Fury of da Beast v0.2

FURY OF DA BEAST

COOPERATIVE BATTLES AGAINST ORKS IN WARHAMMER 40,000

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WARHAMMER 40,000: FURY OF DA BEAST

Version 1.0

In this unofficial cooperative play supplement for Warhammer 40,000 you are the defenders of a planet caught in the path of an Ork invasion. 'Cooperative play' means the players' don't fight each other's armies, but instead battle against a horde of Orks following automated protocols.

The missions in this supplement can be played standalone, and are designed to work as part of a campaign that charts the progress of the invasion, ultimately allowing you to save your planet, or perhaps to try and escape when it all goes terribly wrong. The missions can technically be played solo, although personally I much prefer the camaraderie of team play!

If you have **feedback** or **questions**, head to the battle report form, email contact@goonhammer.com or reach out to me (Charlie) on Instagram. If you're a Goonhammer patron, see the #fury-of-da-beast channel in our Discord.

The Second Most Important Rule: Always Be A Masochist

If *Fury of da Beast* is too easy, it will feel flat and self-indulgent. While these rules intentionally allow you to trick or trap the Orks, the rules also require you to act in good faith. Should it ever be ambiguous as to what the rules compel the Orks to do, you and your fellow players should always have the Orks do the nastiest thing possible. You'll usually know what that is. If you can't pick between a few vicious options, don't spend serious time thinking about it, just randomise which one occurs.

Downloading these rules as a PDF

A PDF of this supplement is available here.

Starting a game

To start a game of *Fury of da Beast* you broadly follow the same process as any other game of *Warhammer 40,000*.

1. **Choose a Mission you wish to play.**
   Your choice may be narrowed down by selecting a Mission from the appropriate invasion phase if you're playing a Campaign.

2. **Determine a points value and select your forces.**
   It's worth checking the guidance overleaf on forming the Players' army, and the section on forming an Ork army.

3. **Play!**
   Don't forget the rules for Player units arriving from reserve. During deployment, you'll need the rules for forming Ork Warbands. See the section on in-game behaviours for determining the Orks' actions.

THE PLAYERS' ARMY

Player army points values
Each *Fury of da Beast* mission has a suggested combined total points value for the Players' army. While *Fury of da Beast* can be played solo, the expectation is that it's played with one or more friends by your side. When playing cooperatively, divide that recommended points total evenly between the Players, or as evenly as possible if one of you doesn't have enough miniatures in your collection.

e.g. Joe (T'au) and Sarah (Craftworld Eldar) decide to play Fulcrum: Breach Containment. *This mission recommends a Player force of at least 1,000 points, with a 50% bonus for the Orks. They just about have enough Orks to make a 1,500 point army, so go with the mission's recommended minimum of 1,000 points for the Players' combined forces. This means each of them can bring a 500 point army by default, but Joe has just started collecting T'au and only has 350 points of greater goodness. Sarah's collection is bigger, so they agree instead that Joe will bring 350 points, while Sarah will bring 650.*

Individual Players' armies in-game
By default, Player armies do not have to contain a Warlord.

Each player's army is treated as a fully independent army that shares a turn sequence. This means:
- Rules which affect friendly units in the same faction *(e.g. Phobos Incursors providing a bonus to the wound roll for friendly ADEPTUS ASTARTES units)* will only affect units in that Player's force, not any other Player forces.
- Each Player generates one Command Point during the Command phase, and each Player can only make use of their own pool of Command Points.
- Unless the mission specifies otherwise, each player may place 25% of their points in Strategic Reserve, but cannot give their own allowance to their teammate.
- You only move on to the next phase of the Player turn once all Players have finished acting in the current phase.

Player units arriving from reserve
When Player units arrive from reserve, they follow all the normal rules for doing so, but with one exception: they *can* be placed within 9" of Ork units, so long as they are not within engagement range. However, if they *are* placed within 9" horizontally of any Ork units, they cannot declare a charge that turn.

Make it your own
You should feel free to modify these rules. Perhaps you want the additional challenge of having to share one shiny Command Point per battle round; perhaps you would like to enhance the co-operative feel by having unit abilities being allowed to benefit any friendly model with the correct faction keyword, or to have one army coming on from reserve to rescue the other army. I've avoided these things as default settings to avoid unintended interactions, but that shouldn't discourage you from doing that which brings all the players more hobby joy.

Using Crusade armies in Fury of da Beast
My instinct is that while players shouldn't earn Crusade XP playing these Missions (you ought to fight a real opponent for that!) you can absolutely use your Crusade army. However, such legendary warriors are expected to take on the nastiest missions. As such, the Ork army should increase in size by 20 points for each Crusade Point you deploy. Brace yourselves.

Obviously these rules are purely here to facilitate fun, and like any wargame rules are ultimately a set of guidelines you can choose to use or alter. If you think it would be more fun to play a campaign whilst tracking Crusade upgrades, then I have neither the power nor the inclination to stop you!

THE ORK HORDE

The next few pages will explain how to build and run the Ork army, but this first page provides an illustrative example. The *Fury of da Beast* rules assume that you are deploying well-rounded Ork forces with a mix of unit types and weapons. The Ork force is split into groups of units called Warbands, and these Warbands work best if themed according to the lore, with units that move at *roughly* the same speed. As a very rough guide, for each mob of Boyz or Beast Snagga Boyz, you will want two other units (though to be fair you can never really have too many Boyz!). You will want to ensure the Orks have access to some weapons that are effective against tough targets like VEHICLES and MONSTERS. As an example, here is an Ork army worth roughly 1,500 points, split into three 500 point Warbands:

Left: Snakebites
Warboss (Warband Boss)
Nobz
Squighog Boyz
Beast Snagga Boyz + Painboss

Snakebite warband commentary
This Warband has a bit of anti-tank from the Squighogs, a bit of anti-heavy infantry from the Nobz, and solid all-round troops in the Beast Snagga Boyz. There's a WARBOSS unit present, so he *must* be selected as the Warband's Boss.

Centre: Goffs
Big Mek in Mega Armour (Warband Boss)
Meganobz with killsaws
Boyz
Battlewagon

Goff Warband commentary
This whole Warband fits inside the Battlewagon, ensuring the Warband moves at the same speed and delivers a punishing melee-focused smack to the Players if it's not stopped. The Meganobz will be extra good for krumping VEHICLE units.

Right: Evil Sunz
6 Warbikes (Warband Boss)
6 Warbikes
Deffkoptas
Trukkboyz + Trukk

Evil Sunz Warband commentary
Since this Warband has no LEADER units, the most expensive unit containing a Nob is the Warband's Boss. That's one of the Warbiker mobs, chosen at random during deployment. The rest of the Warband is fast enough to keep up.

Warbands & Deployment Rules

Detachments, Enhancements and Stratagems

The Orks in Fury of da Beast do not use the rules for detachments, enhancements, or Stratagems.

Recruiting Warbands & Declaring Formations

When setting up a mission, it will instruct you to divide the Ork army into a number of Warbands (usually 2 or 3). These are groups of units following a **Boss**. Bosses are determined as follows:

- Each Warband can contain a maximum of one unit with the WARBOSS keyword, and if a Warband contains a WARBOSS, it is automatically the Boss.
- If a Warband does not contain a WARBOSS, then the Warband's most expensive unit with the Leader core ability is the Boss.
- If a Warband contains no units with the Leader ability, then the most expensive unit containing a Nob is the Boss.

Once you have selected a Boss for each Warband, the remaining Ork units - including any surplus Leader units - are divided among the Warbands. By default, try to keep the points split evenly between them. Some missions may instruct you to divide them differently.

Theming Warbands: Krumpers, Dakka Ladz, and speed

The in-game behaviour rules will work more smoothly if each Warband consists entirely of either Krumpers or Dakka Ladz. It's also best, if possible, to group units with similar Movement values into the same Warband, since they move as a group. Don't worry too much if that's not possible!

There is further advice on choosing and theming Warbands in this Goonhammer post.

Assigning Leaders to units

Starting with the most expensive Leader units and working down, each Leader in a warband should join the most expensive available unit that their rules allow them to join. The exception to this is WARBOSS units, who will always join units of Nobz/Meganobz if any are available.

Transports

If a Warband has transports, the Warband Boss' unit will mount up in the most expensive one if it has the INFANTRY keyword. If there is room for another unit in that transport, pick the most expensive unit that matches the Boss' fighting style (i.e. Krumpers or Dakka Ladz). Note that a Leader of Dakka Ladz will only mount a transport if its firing deck will allow all the passengers to shoot.

Once the Boss has been assigned a transport, assign the most numerous units to the transports with the most capacity and work your way down. If multiple units of the same size could fit, choose the most expensive one.

Gretchin units are only assigned to transports after all other eligible units have been given space on a transport.

Orks with Deep Strike, Scouts X, or Infiltrate

Ork units (including Leaders) with these abilities will not use them unless instructed otherwise in the mission briefing. The Mission rules will explain how and where to use them.

Ork AIRCRAFT

These units are always placed in reserve rather than being assigned to a Warband. See also the rules on using them in games, as they work differently to normal 40K!

Deploying Nemesis Warbosses

When forming an army, if you are using the optional rules for Nemeses, you can choose whether to use one or more Nemeses when selecting the Ork forces you intend to use for your game.

Deploying Warbands

The Warband Boss' unit or the transport containing them is placed first, with the other units in the Warband being placed within 6" of it. So far as is possible, the Warband should be placed wholly within 6", but the vagaries of terrain and differing unit sizes means you shouldn't worry too much - just place them as close as possible.

In-game behaviour

Dakkadjustments

The following adjustments apply to all Ork ranged weaponry.

More bullitts. All ranged weapons with a BS of 5+ improve their BS by 1. Ranged weapons that already had BS 4+ instead gain Sustained Hits 1.

Krump harder. Any ORKS faction ranged weapons with a maximum Damage of at least 3 improve their Damage stat by 1 (so Rokkit Launchas go from Damage 3 to Damage 4).

Ork Unit Abilities

Targeted Unit Abilities

If a unit has an ability which targets a specific unit, then if there's any uncertainty about which target would be best for the Orks to pick, choose the most expensive viable target.

Orks with Highly Contextual Abilities

Some Ork units have abilities which are quite contextual in their use. In general I would advise ignoring such abilities unless they have an extremely obvious use case at the time.

Calling the Waaagh!

The Orks' signature army ability will trigger in the Command phase of their second turn on a 4+. If they fail this roll, the Waaagh! will be called in their third turn instead.

In *Fury of da Beast,* when the Waaagh! is active, all Ork ranged weapons gain the Assault ability.

Assigning hits to Orks

When removing Ork casualties and/or assigning wounds during the Shooting phase, always allocate wounds to the miniature farthest away from that unit's Leader/Nob, if it has one. Otherwise, with ranged hits, allocate wounds to the model closest to the unit that shot them. With Melee weapons, hits are instead allocated to models farthest away from engagement range, thus preserving engagement range as long as possible. Wounded models must be removed before unwounded ones as normal.

Preferred Enemies

The behaviour rules given overleaf refer to Orks' Preferred Enemies. This section defines that term.

- The Preferred Enemy of Ork weapons with **Strength 7 or less** is any non-VEHICLE or non-MONSTER unit.
- The Preferred Enemy of Ork weapons with **Strength 8 or 9** is any unit with a save of at least 4+ and multiple wounds on its profile.
- The Preferred Enemy of Ork weapons with a **Strength of 10 or more** is any VEHICLE or MONSTER unit.
- The Preferred Enemy of **BEAST SNAGGA** units is any unit they can wound on 5+ or better.

