop them in their tracks: The defender completes this glorious deed if they take out an enemy model in the attacker's deployment zone
- Save the Supplies!: The defender completes this glorious deed if they take an enemy model out of action while in base-to-base with an objective
- Victory or Death: Win the game
- Hold your ground: Pass a morale test

The Sump

Forces

Both players bring all of their warband

The Battlefield

The game is played on a zone mortalis battlefield (3x3-2x2ft), with 1 objective in the middle of the board and one secondary objective 4" past the deployment zone edge of each player, with the exact location determined by the respective player deploying on that side. Within 6" of the center of the ZM battlefield it should be empty with no walls, and at least 2 points of entry to this space.

Infiltrators

Infiltrators can be used in this scenario

Deployment

Players roll off, and the loser of the roll-off becomes the defender, and deploys on the defender's deployment zone (a line across a board edge with enough room to leave a 18" no man's land gap between their deployment zone and the other warbands deployment zone). Players then take it in turns to deploy models one at a time, starting with the defender. Models must be set up wholly within their own deployment zone, and once all models have been deployed the game begins

Hazardous Environment

Models within the 6" around the central objective at the beginning of their activation are automatically hit with an ap[-] S5 poison 2+ breaching [5+] hit

Battle Length

The game lasts for 4 Turns

Victory Conditions

- A warband must take a morale test (their highest leadership value subtracting the number of their out of action models) at the end of the turn if more than half of the models in their warband on the table have been taken out of action. Upon failure, the other side immediately wins. Keep rolling morale tests at the beginning of each turn until the end of the battle.
- 1VP is scored for each enemy model taken out of action

- Players score 1VP for each secondary objective captured, requiring more models within 2" at the end of the turn (with the value of line [x] counting for extra bodies).
- Players gain 2VP for capturing the primary objective, making a successful intelligence check within 1" as a free action. The primary objective, once successfully captured, cannot be captured again by either player for the rest of the turn.
- This mission does not use vanguard and line bonuses
- Calculate VPs for both players at the end of the game and the player with the higher number wins, otherwise the game is a draw

Glorious Deeds

Players score one glory point for achieving a glorious deed. A player can only achieve each glorious deed once per game, and if a hardened model achieves the glorious deed it also gains 1 experience.

- True Survivor: A model completes this glorious deed if it captures the primary objective more than once
- Not on my Watch: A model completes this glorious deed by taking out a model in base-to-base with the primary objective
- King of the hill: Have at least 3 models without a tactical status within 6" of the primary objective at the end of the game
- Flanker: A model completes this glorious deed if it captures the secondary objective next to the enemy's deployment zone
- Victory or Death: Win the game
- Hold your ground: Pass a morale test

Gantry Assault

Forces

The defender takes ½ of the attacker's warband size (rounding up). The attacker starts with their entire warband.

The Battlefield

The game is played on a 2x2-3x3ft board zone mortalis battlefield, with an elevated (maybe multi-level) bridge (accessible by multiple stairs and/or elevators) running across the long edge of the map from player deployment zone to player deployment zone. The defender places 3 objectives, two anywhere on the gantry within 8" of the defender's deployment zone, one directly underneath the gantry within 8" of the defender's deployment zone. The defender then places suitable cover next to objectives and around the board, as well as placing dice numbering 1,2,3,4,5,6, anywhere on the board more than 3" away from an objective and outside the attacker's deployment zone. These represent melta charges, and only 3 can be placed on the gantry.

Infiltrators

Infiltrators cannot be used in this scenario.

Deployment

Players roll off, and the loser of the roll-off becomes the defender, and deploys on the defender's deployment zone (a line across a board edge with enough room to leave an 18" no man's land between their deployment zone and the attacker's warbands deployment zone). Players then take it in turns to deploy models one at a time, starting with the defender. Models must be set up wholly within their own deployment zone, and once all models have been deployed the game begins

Melta Charges

The defender must denote two of the melta charges as a dud at the beginning of the game, and must remember which numbers they are. The rest of the Charges activate if a model moves within 2", causing an automatic S8 AP2 D2 hit, before being removed from the board.

Battle Length

The game lasts for 4 Turns, and at the end of the 4th turn on a 5+ the game lasts for a 5th turn

Victory Conditions

- A warband must take a morale test (their highest leadership value subtracting the number of their out of action models) at the end of the turn if more than half of the models in their

warband on the table have been taken out of action. Upon failure, the other side immediately wins. Keep rolling morale tests at the beginning of each turn until the end of the battle.