Ork units will **not charge or attack** any unit which they can only wound on a 6+ unless they are in melee with it and have no other targets. They will attempt to fall back from such units in their Movement phase, unless they are also in engagement range of a unit they can wound on a 5+ or better.

Niche weapons:

- Any weapon with the **ANTI-X** keyword will always count the appropriate unit type as its Preferred Enemy.
- Any Orks with weapons that have the **PRECISION** keyword treat CHARACTER units as their Preferred Enemy.
- For Orks with **split attack profiles** (e.g. a Stompa's Strike or Sweep melee attacks), compare the closest Preferred Enemy of each profile, then target the most expensive Player unit from those options.
- For units with a **mixture of weapons** (e.g. Ork Boyz with a rokkit launcha), their Preferred Enemy is the one suited to the majority of weapons in the unit. Such units can split fire if each individual weapon has line of sight to its ideal target.

Default Behaviour: Krumpers

Most Orks, even the ones with big gunz, love a punch up. By default all ORKS faction units follow these guidelines:

Command phase: who's da Boss?

If a Warband's Boss has been destroyed, you must determine which of the Warband's units is in charge. If there are multiple Leader units, take a Leadership test for each of them. Whoever rolls highest is the new Boss. In the event of a tie, roll off until you have a victor; the winner is the new Boss, and the loser suffers one Mortal Wound.

If there are no Leaders left in the Warband, then it is taken over by whichever unit containing one or more Nobz costs the most points. If there are no Leaders or Nobz remaining in the Warband, it splinters. Treat each of the remaining units as being their own Boss.

Movement phase: follow da Boss!

At the start of the Movement phase of the Ork turn, determine a target for each Boss. The target will be the closed Preferred Enemy for the **majority** of the Boss' unit. The Boss' unit, or the transport containing them, will then move towards the closest Preferred Enemy of the Boss' unit.

Once the Boss' unit/transport has moved, repeat this process with every other unit in that Warband, while keeping all the Warband's units within 12" of the Boss. If any ork units begin their turn outside of 12" of the Boss' unit (e.g. as a result of a charge move, or a change in Bosses) then they must endeavour to move in such a way that they end up back in 12".

If there is no Preferred Enemy within 24", or no Preferred Enemy for whom each unit can get range and Line of Sight, they will instead move towards the closest unit they can wound on a 5+ or better. If there are no such units, they will advance towards the closest objective currently controlled by the Players.

Orks will always advance unless doing so would prevent them shooting with non-pistol weapons or getting a <10" charge on a target.

Transports in the Movement phase

At the start of the Movement phase, after determining the Boss' target, transport passengers will disembark if doing so would enable them to get a <8" charge later in the turn. Trukks and Battlewagons will always move towards the Preferred Enemy of the majority of their passengers. Other transports will move towards their own Preferred Enemy instead.

If there are no Preferred Enemies in effective range of a unit that could embark on a transport, they will embark before the transport moves.

Shooting, charging and fighting

- Units should be chosen to shoot, charge and fight in descending points value. If multiple units cost the same points, making it hard to decide, roll a D6 for each of these units, with the highest rolling units being resolved first.
- Ork units will always shoot and charge their closest Preferred Enemy.
- If they are eligible to shoot/charge/fight but cannot target any Preferred Enemy, they will instead shoot/charge/fight the closest Player unit they can wound on a 5+ or better.

Consolidating

If able, Ork units will always consolidate in into their Preferred Enemy, unless doing so would likely get them wiped out during this Fight phase. If no suitable enemy is available, the Orks will instead consolidate onto any objective marker within 3".

During the Players' Charge Phase: Bossy interventions

A Boss unit can use the Heroic Intervention stratagem for OCP, and will always do so if it would start a fight with the Boss unit's Preferred Enemy.

Default Behaviour: Dakka Ladz

A few rare Ork units are designed purely for ranged combat, and are referred to as Dakka Ladz.* They follow the guidance for Krumpers, with one exception: they will move the minimum amount necessary to get range and line of sight on their Preferred Enemy, unless they have Indirect Fire weapons, in which case, they'll move towards the nearest piece of concealing cover and fire upon their closest Preferred Enemy during the Shooting phase. They will not attempt to Charge. The following are classed as Dakka Ladz:

- Big Mek with Shokk Attack Gun
- Flash Gitz
- Gretchin
- Lootas
- Mek Gunz
- Tankbustas

The following Legends units are also Dakka Ladz:

- Big Gunz
- Grot Bomm Launcha
- Grot Mega-Tank
- Grot Tanks
- Kannonwagon
- Kill Tank
- Kill Krusha
- Skorchas
- Warbuggies
- Wartrakks

Orks might also refer to Dakka Ladz as Shooty Gitz, Wimpy Gitz, Boomgitz, Fundakkamentalists, or any number of other strange phrases.

Default Behaviour: Ork Aircraft strafing runs

When they arrive: Any Ork AIRCRAFT in reserve can arrive from the first Ork turn onwards. They are placed halfway along a random board edge with their base touching that board edge at the end of the Movement phase.

Ork aircraft in the Movement phase: Any Ork AIRCRAFT that were on the table *during the Command phase* will move in a straight line to a point halfway along another randomly determined board edge - roll a D3 to determine left/opposite/right board edge. If they move over any Player units during this strafing run, they will drop any bombs they are carrying on the most expensive applicable Player unit.

Ork aircraft in the Shooting phase: draw a line from the aircraft to its entry zone, and determine the Preferred Enemy closest to that line. The shortest distance from the line to the target counts as the range.

CAMPAIGNS & MISSIONS

Campaign length & structure (pick one option)

OPTION 1: THE THREE GAME MICRO-CAMPAIGN
This is the smallest length of campaign. First, play one Rokfall mission. If you lose, this triggers additional conditions in some Fulcrum missions. Next, play one Fulcrum mission. If you win that, play an Extermination mission. If you lose your Fulcrum mission, then play an Evacuation mission instead. You can choose to play whichever missions you like during each phase, possibly choosing according to which ones best suit your collection of Orks and/or terrain.

OPTION 2: THE FIXED-LENGTH CAMPAIGN
With this style of campaign, you decide up front to play as many Missions as you like in each invasion phase *(that's right, you can't lose a game and start shouting "best of 3! No wait, best of 5!")*. You must then try to win the majority of the missions you play in each invasion phase, so it's best to go for an odd number.

A **good default** would be 3 Rokfall missions, 3 Fulcrum missions, and then one Extermination/Evacuation mission. You could, however, play a campaign with 3 Rokfall missions, 5 Fulcrum missions, and 3 Extermination/Evacuation missions. Alternatively, you could play 9 Rokfall missions, and only one Mission in the other phases. It's entirely up to you!

OPTION 3: RAISE THE STAKES
This last option could go on for longer than expected because it adds the possibility for the Orks to come back from the brink of defeat. Play a fixed-length campaign as described above, but if you win the Fulcrum but then lose a majority of the subsequent Extermination missions, the Orks will recuperate and launch their own counter-offensive! The campaign reverts to the Fulcrum (phase 2) as if you had just won the Rokfall phase.

Other campaign options

MASSIVELY MULTIPLAYER CAMPAIGNS
If you have multiple teams of players, then having each team play at least one game during each Phase is a good way to immediately widen the scope of the emergent story.

SWITCHING PLAYER ARMIES OVER THE COURSE OF A CAMPAIGN
If you own multiple armies that might conceivably team up to take on the Orks, you could switch between those armies during each campaign phase, so as to give the impression of the defenders doing their best in the planet's various theatres of war, effectively giving you multiple subplots as you follow the fates of different field commanders and their detachments.

USING MISSIONS IN DIFFERENT CAMPAIGN PHASES
The missions presented in *Fury of da Beast* are designed for their specific campaign phase, but that doesn't mean they can't be used in other phases to represent similar tactical situations with different narrative contexts. You can play any mission in any campaign phase if it serves your purpose. Particularly obvious alternate uses of certain missions are provided in the campaign phase lists overleaf.

Campaign Phase 1: Rokfall

The opening phases of an Ork invasion are critical. Orbital defences and anti-air assets must all be protected so that they can cause maximal damage to the incoming Ork Roks - giant fortresses deployed from orbit - before they make planetfall.

If you lose the majority of missions during Rokfall, this will trigger the "Rokfall defeat condition" rules present in Fulcrum missions. [1] [2] [3]

Rokfall missions:
- Big Guns Mustn't Tire [alternative use: Fulcrum]
- Repel Boarders [alternative use: Fulcrum]

Campaign Phase 2: The Fulcrum

The most decisive engagements of the invasion are fought during the Fulcrum, where the defenders try desperately to keep the Orks from overwhelming them. Every inch of ground that can be denied the Orks is one painful step on the tenuous path to victory.

If you lose the majority of missions during the Fulcrum, then in Phase 3 you can only play missions from the Evacuation category. If you win, however, you embark on missions from the Extermination category as you go on the offensive.

Fulcrum missions:
- Breach Containment [alternative use: Rokfall]
- Cut off the Head [alternative use: Extermination]
- Hold the Line [alts: Rokfall or Evacuation]
- Resupply Run [alternative use: Evacuation]
- Sabotage [alternative use: Extermination]

Campaign Phase 3: Extermination/Evacuation

By now it is known if the defenders have failed to save their world, but what remains to be seen is what happens to them. Do they escape on the last shuttle as the Orks run rampant across the planet, or did their victories during the Fulcrum enable them to track down and slaughter the remaining greenskins?

If you won the majority of the Fulcrum missions you played, then proceed to Extermination missions. Otherwise, proceed to Evacuation missions.

Extermination missions

You held out against the Waaagh! Before more Orks can be drawn by the promise of loot and glorious battle, you must destroy them all. If you win the majority of the missions you play during this campaign phase, your planet is safe for now. Should you fail, then while the planet is largely yours, the war is doomed to grind on for years…
- Silence the Flak [alternative use: Fulcrum]
- The Hunt for *Red Orktober* [alt use: Fulcrum]

Evacuation missions

The defences are shattered, and the planet is doomed. All the remaining defenders can do is look to their own survival, or deliver one last defiant blow to the Orks. There is no longer a chance of victory, but these missions give you a chance to harm the greenskins, perhaps giving the next world a better chance. Perhaps your characters will even find a way to escape their deaths as this world burns.
- The Last Shuttle
- The Straggler [alternative use: Fulcrum]

"WAAAGH! Wot iz it good for?"

"Chopping up sum hoomies!"

A popular Orkish call and response chant. Other responses observed include: "Krumping all da beakies," "Smashing all da tin boyz," "Chomping all da bugeyez," "Pretty much everyfing," and, less popularly, "Forming da basis of an oppressive militry-industyral komplex dat exploits grot workerz to da detrimint of all."

Rokfall Mission: Big Guns Mustn't Tire

Ork ships are entering low orbit, and every shot fired by an orbital defence weapon is a chance at destroying Ork forces before they make planetfall. You are defending one such weapon, and must keep it firing even as the orks' vanguard rushes in at you from multiple directions.