- The attacker counts as capturing an objective for 3 VP if they have a model in base-to-base with it at the end of the game
- the defender counts as having successfully defended an objective for 2VP if they have a model in base-to-base with it or no models are in base-to-base with it
- the objective counts as being contested and scores 1VP for the defender if both warbands have one or models in base-to-base with it
- This mission does not use vanguard and line bonuses
- Calculate VPs for both players at the end of the game and the player with the higher number wins, otherwise the game is a draw

Glorious Deeds

Players score one glory point for achieving a glorious deed. A player can only achieve each glorious deed once per game, and if a hardened model is the first on its team to achieve the glorious deed it also gains 1 experience.

- Headshot: Retreat from combat with an enemy and take them out with a ranged attack action during the same activation
- Survive to Tell the Tale: a model is hit with two melta charges and is not taken out of action by the end of the game
- If Not Under, Then Through: an attacker model that starts on the bridge succeeds in capturing the bridge objective
- Good Hunting: A defending model takes out an enemy model at more than their weapons half range on the bridge
- Victory or Death: Win the game
- Hold your ground: Pass a morale test

Checkpoint Gamma 6-7

Forces

The defender takes ½ of the attacker's warband size (rounding up). The attacker starts with their entire warband.

The Battlefield

The game is played on a 2x2-3x3ft zone mortalis battlefield, with an 18" no man's land, and 2 objectives evenly spaced 2" past the edge of the defender's deployment zone, plus 2 objectives evenly spaced on the defender's board edge. The battlefield must be set up to create a central entry point to the defender's deployment zone, with one or two secondary entrances with blast doors. The defender may then place one or two emplaced guns, depending on the number of secondary entrances.

Infiltrators

Infiltrators can be used in this scenario

Deployment

Players roll off, and the loser of the roll-off becomes the defender, and deploys on the defender's deployment zone (a line across a board edge with enough room to leave a 18" no man's land between their deployment zone and the other warbands deployment zone). Players then take it in turns to deploy models one at a time, starting with the defender. Models must be set up wholly within their own deployment zone, and once all models have been deployed the game begins

Security Protocols

- The defending player does not need to roll intelligence checks to open and close doors, and from the 2nd turn onwards the attacker suffers an additional -1 to intelligence checks (cumulative, so -2 on 3rd turn etc) made when interacting with doors or elevators
- Additionally, the emplaced guns take the profile of an Astartes Heavy Bolter, Heavy Flamer, or Auxilia grenade launcher, and are placed anywhere within 6" of the defender's deployment zone (including the deployment zone). They may be operated by any model in base-to-base,

cannot be moved, and are treated as a ranged attack action by the model with the ranged weapon's profile, and are not subject to ammunition checks

Battle Length

The game lasts for 4 Turns, and at the end of the 4th turn on a 5+ the game lasts for a 5th turn

Victory Conditions

- A warband must take a morale test (their highest leadership value subtracting the number of their out of action models) at the end of the turn if more than half of the models in their warband on the table have been taken out of action. Upon failure, the other side immediately wins. Keep rolling morale tests at the beginning of each turn until the end of the battle.
- At the beginning of the third turn, the defender's reserves arrive on their table edge
- 1VP is scored for each enemy model taken out of action
- The attacker gains 2VP for each objective seized, making a successful intelligence check and removing the objective from the board as a basic action
- The defender scores 3 VP for each objective remaining with a friendly model in base-to-base contact at the end of the game
- The defender scores 1 VP for each objective remaining that doesn't have a friendly model in base to base contract that hasn't been seized
- This mission does not use vanguard and line bonuses
- Calculate VPs for both players at the end of the game and the player with the higher number wins, otherwise the game is a draw

Glorious Deeds

Players score one glory point for achieving a glorious deed. A player can only achieve each glorious deed once per game, and if a hardened model achieves the glorious deed it also gains 1 experience.