Designer's note: what's the weapon?
For the uninitiated, an orbital defence weapon could be anything from a missile silo (think ballistic missile silo), or a giant gun turret the size of a building. Since most of us don't have a giant piece of terrain specifically designed to represent a defence laser silo (or similar) we'll just have to improvise; assuming you don't intend to build an awesome piece of bespoke terrain, you may find yourself defending anything from a Fronteris landing pad serving as a missile silo, a "turret" made out of a Pringles tube on a shoebox, or simply an objective marker cheerfully labelled 'GUN'.

1: MUSTER ARMIES

The players' combined force in this mission is worth no more than 1,000 points. The Orks have a 50% points advantage, so a Player army of 1,000 points will face 1,500 points of Orks split into three [Warbands](#).

2: MISSION OBJECTIVES

There is only one objective in this mission: a fortification in the centre of the table. It can be any size, according to whatever suitable terrain you have available, but it should be at least somewhat visible from the short board edges. It has a Toughness of 9, no Save, and 15 wounds. If it is destroyed, the Players lose. It has the VEHICLE and FORTIFICATION keywords and is a (large) objective marker.

3: CREATE THE BATTLEFIELD

The battlefield size for this mission is 60"x44". You can use a larger battlefield if desired, but anything bigger than 72"x48" (6'x4') will cause problems.

Place a terrain piece in the centre of the board as described in Step 2 above, then place the rest of the terrain. This is meant to be a secure, defensible position, so feel free to add perimeter fences and other fortifications around the middle, while leaving the edges of the table as an empty killing ground.
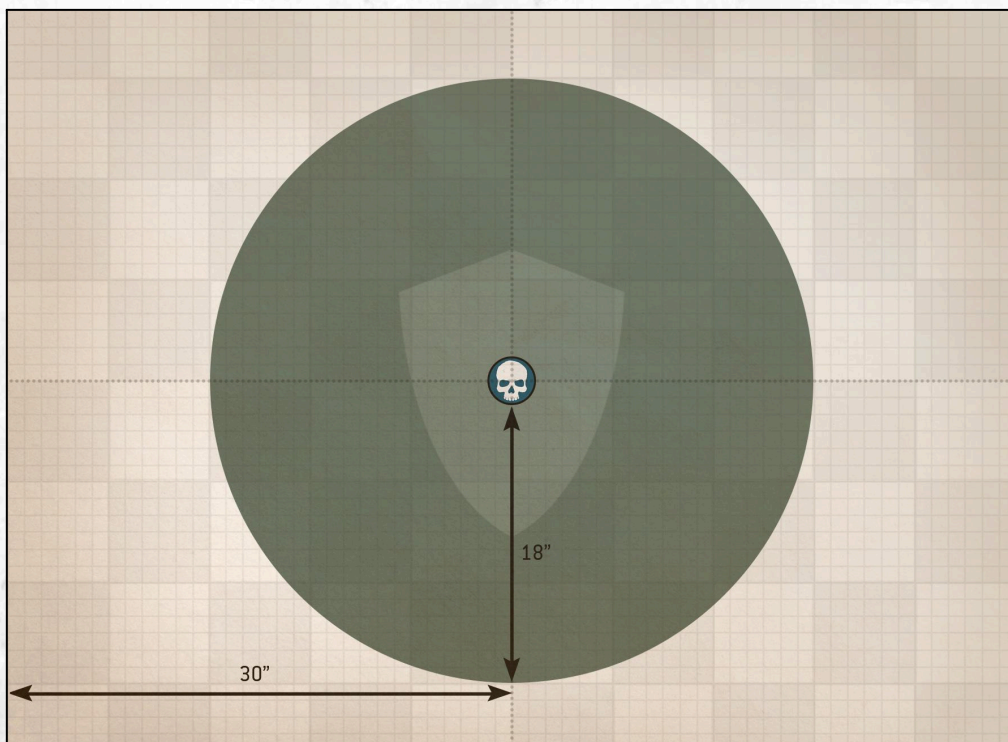
4: DETERMINE ATTACKER
The Orks are the Attackers in this mission.

5: DECLARE & DETERMINE BATTLE FORMATIONS
In the order stated below, you decide:
- Which of your Leader units will start the battle attached (you must specify which Leader unit is attached to which Bodyguard unit).
- Which of your units will start the battle embarked within Transport models (you must specify which units are embarked within which models).
- Which of your units will start the battle in Reserves (including Strategic Reserves). **The players can place as many units as they wish into Strategic Reserves**, representing the defenders sending urgent reinforcements to the site. In this mission, reserves may only ever enter from the long table edges.

Determine Warbands
The Ork army is divided into three Warbands in this mission, each worth 50% of the combined Player forces. If the Ork Warbands contain any DEEP STRIKE units, these deploy alongside their warbands. Any INFILTRATORS units are not assigned to Warbands, and will deploy independently.

6: DEPLOY ARMIES
First, the Players' army is deployed in its entirety. Next, any Ork INFILTRATORS units are deployed as close to their Preferred Enemy as possible. The rest of the Ork army is not deployed; see Step 9 for more information.

7: DETERMINE FIRST TURN
The Orks get the first turn in this mission.

Designer's note: are the Orks charging us in turn one?!
If you deploy aggressively, then possibly yes! Just because you're allowed to deploy up to 18" away from the centrefield doesn't mean it's always the right move.

8: RESOLVE PRE-BATTLE RULES
Resolve any pre-battle rules your army has, after which the Orks' pre-battle rules (if any) are resolved.

9: BEGIN THE BATTLE
The first battle round begins with the Orks' opening turn. Continue to resolve battle rounds until the battle ends.

In the move units step of the Orks' first Movement phase, use a dice to pick one of the Ork Warbands, then roll again to determine which table corner it arrives from. Move that Warband's Boss (or his transport) on from that corner, such that the unit's models are placed wholly within a number of inches equal to their Movement (remembering that Movement can be modified by an Advance roll if they meet the criteria to advance in the default behaviour section). With the Boss down, deploy the rest of his Warband in the same manner, starting with the most expensive units and working your way down.

Repeat this process until all three Warbands have been randomly assigned a table corner, re-rolling any duplicates. You should therefore finish with a Warband in three different corners.

Da Plan
The objective counts as a Player unit so far as rules around Preferred Enemies are concerned. If it is not destroyed at the start of the Orks' fourth turn, then any Ork units that can wound it on a 5+ or better will attempt to shoot/charge it if they are able to do so, even if their Preferred Enemy is closer.

10: END THE BATTLE
The battle ends when the objective is destroyed, or once the fifth battle round has ended (whichever comes first).

11: DETERMINE VICTOR
If the objective is destroyed, it is a win for the Orks. If not, then the Players are victorious.

Rokfall Mission: Repel Boarders

In the early stages of an invasion, Ork invaders will always seek to disable orbital facilities and fleet assets. If you can save some of these vessels, it will surely pay dividends later.

THIS IS A MODIFIED VERSION OF THE BOARDING ACTION MISSION *ACCESS JUNCTION PRIMUS*, AS PROVIDED IN PAGE 42 OF THE BOARDING ACTIONS SUPPLEMENT. YOU WILL NEED A COPY OF THAT SUPPLEMENT AND TERRAIN TO PLAY THIS MISSION.

Designer's note
I expect only a minority of people have their own copy of the Boarding Action rules and terrain. I did consider avoiding boarding actions entirely, but ultimately it was too cool a concept to ignore, and simply too perfect for the Rokfall phase of a campaign.

1: MUSTER BOARDING PATROL
The Players can select up to 500 points' worth of troops, following the rules presented in the *Boarding Actions* supplement.

The Orks are not formed into Warbands in this mission. Instead, select up to 625 points' worth of Orks (i.e. +25%). You may use up to two of each of the following units, or up to four if that unit has the BATTLELINE keyword:

- INFANTRY CHARACTERS
  (duplicates are not allowed;
  only 1 WARBOSS may be used).

- BOYZ units (10 models)
- SNAGGA BOYZ (10 models)

- BURNA BOYZ (5 models)
- FLASH GITZ (5 models)
- KOMMANDOS (10 models)
- MEGANOBZ (2 or 3 models)
- NOBZ (5 models)
- STORMBOYZ (5 models)

The most expensive ORKS INFANTRY CHARACTER is the **Kaptin** of the Orks' boarding party, and gains the **Feel No Pain 5+** ability.

2: MISSION OBJECTIVES
The Players are seeking to gain control of all four objective markers to prevent the Orks spreading out and gaining access to the wider ship/station/building/facility.

3: CREATE THE BATTLEFIELD
But for the Entry Zones, the mission map is almost entirely the same as *Access Junction Primus*.

4: DETERMINE ATTACKER
The Orks are the Attacker in this scenario; you are the Defender.

5: FORM BOARDING SQUADS
Any Ork unit containing 10 models is split into two units of 5. The Orks do not form Warbands in this Mission; each unit will function as its own Boss.
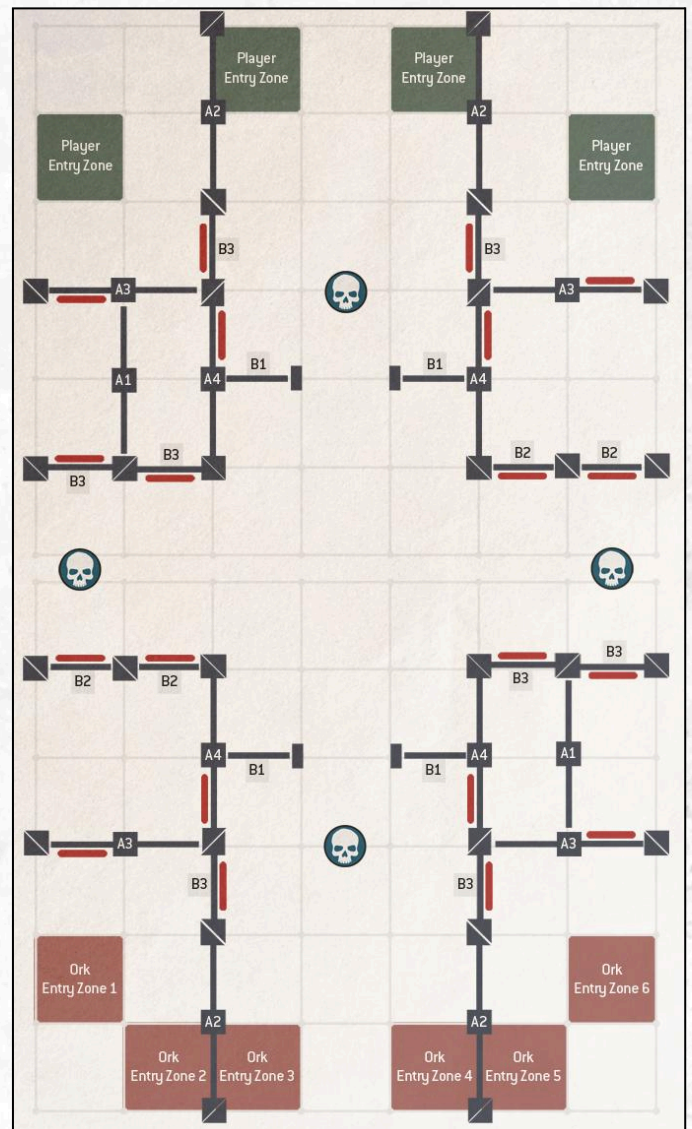
6: DEPLOY ARMIES

Roll a D6 for the most expensive Ork unit, and place it in the corresponding Ork Entry Zone. The Players then place any one of their units in one of the Player Entry Zones. Repeat this process, working your way down to progressively cheaper Ork units and re-rolling any Ork Entry Zones that already have a unit in them, until all the Entry Zones have been filled and/or the Boarding Patrols have been fully deployed.