- Kill Their Leaders: The attacker completes this glorious deed if they take out 3 or more enemy hardened models
- Rampage: The attacker completes this glorious deed if a model seizes two or more objectives and isn't taken out of action
- Stronghold: The defender completes this glorious deed if their high command model is present and stays in their deployment zone the whole game
- Hold the Line!: The defender completes this glorious deed if they take an enemy model out of action while in base-to-base with an objective
- Victory or Death: Win the game
- Hold your ground: Pass a morale test

Hab Block Siege

Forces

The defender takes $\frac{2}{3}$ (rounding down) of their warband. The attacker starts with their entire warband.

The Battlefield

The game is played on a standard sized battlefield (3x3-4x4ft), with 3 alternatingly placed objectives starting with the defender. Objectives must be within 18" of the centre of the battlefield, and must not be within LoS of each-other.

Infiltrators

Infiltrators can be used in this scenario

Deployment

Players roll off, and the loser of the roll-off becomes the defender, and deploys on the defender's deployment zone (a line across a board edge with enough room to leave a 18" no man's land between their deployment zone and the other warbands deployment zone). Players then take it in turns to deploy models one at a time, starting with the defender. Models must be set up wholly within their own deployment zone, and once all models have been deployed the game begins.

All Hands on Deck

At the beginning of each turn (including the first turn) the defender can bring d3 conscripts from any table edge other than the attacker's deployment edge.

Conscripts are militia levies with a lasgun that cannot score or contest objectives. Necromunda gangers, Imperial Guard, or any other suitable miniature works for these

Battle Length

The game lasts for 4 Turns

Victory Conditions

- A warband must take a morale test (their highest leadership value subtracting the number of their out of action models) at the end of the turn if more than half of the models in their warband on the table have been taken out of action. Upon failure, the other side immediately wins. Keep rolling morale tests at the beginning of each turn until the end of the battle.
- 1VP is scored for each enemy model taken out of action (excluding conscripts)
- Players score 2VP for each objective captured, requiring more models within 2" at the end of the turn (with the value of line [x] counting for extra bodies).
- Calculate VPs for both players at the end of the game and the player with the higher number wins, otherwise the game is a draw

Glorious Deeds

Players score one glory point for achieving a glorious deed. A player can only achieve each glorious deed once per game, and if a hardened model achieves the glorious deed it also gains 1 experience.

- Butchery: The attacker completes this glorious deed if a model kills three conscripts
- No Man Left Behind: The defender completes this glorious deed if no conscripts are taken out of action.
- Strategic Thinker: One of your models claims at least two different objectives during the game
- Give no Ground: take out an enemy that is touching an objective
- Victory or Death: Win the game
- Hold your ground: Pass a morale test

Data Crystal Heist

Forces

Both players take all their warband

The Battlefield

The game is played on a standard sized battlefield (3x3-4x4ft), with 2 data stacks represented by computer-esque terrain (one placed by each player, the first player being determined by a roll off) within 4" of the centre of the board and more than 2" from each-other. There should ideally be two atrium spaces filled with adequate cover, with the rest of the board being dense hallways clogged with doors.

Infiltrators

Infiltrators can be used in this scenario

Deployment

Players roll off, and the loser of the roll-off chooses their deployment zone (a line across a board edge with enough room to leave a 18" no man's land between their deployment zone and the other warbands deployment zone). Players then take it in turns to deploy models one at a time, starting with the player who lost the roll off. Models must be set up wholly within their own deployment zone, and once all models have been deployed the game begins

Data Crystals

- Models can make an intelligence check to interact with the data stack as a basic action. If successful, place a token on the model to represent a data crystal. Data crystals can only be ejected from each data stack once per turn.
- Data stacks are volatile, and if a model is targeted by a ranged attack while in base-to-base with a data stack, add +1 to wound rolls.
 - While holding a data crystal, a model cannot dash or move more than 7" as part of a movement action.
 - Models can drop data crystals as a free action, at which you place the data crystal token anywhere in base-to-base with the model on the floor.

- Models can pick up data crystals from the floor as a basic action

Battle Length

The game lasts for 4 Turns

Victory Conditions

- A warband must take a morale test (their highest leadership value subtracting the number of their out of action models) at the end of the turn if more than half of the models in their warband on the table have been taken out of action. Upon failure, the other side immediately wins. Keep rolling morale tests at the beginning of each turn until the end of the battle.
- Each player gains 2 VP for each data crystal in their deployment zone (not being held by an enemy player) at the end of the game
- Each player gains 3 VP for each data crystal on their table edge (not being held by an enemy player) at the end of the game
- This mission does not use vanguard and line bonuses
- Calculate VPs for both players at the end of the game and the player with the higher number wins, otherwise the game is a draw

Glorious Deeds

Players score one glory point for achieving a glorious deed. A player can only achieve each glorious deed once per game, and if a hardened model achieves the glorious deed it also gains 1 experience.