7: DETERMINE FIRST TURN

The Orks get the first turn in this scenario.

8: RESOLVE PRE-BATTLE RULES

Resolve any pre-battle rules your army has, after which the Orks' pre-battle rules (if any) are resolved.

9: BEGIN THE BATTLE

The first battle round begins. Continue to resolve battle rounds until the battle ends. Additionally, use the following rules:

ORK RESERVES

During the reinforcements step of the Ork Movement phase, select the most expensive Ork unit in reserve, and place it in a randomly determined unoccupied Ork Entry Zone. If no such zone is available, that unit remains in Strategic Reserves.

ORK REINFORCEMENTS

At the **end** of the reinforcements step of the Ork Movement phase, roll a D6 for each ORKS unit that has been destroyed and is not a CHARACTER.

On a 6+, place that unit in a randomly determined unoccupied Ork Entry Zone. If no such zone is available, that unit is destroyed.

BOYZ and BEAST SNAGGA BOYZ instead pass this roll on a 5+.

ORKS AND HATCHWAYS

Orks never try to prevent you opening a hatchway. They operate Hatchways as normal, and will always open them at the first opportunity.

IN-GAME BEHAVIOURS AND BONUSES FOR ORKS IN BOARDING ACTIONS

Certain Ork units gain benefits when playing a *Fury of da Beast* boarding action:

- **Knock knock, hurr hurr hurr.** Units with the WARBOSS or MEK keywords, and any model armed with a Killsaw, can make a Normal Move through closed hatchways as if they were open. If they do so, that hatchway may not be closed for the rest of the battle.
- **Do da burny dance.** BURNA BOYZ units always count as having set Overwatch.
- **Void Waaagh!** So long as the Kaptin of the Orks' boarding party is on the board, roll a dice at the end of any Ork command phase in which the Waaagh! has not been called. On a 5+, the Kaptin calls a Void Waaagh! and all Orks within 12" of him gain +1S and +1A to all Melee weapons.

10: END THE BATTLE

The game ends when Players are wiped out, or concede defeat, or at the end of Battle Round 6, or at the end of any turn in which the Players are in control of all four objectives.

11: DETERMINE VICTOR

To earn a victory, the Players must have control of all four objectives at the end of any one turn.

Fulcrum Mission: Breach Containment

The Orks have crushed all resistance in a section of the front line. Your troops are the first at the scene, and must retake and then hold the perimeter.

1: MUSTER ARMIES

You may deploy any size of army you like for this mission, but it's suggested the Player forces have a combined total of at *least* 1000 points. The Orks have three [Warbands](#), each one the size of half the Player forces (so a combined Player force of 2,000 points will face 3,000 points of Orks split into three Warbands, each worth 1,000 points).

2: MISSION OBJECTIVES

At the end of the fifth Battle Round, there must be no ork units in the Players' half of the battlefield, and the Players must control all three objectives, demonstrating that you have thwarted the Orks' breakthrough attempt. Details of how to control objective markers can be found on page 58 of the Warhammer 40,000 rules.
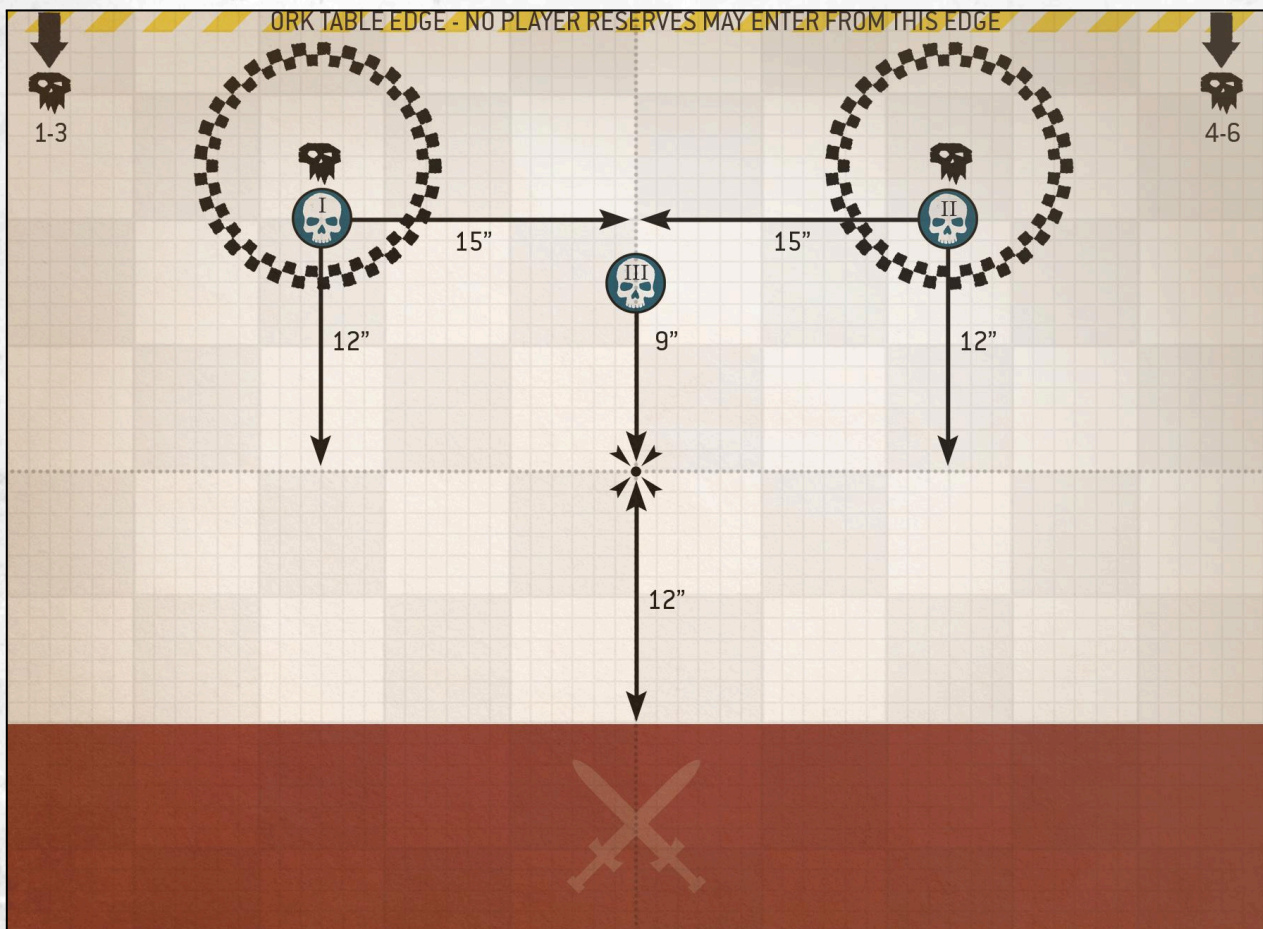
3: CREATE THE BATTLEFIELD

The minimum battlefield size for this mission is 60"x44". It will work just as well on a 6'x4' battlefield.

Place three objective markers as shown on the map below, then place some scenery. Anything that makes it look like a fortified front line is ideal; bunkers and barricades are perfect, as are fortified ruins.

4: DETERMINE ATTACKER

You are the Attacker in this mission; the Orks are the Defender.

5: DECLARE & DETERMINE BATTLE FORMATIONS

In the order stated below, you decide:

- Which of your Leader units will start the battle attached (you must specify which Leader unit is attached to which Bodyguard unit).
- Which of your units will start the battle embarked within Transport models (you must specify which units are embarked within which models).
- Which of your units will start the battle in Reserves (including Strategic Reserves).

Determine Warbands

The Ork army is divided into three Warbands in this mission, each worth 50% of the combined Player forces.

6: DEPLOY ARMIES

First, the Players' army is deployed, excepting any INFILTRATORS. Next, randomly select two of the Bosses to deploy immediately on or (if that's not possible) behind objectives 1 and 2, then deploy their Warbands with them as normal. The Players now deploy their INFILTRATORS.

7: DETERMINE FIRST TURN

The Orks get the first turn in this mission.

8: RESOLVE PRE-BATTLE RULES

Resolve any pre-battle rules your army has, after which the Orks' pre-battle rules (if any) are resolved.

9: BEGIN THE BATTLE

The first battle round begins. Continue to resolve battle rounds until the battle ends.

- **You're late!** At the end of the Orks' second Movement phase, the third Warband's Warboss is placed in one of the Orks' board corners. Roll a D6 and place the Boss on the Orks' table edge, 28" away from the midpoint of the edge, as illustrated on the map. The rest of their Warband is then placed around them.
- **Rokfall defeat condition:** if the Players lost the Rokfall phase of the invasion campaign, other breaches might appear in the line. When rolling the dice to determine the entry corner of the reserve Warband, a 1-2 is the orks' left board edge corner, 3-4 is their right board edge corner, 5 is the midpoint of the left short edge, and 6 is the midpoint of the right short edge.
- **That's Ork country, sah!** You may not bring any Player forces in from reserve from the Orks' table edge.

10: END THE BATTLE

The battle ends when your army has been wiped out, or once the fifth battle round has ended (whichever comes first).

11: DETERMINE VICTOR

If you control all three objectives at the end of the game, and there are no Ork units in your half of the battlefield, you are victorious. Any other result is a win for the Orks.

Fulcrum Mission: Cut off the Head

The ork warlord leading the invasion has been identified, and his movements successfully tracked back to his current camp. If he can be killed, it may instigate infighting among the Orks. With your own forces stretched to the limit, only a few troops can be sent to try and eliminate the warlord. They must use stealth and surprise instead of raw power if they are to complete their mission and escape. This is no suicide mission: you cannot afford to waste troops, and for this mission to be a success, enough of your soldiers must return to the line after the creature is slain.

1: MUSTER ARMIES

The Player forces have a combined total of up to 1000 points. The Orks will have:

- One Warband worth half the combined Player forces.
- A pool of reserve units worth the Players' combined points total.

Infiltration force

In this mission, every unit in your army must have one of the following keywords: INFANTRY, INFILTRATORS. You can also select units with the Deep Strike ability, so long as they are not AIRCRAFT (the sound of their approach would trigger the Orks' alarm prematurely and attract swarms of Ork aircraft).

Boss of my Boss, da Biggest, da Best, da Warlord

The Warband must contain a WARBOSS unit. This WARBOSS unit is the Orks' Warlord, and gains the following enhancement, *unless* they are using Ghazghkull Thraka's datasheet:

Tough as old boots: this model and its unit confer -1 to Wound rolls against them, and have the Feel No Pain (5+) ability.
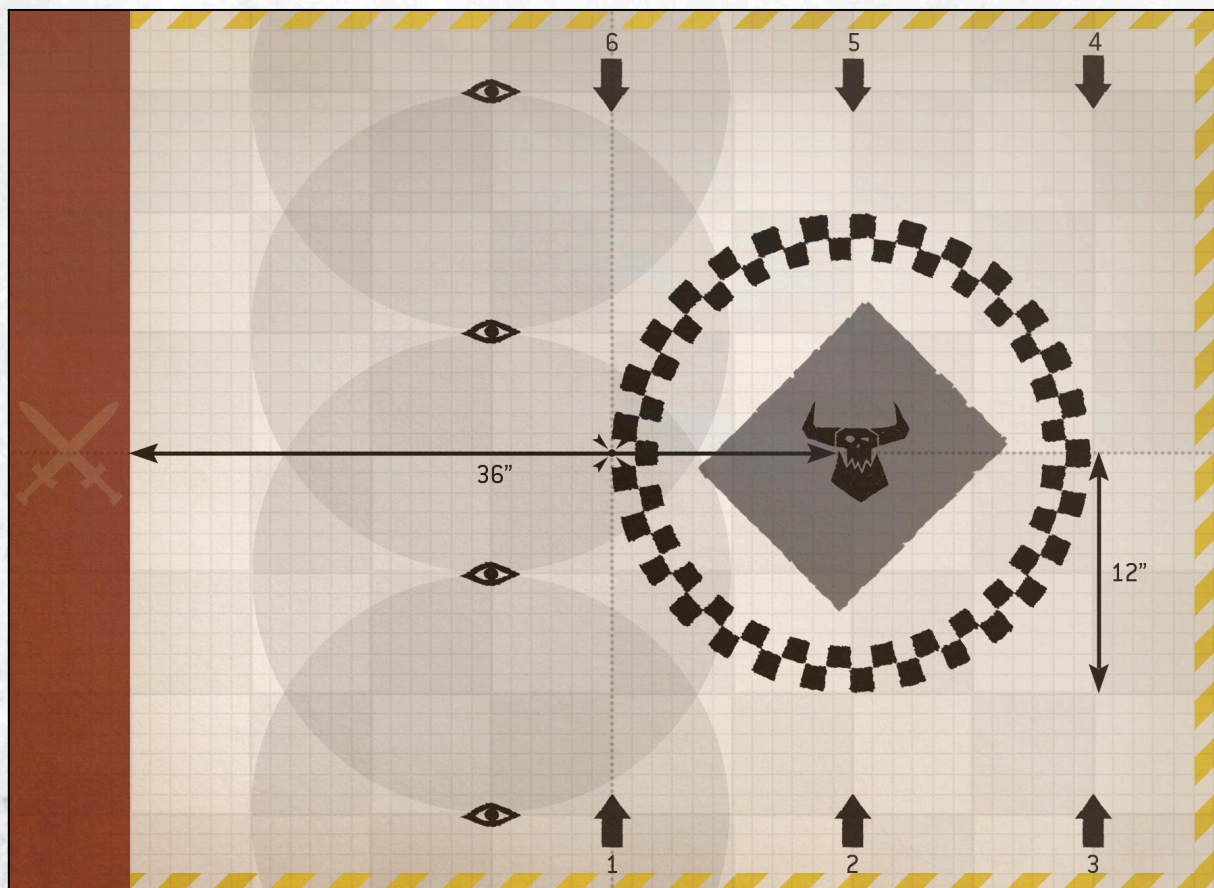
2: MISSION OBJECTIVES

The Boss of the Warband that is deployed at the start of the battle is the Warlord. The Players must slay the Warlord and must then get as many of their own troops safely back to their own deployment zone or off their own table edge as possible.

3: CREATE THE BATTLEFIELD

The minimum battlefield size for this mission is 60"x44". It will work just as well on a 6'x4' battlefield. Place a building 36" from the Players' table edge; this is the Warlord's dwelling. The rest of the terrain should be fairly dense if possible, representing the Ork encampment, or perhaps simply the area they are currently sleeping in.

4: DETERMINE ATTACKER

You are the Attacker in this mission; the Orks are the Defender.

5: DECLARE & DETERMINE BATTLE FORMATIONS

In the order stated below, you decide:

- Which of your Leader units will start the battle attached (you must specify which Leader unit is attached to which Bodyguard unit).
- Which of your units will start the battle embarked within Transport models (you must specify which units are embarked within which models).
- Which of your units will start the battle in Reserves (including Strategic Reserves).

Determine Warbands

The Ork army is divided into one Warband worth 50% of the combined Player forces, and a pool of reserve units worth 100% of the combined Player forces. The WARBOSS leading the Warband is the Orks' Warlord and has the Tough As Old Boots enhancement described in section 1.

6: DEPLOY ARMIES

First, the Players' army is deployed, excepting any INFILTRATORS. Next, deploy the Ork Warlord's unit in the Boss Hut shown on the map. Deploy the rest of the Warlord's Warband in or around neighbouring terrain pieces within 12". The Players now deploy their INFILTRATORS.

7: DETERMINE FIRST TURN

The Players get the first turn in this mission.

8: RESOLVE PRE-BATTLE RULES

Resolve any pre-battle rules your army has, after which the Orks' pre-battle rules (if any) are resolved.

9: BEGIN THE BATTLE

The first battle round begins. Continue to resolve battle rounds until the battle ends.

A carefully timed approach: Be it darkness, fog, a sandstorm, or some other phenomenon, your assassination force is approaching under its cover, but this sword cuts both ways: no model can see further than 12" in this Mission.

Boozes and snoozes: The Ork Warlord's Warband is sleeping after a long night of celebrating beating up some of your mates. Neither they, nor the Ork reinforcements, will move or shoot in any way until the alarm is raised, although if they are in engagement range of a Player unit during the Fight phase, they must be selected to fight when eligible to do so.

Grot lookouts place 5 Gretchin models (or failing that, Ork Boyz) as shown on the map. If a lookout is successfully charged, it is destroyed. Once the alarm has been raised, remove any remaining lookouts.

Rokfall defeat condition: the Orks' reserve unit pool is 110% the size of the combined Player forces.

ALAAAARM! During the **Ork Command phase**, if *any* of the conditions below are met, the alarm is raised.

- Any lookout is within 12" and line of sight of a Player unit.
- The Players have used a ranged weapon at any point in the game.
- An Ork unit is in engagement range of a Player unit.
- The Players have deployed a unit via Deep Strike.
- A Player unit moved faster than the basic Movement value for their faction at any point in the game (i.e. 6" for most factions).
- The Ork Warlord has been slain (he'll never go quietly).

When the alarm has been raised, the Orks will then proceed with their turn as normal. At the end of the Ork Movement phase, roll a D6 for each Ork unit in reserve. On a 4+ that unit arrives from reserve and will function as its own Boss. Place it on a randomly determined reinforcement point, as close as possible to that point but not within 9" of any Player units. In the turn after the alarm was raised, any Ork units still in reserve will arrive, and the Orks will declare a Waaagh!

That's Ork country, sah! You may not bring any Player forces in from reserve from any table edge other than your own.

Homing signal confirmed: Player units arriving via deep strike can do so anywhere on the table so long as they are within 3" of a Player unit when doing so, and are not in engagement range of any Ork units. Player units utilising homing signals in this manner may declare a Charge on the turn they arrive from reserves.

No easy escape: When your units trigger any rule that would normally allow that unit to leave the table and enter Reserve, they may instead make a normal move. *Note: this prevents auto-winning the mission in certain circumstances, while still giving those rules a benefit.*

10: END THE BATTLE

The battle ends when your army has been wiped out, or once the Ork Warlord is slain and you have evacuated your surviving units off your own board edge, or after 7 battle rounds (whichever comes first).

11: DETERMINE VICTOR

If the Ork Warlord is dead, you *might* have won. Add up the points cost of every Player unit that was destroyed. If that total is over half combined points value of your original forces, you have suffered unacceptable losses. If however you still have at least half your army intact, and the Ork Warlord has been destroyed, you are victorious.

Fulcrum Mission: Hold the Line

Orks are massing on a weak point in your lines. Prepare your defences as best you can, and steady yourselves, for their numbers may prove overwhelming.

1: MUSTER ARMIES

You may deploy any size of army you like for this scenario, but it's suggested the Player forces have a combined total of at *least* 1000 points. The Orks have three Warbands, each one the size of half the Player forces (so a combined Player force of 2,000 points will face 3,000 points of Orks split into three Warbands, each worth 1,000 points).

2: MISSION OBJECTIVES

The Players are trying to conserve their presence in their deployment zone, while keeping the Orks out of it.

Whichever side has the most Objective Control (OC) in the Defender's deployment zone at the end of battle round 5 is the victor. Remember that models ~~embarked~~ cowering in transports do not count towards this total.

3: CREATE THE BATTLEFIELD

The minimum battlefield size for this mission is 60"x44". It will work just as well on a 6'x4' battlefield.
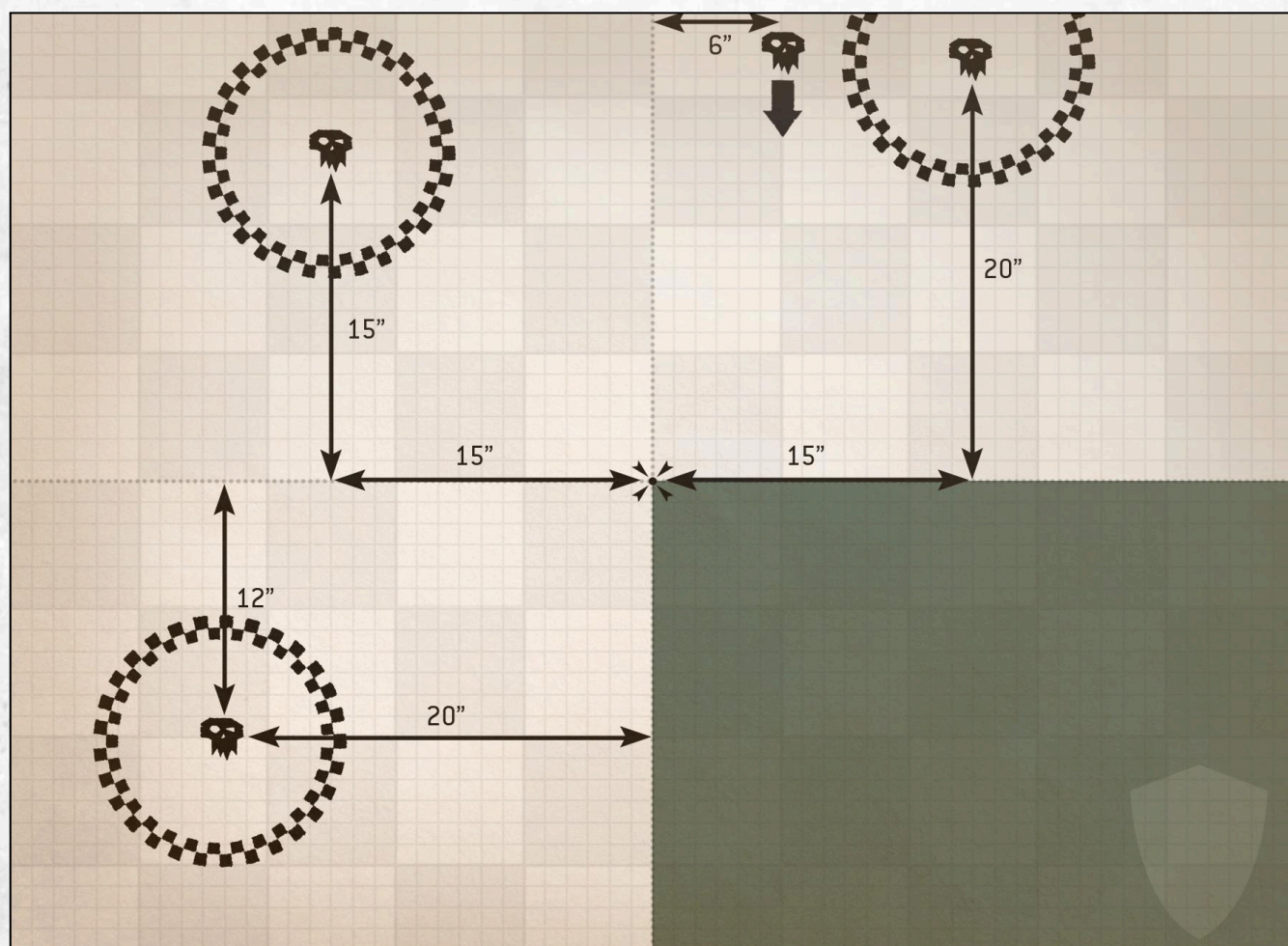
Now to add scenery. It is thematic, but not essential, for you to add barricades, trenches, and other defensive terrain in the Players' deployment zone. The rest of the battlefield would ideally lie in ruins, but still block some lines of sight and provide cover for the approaching Orks - this is a weak point after all, not a carefully arranged kill zone!