- Greedy: The player completes this glorious deed if a model manages to bring 2 data crystals from a data stack to their deployment zone
- Stop that thief!: The player completes this glorious deed if an enemy model who picked up a data crystal in their deployment zone is taken out on the same turn
- Budding technoarcheologist: The player completes this glorious deed if they end the game with 2 data crystals on their board edge
- Vagabond: The player completes this glorious deed if they take a data crystal from the enemy deployment zone on the last turn and end their activation outside of the enemy deployment zone
- Victory or Death: Win the game
- Hold your ground: Pass a morale test

The Top of the Spire

Forces

takes ½ of the attacker's total warband size (rounding up). The attacker starts ½ their warband (rounding up), with the rest in reserve.

The Battlefield

The game is played on a standard sized battlefield (3x3-4x4ft), with an attacker board edge, a defender deployment zone of a 3" radius around the point 3"-4" (depending on the size of the board) before the centre of the board, and a landing pad taking up a 6"-8" square on the opposite edge of the board. A storm eagle, arvus lighter, valkyrie (which were around during the Heresy), or any other dropship would make an appropriate terrain piece for the defender at the landing pad. The rest of the board should consist of a web scaffolding and platforms (that could be represented by the walls of Zone mortalis terrain, which models could walk on top of), with at least 2 full routes from the attacker's deployment edge to both the defender's deployment zone and the landing pad.

Infiltrators

Infiltrators cannot be used in this scenario

Deployment

Players roll off, and the loser of the roll-off becomes the defender, who deploys in a 3" radius around the point 3"-4" (depending on the size of the board) before the centre of the board. The attacker's deployment zone is the edge of their designated board edge. Players then take it in turns to deploy models one at a time, starting with the defender. Models must be set up wholly within their own deployment zone, and once all models have been deployed the game begins. At the beginning of the second turn, the attacker's reserves arrive from their board edge.

Howling Wind

The further a model moves away from the shadow of the spire, the more they're exposed to high altitude winds. For every 3"/4" (depending on board size) past the centre of the board towards the landing pad, subtract 1" from their movement characteristic and subtract -2" from any dash actions they make to a minimum of 1".

Battle Length

The game lasts for 4 Turns

Victory Conditions

- No morale tests are taken during this scenario
- The attacker scores 2 VP for each enemy model taken out of action
- The attacker scores 1VP for each enemy model that doesn't make it to the landing pad by the end of the battle
- The defender scores 4 VP for each model that reaches the landing pad, at which point the model is removed from play
- This mission does not use vanguard and line bonuses
- Calculate VPs for both players at the end of the game and the player with the higher number wins, otherwise the game is a draw

Glorious Deeds

Players score one glory point for achieving a glorious deed. A player can only achieve each glorious deed once per game, and if a hardened model achieves the glorious deed it also gains 1 experience.

- First in, last out: The defender completes this glorious deed if the hardened model with the most kills during the game makes it to the landing pad
- Quick Feet: The defender completes this glorious deed if a model makes it to the extraction point by the end of the second turn
- Skeet Shooting: The attacker completes this glorious deed if they take out a hardened enemy model who's moved and sprinted with a ranged attack at long range
- Take Prisoners: The attacker completes this glorious deed if an enemy model ends the game downed in base-to-base contact with one of your models
- Victory or Death: Win the game

Battle for the Gubernatorial Palace

Forces

Both players take all their warband, and must take all their hardened models.

The Battlefield

The game is played on a standard sized battlefield (3x3-4x4ft), with 3 objectives, one 6" up and to the right from the leftmost edge of each player's deployment zone, and one in the centre. The board must be relatively open, with some LoS blocking terrain, but otherwise kept relatively open to represent a portion of an obscenely opulent palace. Include at least a little verticality near the central objective. Maybe a statue or pillar with stairs or an elevator.