If you need to move the Warband deployment zones to adjust for a satisfying terrain layout then go for it, just keep the [Second Most Important Rule](#) in mind when you do so.

4: DETERMINE ATTACKER
You are the Defender in this scenario; the Orks are the Attacker.

5: DECLARE & DETERMINE BATTLE FORMATIONS
In the order stated below, you decide:
- Which of your Leader units will start the battle attached (you must specify which Leader unit is attached to which Bodyguard unit).
- Which of your units will start the battle embarked within Transport models (you must specify which units are embarked within which models).
- Which of your units will start the battle in Reserves (including Strategic Reserves).

Determine Warbands
The Ork army is divided into three [Warbands](#) in this mission, each worth 50% of the combined Player forces.

6: DEPLOY ARMIES
First, the Players' army is deployed, excepting any INFILTRATORS. Next, randomly determine which Boss is assigned to each Boss starting location, and deploy the rest of their Warband around them as normal. Next, the Players deploy their INFILTRATORS.

7: DETERMINE FIRST TURN
The Players get the first turn in this mission.

8: RESOLVE PRE-BATTLE RULES
Resolve any pre-battle rules your army has, after which the Orks' pre-battle rules (if any) are resolved.

9: BEGIN THE BATTLE
The first battle round begins. Continue to resolve battle rounds until the battle ends.

Rokfall defeat condition
If the Players lost the Rokfall phase of the invasion campaign, Ork units with DEEP STRIKE and INFILTRATORS abilities are not deployed with their Warbands, but instead act as their own Bosses and deploy using these abilities. Ork INFILTRATORS are set up after any Player INFILTRATORS have done so.

Come back and have anuvver go
During the Command phase of the Orks' second turn, any Ork unit that fails a Battleshock test is destroyed unless it is an occupied TRANSPORT.

Then, during the reinforcements step of the Orks' second Movement phase, take every destroyed Ork unit, form it into one big Warband (retaining the most expensive WARBOSS unit eligible to join one of these reinforcing units and discarding any surplus WARBOSS units) and deploy it wholly within 12" of the reinforcement point on the map, or as close as possible if you're struggling to fit them, and wholly within 12" of that board edge.

Linebreakaz
In the Movement phase during this mission, Ork units will ignore Player units outside the Players' deployment zone. In the Shooting/Charge phases, Ork units will only target/charge Player units outside the deployment zone if they have no other eligible targets.

10: END THE BATTLE
The battle ends when one side has been wiped out, or once the fifth battle round has ended (whichever comes first).

11: DETERMINE VICTOR
Whichever side has the most OC in the Defender's deployment zone at the end of battle round 5 is the victor.

Fulcrum Mission: Resupply Run

Your comrades are holding a vital location, but supply lines have been cut. Their ammunition, rations and medical equipment are running out, and you are their last hope.

1: MUSTER ARMIES

You may deploy any size of army you like for this scenario, but Player forces with a combined total of around 1000 points is recommended. **In addition, the Players' army gains up to 3 supply trucks for free**, as detailed later in the mission briefing. The Orks will be split into 4 Warbands, each worth 50% of the Players' combined total (so a combined Player force of 1,000 points will face 2,000 points of Orks split into 4 Warbands, each worth 500 points).

2: MISSION OBJECTIVES

If a majority of the supply trucks escape off the long board edge indicated in the mission map by the end of the Players' sixth Movement phase, the Players win. Any other result is a defeat. If you are using just two trucks, then both must survive. Trucks count as objectives for all rules purposes.

3: CREATE THE BATTLEFIELD

The minimum battlefield size for this mission is 60"x44". It will work just as well on a 6'x4' battlefield. Anything larger will be redundant.

CONVOY ESCAPES ON THIS BOARD EDGE
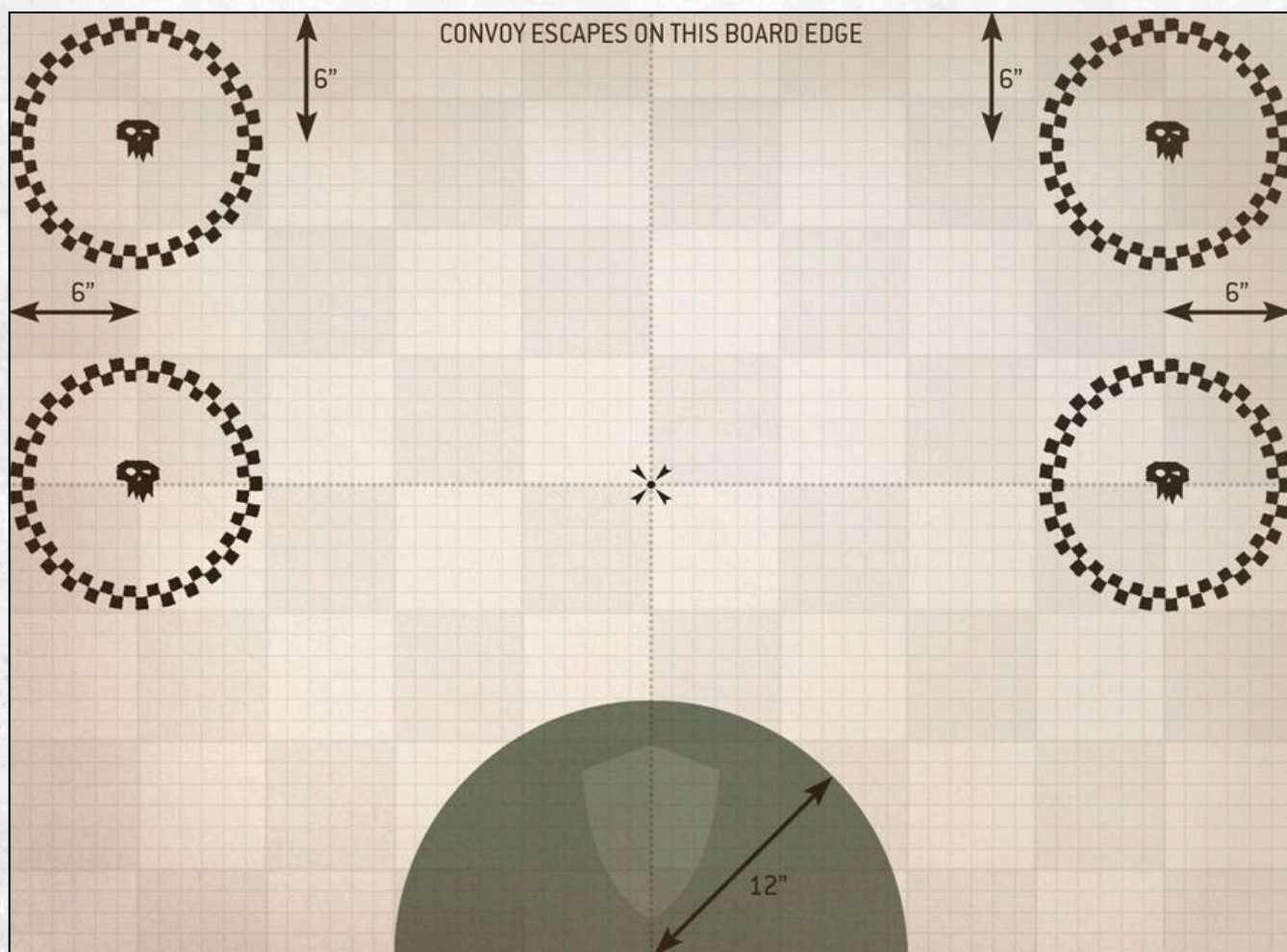
Now to add scenery. There should be a reasonably clear line down the centre of the battlefield, from one long edge to the other. If you have a road, that'll be visually perfect, but not essential. The rest of the battlefield should offer a good deal of cover for the approaching Orks if possible, since this mission represents their best opportunity to attack the convoy.

If you need to move the Ork deployment zones to adjust for a satisfying terrain layout then go for it, just keep the Second Most Important Rule in mind when you do so.

4: DETERMINE ATTACKER
The Orks are the Attacker in this scenario; you are the Defender.

5: DECLARE & DETERMINE BATTLE FORMATIONS
In the order stated below, you decide:
- Which of your Leader units will start the battle attached (you must specify which Leader unit is attached to which Bodyguard unit).
- Which of your units will start the battle embarked within Transport models (you must specify which units are embarked within which models).
- Which of your units will start the battle in Reserves (including Strategic Reserves).

It's an ambush
If any Ork Warbands contain any DEEP STRIKE or INFILTRATORS units, these units are removed from their Warbands and deploy independently, functioning as their own Boss. The INFILTRATORS are deployed in step 6

DEEP STRIKE units are placed in reserve, and will **arrive in turn 1**, landing as close as possible to their Preferred Enemies in Melee, ideally while also maintaining the ability to shoot their guns' Preferred Enemy.

6: DEPLOY ARMIES
1. Place a supply convoy consisting of three terrestrial transport vehicles anywhere within the attacker's deployment zone. The transports' rules are provided in section 9 of the mission briefing.
2. Deploy the Players' army, excepting any INFILTRATORS.
3. Randomly assign a Warband to each Ork deployment zone.
4. Deploy they Players' INFILTRATORS.
5. Deploy any Ork INFILTRATORS units as close to their Preferred Prey as possible.

7: DETERMINE FIRST TURN
The Players get the first turn in this scenario.

8: RESOLVE PRE-BATTLE RULES
Resolve any pre-battle rules your army has, after which the Orks' pre-battle rules (if any) are resolved.

9: BEGIN THE BATTLE
The first battle round begins. Continue to resolve battle rounds until the battle ends.
- **Rokfall defeat condition:** if the Players lost the Rokfall phase of the invasion campaign, the Orks feel that much more confident about their ambush, and will call a Waaagh! in both turns 2 and 3.

SUPPLY TRUCK

	M	T	SV	W	LD	OC
	10"	9	4+	10	8+	0

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Wheels and gumption	Melee	3	4+	6	0	1

ABILITIES & KEYWORDS

CORE: Deadly Demise D3   KEYWORDS: VEHICLE

SUPPLY TRUCKS

The supply trucks function as free units for your army, but do not share your army's faction keyword, meaning they can only benefit from universal stratagems. In this mission they count as objectives for rules purposes (so for example the Orks will approach them if there are no targets within 24").