Infiltrators

Infiltrators can be used in this scenario

Deployment

Players roll off, and the loser of the roll-off chooses their deployment zone (a line across a board edge with enough room to leave a 24" no man's land between their deployment zone and the other warbands deployment zone). Players then take it in turns to deploy models one at a time, starting with the player who lost the roll off. Models must be set up wholly within their own deployment zone, and once all models have been deployed the game begins

Battle Length

The game lasts for 4 Turns

Victory Conditions

- A warband must take a morale test (their highest leadership value subtracting the number of their out of action models) at the end of the turn if more than half of the models in their

warband on the table have been taken out of action. Upon failure, the other side immediately wins. Keep rolling morale tests at the beginning of each turn until the end of the battle.

- After Deployment, in secret both players must nominate 3 enemy hardened models to be eliminated (unless the enemy has less than 3, in which case nominate all of them). Each player also nominates one of their own hardened models in secret that must be alive at the end of the game.
 - For each enemy hardened on their last that was taken out of action, the player scores 2 VPs
 - If the hardened model they needed to keep alive has not been taken out of action, the player scores 3 VP
- Players score 1VP for each objective captured, requiring more models within 2" at the end of the turn (with the value of line [x] counting for extra bodies).
- Calculate VPs for both players at the end of the game and the player with the higher number wins, otherwise the game is a draw

Glorious Deeds

Players score one glory point for achieving a glorious deed. A player can only achieve each glorious deed once per game, and if a hardened model achieves the glorious deed it also gains 1 experience.

- Scores Settled: The player completes this glorious deed if they take out all hardened they nominated as targets
- High Risk, High Reward: The player completes this glorious deed if the model they designated to stay alive takes out a nominated hardened model
- Aspiring Ruler: The player completes this glorious deed if they hold all three objectives at the same time
- Defenestration: The player completes this glorious deed if they make an enemy fall 3" or more
- Victory or Death: Win the game
- Hold your ground: Pass a morale test

Early Campaign Exploration Location Table

Exploration Score:

- 4: Amasec Stash: Your warband finds a hidden stash of strong distilled alcohol, presumably brewed by a now-dead citizen of the hive before war arrived on the planet. Choose one of the three options:
 - Distribute (Auxilia and Militia only): your warband all gains +2 to their cool characteristic during the next battle
 - Barter: gain an extra 2d6 points
 - Confiscate (Auxilia & Militia only): choose two of your hardened to gain 1 experience
- 5: Abandoned Market: What must have been a bustling marketplace between the Hab Blocks has been reduced to a charnel house by a cluster munition strike. One mustn't linger for too long with unexploded ordinance hiding under every footfall, but valuables lay among the wreckage for those brave enough to scavenge. Choose one of the two options
 - Easy pickings: gain 3d6 points
 - Mark for Retrieval: add 1 to the Warbands Glory Purchase Limit
- 6: Radio Outpost: The warband spots a hastily constructed ferrocrete bunker with a myriad of antennae bristling from the roof. Upon breaking the shoddy lock on the blast door, the warband loots the largely untouched interior
 - Salvage Vox equipment: add a nuncio-vox to the warband's arsenal that can be equipped to any model.

- 8: Sub-Level Transit Hub: The warband finds an automated transit hub designed to move food and supplies around the lower levels of the hive. The warband can use the trains to more easily explore the hive.
 - Subway Surfers: The warband gains the Lucky Exploration Skill
- 9: Survivor: The Warband finds a dazed and confused mortal soldier, unsure of what he was fighting for. Choose one of the three options:
 - Set him to work!: Add an auxilia rifleman to your warband list outside the force org chart, who can be equipped with equipment purchased from the Auxilia warband list (which cannot be transferred to other members of your warband if they could not otherwise purchase this gear)
 - Interrogate for local intelligence: two non-hardened members of your warband gain the infiltrate (6) rule for the next battle that allows it
 - Set an example: execute the soldier, and permanently add +1 to the leadership characteristic a High Command model in your warband
 - Sergeant, what happened to you? (Auxilia only): Add an auxilia storm or vanguard veletarii to your warband outside of the force org chart, with the hardened special rule, Shell-Shocked battlescar and a formation skill of your choice. If you have no more room in your warband for hardened models, gain 1+d3 glory instead.
- 10: Fallen marine: Your Warband stumbles across the abandoned corpse of a marine with his legs and lower torso missing. He still clutches his melta gun:
 - He Won't Miss It: Add a melta gun to your warband's stash
- 11: Blackshield Merchant: You establish contact with an astartes war profiteer deep in the sump, legion markings daubed over with black paint. Standing orders are to eliminate any combatant not aligned with your cause, but he offers valuable hardware that might help your warband survive another day. Choose one of the three options:
 - Report to superiors: Your warband gains 3 glory points
 - Trade: Increase your Glory Purchase Limit by 2, and decrease your warband ammo check threshold by 1
 - Recruit (blackshield only): Add a space marine veteran outside your force org chart with up to 20 points and 3 glory's worth of equipment (ignoring your glory purchase limit)
- 14: Map & Document Bag: Tucked between sandbags and the collapsed remains of what used to be the command tent of a forward operating base, the warband finds a cache of confidential documents that will aid in more easily finding points of interest in the hive:
 - Hidden maps: The warband gains another Reroll Exploration Skill
- 16: Ruined Gate: Entrances to the hive have become increasingly contested during the latter stages of the siege, and the gate that this warband stumbles across is littered with half-looted corpses, having been the site of multiple previous skirmishes. Choose one of the two options:
 - Honour the dead: Your warband gains 1 glory point
 - Enrich the living: Your warband immediately buys up to two items of weaponry, armour, or equipment worth up to 25 points, and adds it to their stash.
- 17: Stockpile: The warband finds a pristine checkpoint, one must assume the garrison must have fled. Surprisingly, the armourium is still stocked with ammunition:
 - Add 2d6 points to your warband's stash and decrease your warband ammo check threshold by 1
- 18: Sniper's Nest: On a vantage point overlooking the main lift-shaft to the upper levels of the hive, your warband discovers a dead Space Marine Vigilator with a needle puncture straight through his left helmet lens.
 - The warband adds a space marine nemesis rifle (from the vigilator profile) to their warband's stash
- 20: Warband Strongbox: you find a hidden supply cache buried under rubble, left behind by a warband like yours. Choose one of the two options

- Trove: Add up to 55 point's worth of weapons, equipment and armour from your warband's wargear list to your stash
- Panoply: Increase your Glory Purchase Limit by 2

Mid Campaign Exploration Location Table

- 5: Promethium Fuelling Station: The wider passages between the gates and the hive proper are lined with promethium fuelling stations, to sustain the haulers that facilitate inter-hive logistics. While most have long since been drained or detonated, your warband stumbles across one of the few that remain intact.
 - Excess Promethium: add 5d6 points to your stash, and give one weapon that you already own with the template special rule +1 strength
- 9: Ration Crate: Your warband reaches a predetermined rendezvous point with a company-sized friendly force in your area of operation, getting a chance to rest while passing on local intelligence. As a parting gift, your warband is given an oversized crate of rations:
 - Reduced overhead: your warband always gains an additional 10 points during step 4 of the exploration sequence that would have otherwise gone towards food
- 11: Crashed stratoplane: The Hive is large enough for smaller aircraft to traverse its vast halls and cavities, and many reconnaissance aircraft have been doing so throughout the duration of the war. Your warband spots the remains of one such aircraft, smashed into the side of a macro-silo, and after some digging it seems that its navigational logs are still intact.
 - Lay of the Land: The warband gains the Extra Dice Exploration Skill
- 12: Mechanicum Enclave: Through the sounds of war your warband identifies the humdrum hiss-crash of a functional factorum. After further investigation, you stumble on a tech priest surrounded by a sizable clade of servitors, continuing to operate what appears to be an augmetic workshop. After lending a hand repelling a militia attack, they offer you a small stash of cybernetics as thanks:
 - Choose one battlescar suffered by a hardened model in your warband and remove it
- 15: Black Market: Hidden under a makeshift refugee camp, your warband stumbles upon a major trading post where warbands of all allegiances make deals with shady locals and blackshields. A long enough war in an urban environment without clear battle lines makes an arrangements like inevitable, but you can't help but be surprised by its scale:
 - Add 3 to the warbands glory purchase limit, and decrease your warband ammo check threshold by 1
- 17: Saboteur's Stash: While travelling through a shelled industrial cordon, your warband notices a dislodged panel in what should otherwise be a sturdy wall. Inside is a sealed crate, marked with what appear to be Alpha Legion glyph-cyphers. Your warband breaks the lock, and takes the contents:
 - Add a nemesis bolter, rad grenade, and melta bomb to your warband's stash, and decrease your warband ammo check threshold by 1
- 19: Abandoned Automata Construct: a trail of militia corpses and blown-apart tech thralls evidences a running battle through a factorum complex. At the end of the trail, behind a pile of slumped secutarii, lies a sealed blast door which your warband is able to open:
 - Loot the construct: build an automata from the thallax or castellax profile with a budget of 60 points to spend on the model and its equipment from the mechanicum warband list (which cannot be transferred to other members of your warband if they could not otherwise purchase this gear)
- 21: Gutted Dreadnought: Upon prying open the gilded doors to the Hive's administratum headquarters, it becomes clear that the reception area within was the site of heavy fighting.