Nikk da trukk! NIKK DA TRUKK!!

The Orks will not attack the supply trucks. However, Ork INFANTRY or MOUNTED units will treat them as their Preferred Enemy during the Charge phase, and will always attempt to charge at least one other Player unit in addition to the truck if possible.

At the end of the Ork Fight phase, if there are any Ork INFANTRY or MOUNTED units with a Save of 4+ or worse within engagement range of a supply truck, then the cheapest eligible unit removes one of its own models from play and commandeers the supply truck. It now counts as an Ork unit for all rules purposes.

In the subsequent Ork turn, this truck will then make an advance move towards the nearest short board edge. If the truck touches a short board edge, it is removed from play.

Grot riggers

In this mission, Gretchin count as Krumpers rather than Dakka Ladz when it comes to approaching supply trucks, meaning they will attempt to charge them. Gretchin are very short, so if they take over a truck, remove two from the unit so that one can steer, and the other can operate the pedals.

Reclaiming stolen trucks

At the end of any phase in the Players' turn, any Player unit within 3" of a stolen truck may remove one model from that Player unit so that you can crew the truck, at which point it reverts to your control.

Escaping the battlefield

The trucks can drive off the long board edge opposite their starting location, as indicated on the map. They can do so using a normal move, an advance, or even a consolidation move that results in the truck touching the board edge.

What should I use for the logistics vehicles?
We don't all have supply trucks sitting around in our miniatures collection (I certainly don't). Worst case scenario you can use tokens or even 3.5"x5" cardboard cutouts. Any transport with a capacity of 10-15 is probably perfect. Personally, I used three chimera APCs. Frankly, a motley trio of any three random non-aerial transports is perfect for the sort of improvised gambit this mission represents.

10: END THE BATTLE

The battle ends when the supply trucks have all been removed from play, or once the **SIXTH** battle round has ended (whichever comes first).

11: DETERMINE VICTOR

If a majority of the supply trucks escape the table while under your control, you are victorious.

Fulcrum Mission: Sabotage

Some of your forces have punched deep behind enemy lines with orders to attack Ork fuel and ammunition supplies. If successful, they could blunt the Ork assaults battering the front line. Be warned: your forces must strike quickly, before the Orks can gather in overwhelming numbers.

1: MUSTER ARMIES
The Players' force can be up to 1000 points in this mission. The Orks are not split into Warbands in this mission; each Ork unit will function as its own Boss. The Orks have double the points of the Players' combined strength.

2: MISSION OBJECTIVES
The Players must destroy all of the Orks' supplies, represented by six objective markers. Details of how to control objective markers can be found on page 58 of the Warhammer 40,000 rules.

3: CREATE THE BATTLEFIELD
The minimum battlefield size for this mission is 60"x44". It will work just as well on a 6'x4' battlefield. Place six objective markers as shown on the map below to represent the Orks' supplies. Fuel dumps and supply crates are perfect for this. Next, place the rest of the terrain. This is Ork-held territory, so if you're lucky enough to have any Ork terrain, this is the time to use all of it.

Finally, place a numbered counter for each of the Reinforcement Points shown on the map.

4: DETERMINE ATTACKER
You are the Attacker in this mission; the Orks are the Defender.
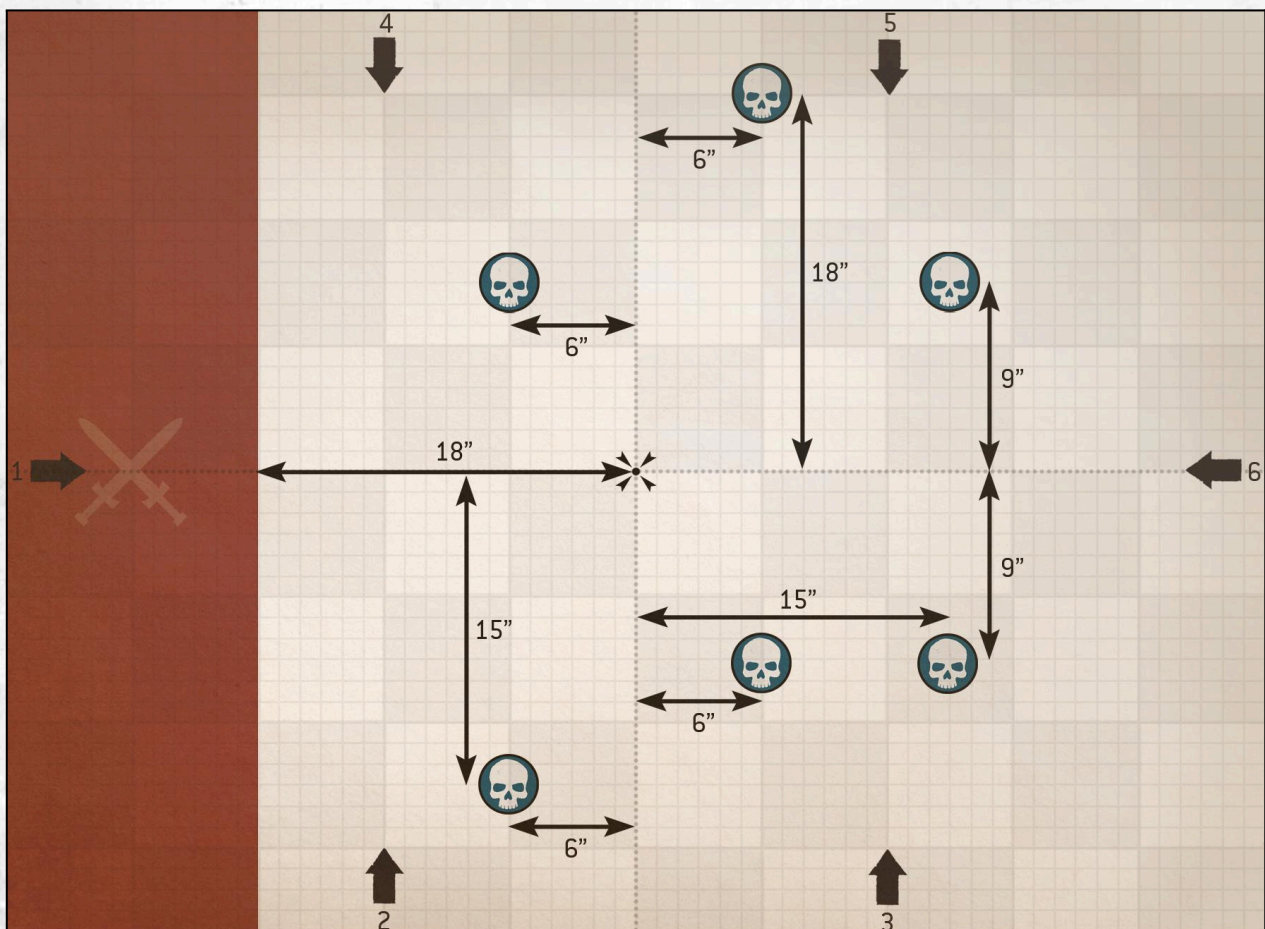
5: DECLARE & DETERMINE BATTLE FORMATIONS

In the order stated below, you decide:

- Which of your Leader units will start the battle attached (you must specify which Leader unit is attached to which Bodyguard unit).
- Which of your units will start the battle embarked within Transport models (you must specify which units are embarked within which models).
- Which of your units will start the battle in Reserves (including Strategic Reserves).

Next, assign Ork leader units as desired. **Do not** assign Ork units to transports yet.

6: DEPLOY ARMIES

The Players' army is deployed, excepting any INFILTRATORS.

Next, roll a D6 for every Ork unit. On a 5+, that unit is deployed as close as possible to a randomly determined objective marker; otherwise, it is placed in reserve. (Designer's commentary: this could result in unoccupied transport vehicles being deployed; this is intentional, and represents vehicles currently undergoing repair, refuelling, or picking up supplies.)

The Players now deploy their INFILTRATORS.

Finally, if there are any ORK TRANSPORT units in reserve, embark units in them, following the rules for filling transports given in the Warbands section.

7: DETERMINE FIRST TURN

The Players get the first turn in this mission.

8: RESOLVE PRE-BATTLE RULES

Resolve any pre-battle rules your army has, after which the Orks' pre-battle rules (if any) are resolved.

9: BEGIN THE BATTLE

The first battle round begins. Continue to resolve battle rounds until the battle ends.

- **We's under attack!** At the end of each of the Orks' Movement phases, roll a D6 for each Ork unit in

reserve (not including embarked units - just roll for their transport). On a 5+, that unit arrives from reserve. Roll again to see which reinforcement point they arrive from, and place them as close as possible at that point, at least 9" away from any Player units.

- **Rokfall defeat condition:** if the Players lost the Rokfall phase of the invasion campaign, Ork units in reserve arrive on a 4+ instead of a 5+.
- **Charges set:** A Player unit can set charges on any objective they control during the Command phase. Place a marker on that objective to indicate the charges have been placed.
  - If the Orks control the objective during their Command phase, remove this marker.
  - You can also set charges at the end of the Players' 5th turn.
  - You can detonate the charges under the following circumstances:
    - At the end of any phase.
    - After one of your units has been selected as a target.
    - After an Ork unit has moved or been set up on the table.
  - **Detonation:** When the charges on an objective are detonated, every unit within 6" of the objective marker suffers D6 mortal wounds. The objective, and any terrain piece representing it, is then removed.

10: END THE BATTLE

The battle ends when your army has been wiped out, or once the fifth battle round has ended (whichever comes first).

11: DETERMINE VICTOR

If you destroyed all six objectives, you are victorious. Any other result is a win for the Orks.

Extermination Mission: Silence the Flak

The Orks' final bastion is all that stands between you and total victory, but it is well defended from aerial attack. Your remaining troops must fight their way in and neutralise the AA batteries to make way for the bombers. Even if you can sweep the gatehouse of its garrison, the fort is full of orks. Reinforcements are sure to come flooding in.

1: MUSTER ARMIES

You may deploy any size of army you like for this mission, but it's suggested the Player forces have a combined total of 2000 points. The Orks have two Warbands, each worth 50% of the Players' combined total.

2: MISSION OBJECTIVES

There are four AA gun emplacements on the battlefield. The players must destroy all four to win - see Step 9.

3: CREATE THE BATTLEFIELD

The ideal battlefield size for this mission is 60"x44". It will work just as well on a 6'x4' battlefield - just enlarge the Players' deployment zone by 12".

You can build the Orks' fort however you like, but the key requirement is to place two L-shaped ruins as shown on the map to form a rudimentary gatehouse. The *Kill Team: Octarius* terrain sets are perfect for this. The AA guns can just be objective markers if necessary. Two of the AA guns should be placed prominently on the walls such that they are visible to the Players' deployment zone. The other two are behind the Ls, and therefore cannot be seen from the Players' side of the battlefield at all, making it necessary to breach the walls with infantry units.