Among the bodies, an ornamental tree is wrapped around a toppled contemptor dreadnought's torso. While disabled, it seems like one of its weapons might be functional. Roll a d6, and add +1 if you have a magos or techmarine in your warband:

1. Boobytrapped! Upon trying to wrestle the gun out of the dreadnought's arm socket, a concealed breach charge detonates, injuring the members of your warband closest to the machine: At the beginning of the next battle, the enemy player automatically inflict flesh wounds on three of your models.
 2. Nonfunctional... the weapon seems superficially functional but after a quick assessment its clear that internal damage has rendered the weapon inoperable: No effect
 3. Valuable Salvage: the dreadnought, while disabled, seems to still have a functional and very rare atomantic reactor: gain d3 glory
 4. Salvageable Disruption Field! the gravis powerfist, while too large for any mortal or transhuman soldier, has a functional Disruption field generator that should be compatible with most power-fists with a little jury-rigging (just don't tell the omnissiah): add a powerfist to your warbands stash.
 5. Heavy bolter! The dreadnought is equipped with a heavy bolter, easily ripped off and handled, even if it is a little heavy: Add a heavy bolter (from the space marine wargear list) to your warbands stash.
 6. (6 or above) Lascannon! The dreadnought is equipped with a lascannon, a very rare sight in the Hive: Add a Lascannon (from the space marine wargear list, including the option to buy one if you did not previously have access to the lascannon in your warband list) to your warbands stash.
- 23: Archeotech Pistol: Your warband happens upon a pile of corpses two men high, climbing over each-other like ants to strike at what must have been a mighty warrior. At the peak, you find the body of a space marine captain, adorned in gorgeous ornamental plate rent to pieces by gunfire. Still clutched in his hand is a archeotech pistol of some unknown design:
 - Add an archeotech pistol to your warbands stash
 - 25: High Ranking Captive: Your warband captures an injured enemy Auxilia Captain left behind after a hasty retreat. Choose one of three options:
 - Ransom: Your warband gains 65 points and adds 1 to the warband's Glory Purchase Limit
 - Execute: Your warband gains 4 Glory Points
 - Indenture: You keep the captive as a guide. You gain the Set Dice Exploration Skill
 - 32: Ruined Astropathic Relay: Pushing further up the hive, the warband comes across a great hall, which must have once hosted a full astropathic choir. Within remains but a few injured and tired psykers who struggle to summon the energy to converse with your warband. They offer their services, for the cost of the psychic fuel needed to send a message. The warband may choose to:
 - Issue an urgent communique to command: the warband gains 6 glory, at the cost of immediately removing a model and all of their equipped gear from the warband roster

Late Campaign Exploration Location Table

- 9: Battlefield of Corpses: You come across a scene of horror, with piles of astartes, auxilia, militia, and tech thrall corpses piled stories high around the central elevator shaft that took you to the highest levels of the hive. Most of the dead have been looted, but your warband identifies some valuables amongst the viscera:

- Grisly Salvage: add 2 pieces of wargear (weapons, armour, equipment) worth up to a combined 50 points from any warband list other than your own, and add them to your stash
- 11: Archivum access: Your warband barges into an administratum archivum thought to be occupied by an enemy garrison, only to be greeted by a collection of startled tech priests guarding a cluster of undamaged data stacks. With some coaxing they allow you access, linking your warband into the upper hive's surveillance system:
 - Unparalleled awareness: One of your hardened models gains the infiltrate (6) rule, able to track which areas of a prospective battlefield aren't being patrolled by enemy warbands
- 13: Hidden Passages: You uncover a hidden entrance to a vast network between the halls of the upper-hive, presumably once used by the servants and aids of the Hive's wealthy and powerful. This allows you explore the area far more efficiently:
 - Your warband gains the Duplicate Exploration Skill, and increases its Glory Purchase Limit by 2
- 14: Generatorium: The warband's scout happens upon a functional reactor, capable of powering a whole hab-block. Upon reactivation this could prove a strategic asset for local forces in the area, but a greedy warband might be tempted by the possibility of looting the fusion rods within to overcharge their own weaponry. Pick one of the two:
 - Inform local forces of the asset: gain 1+d3 glory
 - Loot the Generatorium: pick d3 weapons in your stash with the overload special rule and remove it, and decrease your warband ammo check threshold by 1
- 16: Gubernatorial Armourium: Your warband happens upon a startlingly verdant forest contained within the upper reaches of the hive, which upon further inspection seems to be the Imperial Governor's personal hunting grounds. Seemingly abandoned, your warband is able to take its pick from the Governor's collection of hunting and duelling weapons.
 - Add a paragon blade to your warbands stash
- 18: Stasis Casket: While rifling through the valuables of a noble who'd clearly chosen the wrong side of the civil war, your warband unearths a stasis casket holding what must have been a relic of great import to their household. With the family long gone, your warband pries the casket out of its support system:
 - You may purchase any single glory item in your warband or formation's list for free during step 6 of the campaign post-game, so long as it is within your glory purchase limit. You may wait to do so and instead equip the casket onto any one of your minis as a piece of equipment, which is then removed from your warband once you choose to purchase the item.
- 20: Blackshield Leader: Your warband makes contact with the commander of the Blackshield host operating in the warzone, a cynical character seemingly intent on pillaging the ruins of the once great city before moving on. For a high enough price, he's able to offer anything your warband could possibly need. Choose one of the two options:
 - From now on, you may disregard the Glory Purchase Limit when buying Glory items from your warband's list, and decrease your warband ammo check threshold by 1
 - Ticket offworld (blackshield only): Pay the leader of the host 6 glory or 200 points, and remove a model and their equipped wargear from your warband. Use the rules for *Bringing Old Characters into a New Campaign*
- 22: Archeotech Augmetic: While traversing the upper reaches of the hive, your warband is hailed by a finely dressed courier, who petitions you for aid in helping their master (an obscenely wealthy noble) reach a landing pad mere yards from their residence, where they'd be ferried to a waiting ship in orbit. Your warband can choose to accept or reject the offer:
 - Accept: your warband adds an archeotech augmetic to their stash. When applied to a model, it gains +1 toughness and a free level up as if it was hardened. However, the

next mission you play must be the Top of the Spire mission, with your warband as defenders. If another player is simultaneously subject to this, roll off as normal.

- Decline: your warband instead robs the courier of their garments, worth a healthy sum on the black market, and adds 2d3 x 10 points to their stash
- 28: Iron Halo: Your warband finds the corpse of a Legion Delegatus sprawled upon the marble steps of the Governor's Palace, his body unmolested save for an incision through the soft neck-seal of his artificer armour:
 - Pry off his Iron Halo: give a model a 5+ invuln save (stacking to 4+)
- 32: Command Centre: Your warband, having last battle unknowingly participated in a vital skirmish, has enabled a push by friendly forces into the enemy controlled portions of the upper hive. Accompanying your allies, you come across a quickly abandoned enemy command node, brimming with strategic documents that fleeing forces did not have time to burn:
 - Critical Information: your warband has made a name for itself, and as such after each battle you gain 2 extra glory points
- 38: STC Fragment: An STC shard, hidden in a vault underneath the personal residence of the Governor to avoid the attention of the mechanicum, responds to High Gothic, and offers your warband a psycho-augmetic of extreme potency at the risk of long term bodily degradation. Once produced, the STC will need months to recharge:
 - Psycho Augmetic: A single hardened model gains any skill of its choice, and gains a 5+ FNP. However, after gaining this skill (and any others procured through levelling up), it must roll the trauma chart immediately (potentially forcing it to roll the trauma chart multiple times in one campaign post-game).
- 40: Exemplary Performance: Command has noted the extreme talent of a model in your warband, and has earmarked them to lead an important operation elsewhere in the imperium. Choose one of the two options:
 - Accept the promotion: remove a hardened model and their equipped wargear from your warband. Use the rules for *Bringing Old Characters into a New Campaign*
 - Stay on a little longer: add 10 glory points to your warband