The other key thing is to keep the areas near the reinforcement arrows clear enough for fresh Ork units to rush in.
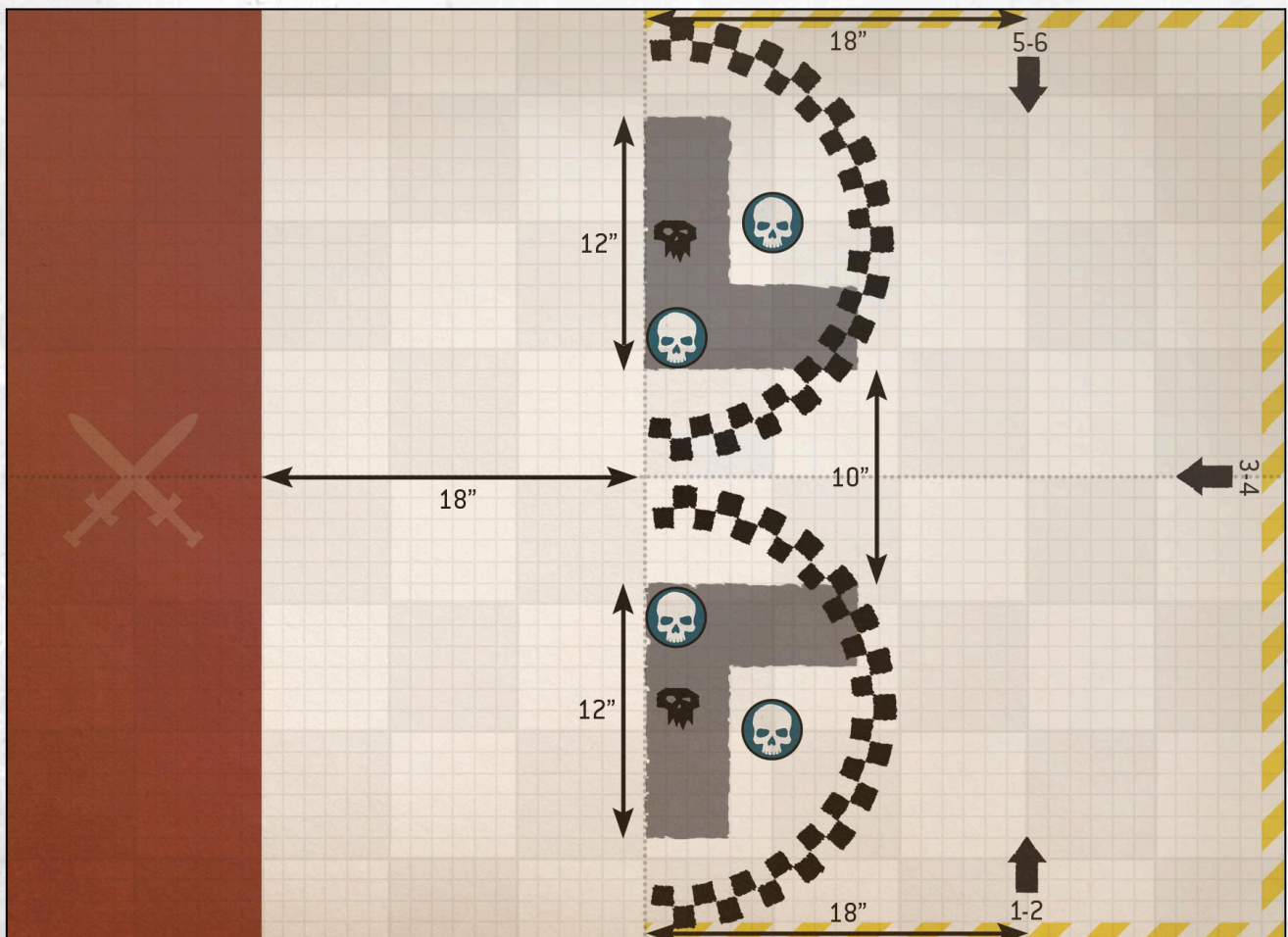
4: DETERMINE ATTACKER
You are the Attacker in this mission; the Orks are the Defender.

5: DECLARE & DETERMINE BATTLE FORMATIONS
In the order stated below, you decide:
- Which of your Leader units will start the battle attached (you must specify which Leader unit is attached to which Bodyguard unit).
- Which of your units will start the battle embarked within Transport models (you must specify which units are embarked within which models).
- Which of your units will start the battle in Reserves (including Strategic Reserves).

Determine Warbands
The Ork army is divided into two Warbands in this mission, each worth 50% of the combined Player forces. If the Ork warbands contain any DEEP STRIKE or INFILTRATORS units, these are deployed alongside the rest of their warbands.

6: DEPLOY ARMIES
First, the Players' army is deployed, excepting any INFILTRATORS. Next, randomly assign one of the Bosses and their Warband to one of the L-shaped ruins shown on the map. Then, deploy the other Boss and their Warband on the other L. As per the map, note that while each Boss is placed within the ruin, none of their Warband's units can be placed forward of the ruins. To compensate for this, their troops must be placed within 12" of their Boss, instead of 6". Finally, the Players deploy their INFILTRATORS.

7: DETERMINE FIRST TURN
The Orks get the first turn in this mission.

8: RESOLVE PRE-BATTLE RULES
Resolve any pre-battle rules your army has, after which the Orks' pre-battle rules (if any) are resolved.

9: BEGIN THE BATTLE
The first battle round begins. Continue to resolve battle rounds until the battle ends. **See the dataslate below for the guns' rules.**

Player reserves
Players may not bring any reserves on from table edges within the Orks' fort, as indicated by the yellow hazard stripes on the map.

Dere's a proppa fight happenin' over there!
The fort is *full* of greenskins. When you destroy any of the Orks' units, with the exception of CHARACTER units, put them to one side.

At the end of each Orks Movement phase, starting with the cheapest unit and working your way up, roll a dice for each destroyed unit and place them as close as possible to the corresponding entry zone on the map. Each of these reinforcement units counts as its own Boss.

10: END THE BATTLE
The battle ends when your army has been wiped out, or once the fifth battle round has ended (whichever comes first). If you have destroyed all four guns prior to round 5, it us up to you to decide whether to fight on and see how successfully you extricate your troops from the fort!

11: DETERMINE VICTOR
If all four AA guns are destroyed, you win. Any other result is a win for the Orks.

FLAKKA-DAKKAGUN

M	T	SV	W	LD	OC
0"	8	2+	8	7+	0

SPECIAL RULES
WALL OF FLAKK: Whenever a Player unit with the FLY keyword moves or is set up on the table, it will suffer D6 Mortal Wounds for each Flakka-dakkagun within 60" and line of sight.

LEG IT! If a Player unit charges the Flakka-dakkagun, and only the Flakka-dakkagun, it is destroyed.

◇ RANGED WEAPON: FLAKKA-DAKKAGUN
In the Orks' Shooting phase, each Flakka-dakkagun inflicts D6 Mortal Wounds on the nearest Player unit within 60" and line of sight with the FLY keyword.

KEYWORDS
VEHICLE, FORTIFICATION, GROTS. FACTION: ORKS

Extermination Mission: The Hunt for *Red Orktober*

The defeated Orks have scattered, and your own forces are stretched thin trying to destroy them all. One small detachment learns of a lone Stompa and, rather boldly, contrives to lure it into an ambush. Unbeknownst to them, this is no ordinary stompa.

1: MUSTER ARMIES
The Ork force consists of one Kustom Stompa (explained overleaf). The Players may spend up to 600 points on their plucky Stompa hunters. During army creation, any INFANTRY or MOUNTED unit may be upgraded with the following abilities in addition to their usual rules:

Haywire mine (+10 points, max. 4 per army)
Once per battle, at the start of any phase, if the Stompa is within 3" of this unit, you can roll one D6: on a 2+, the Stompa suffers 2D3 mortal wounds. Alternatively you can leave a counter in place at any point during this unit's Move. The counter will remain in place until a VEHICLE unit moves within 1", at which point that VEHICLE suffers 2D3 wounds.

Minefield (+20 points, max. 2 per army)
When this unit is deployed, place a counter within 6" of it. If a VEHICLE unit ever moves within 6" of the counter, it suffers 2D3 mortal wounds. The counter is then removed.

Rappelling gear (+1 point per model in unit)
This unit ignores vertical distance when moving downward.

2: MISSION OBJECTIVES
The Players must destroy the Stompa.

3: CREATE THE BATTLEFIELD
The minimum battlefield size for this mission is 60"x44". It will work just as well on a 6'x4' battlefield. **You should add as many pieces of area terrain to the table as possible**.

4: DETERMINE ATTACKER
You are the Attacker in this scenario; the Orks are the Defender.

5: DECLARE & DETERMINE BATTLE FORMATIONS
In the order stated below, you decide:
- Which of your Leader units will start the battle attached, and to which Bodyguard unit.
- Which of your units will start the battle embarked within Transport models (you must specify which units are embarked within which models).
- Which of your units will start the battle in Reserves (including Strategic Reserves).
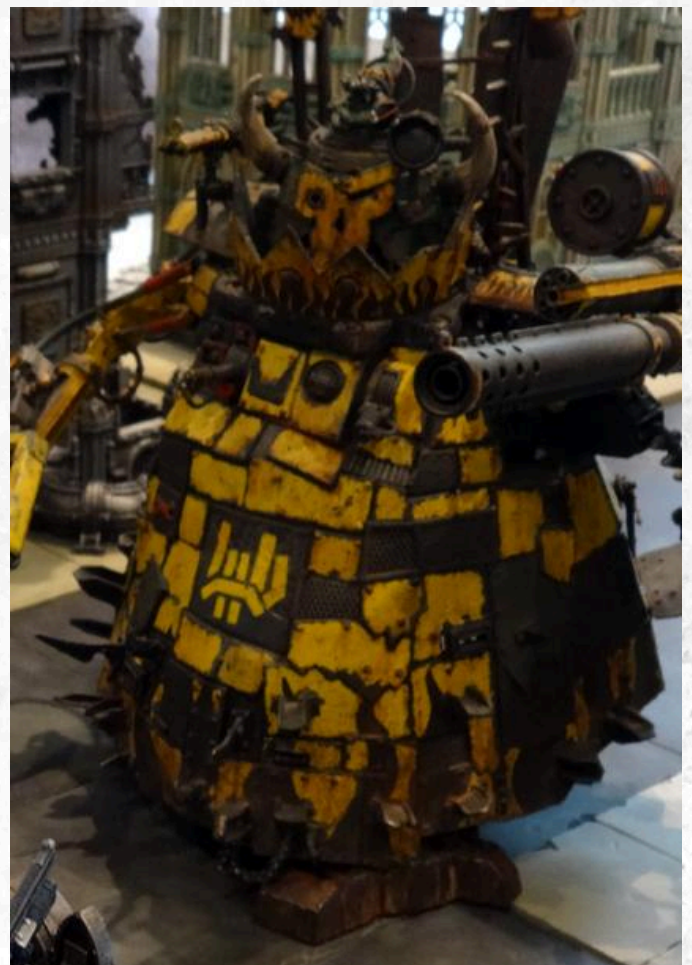
6: DEPLOY ARMIES
Deploy the Stompa at the midpoint of one of the short board edges. Then, deploy your forces anywhere you like, at least 9" away from the Stompa.

7: DETERMINE FIRST TURN
The Players get the first turn in this mission.

8: RESOLVE PRE-BATTLE RULES
Resolve any pre-battle rules your army has.

9: BEGIN THE BATTLE
The first battle round begins. Continue to resolve battle rounds until the battle ends.

Kustom Stompa: the *Red Orktober*
The *Red Orktober* has +10 Wounds. It also has an experimental force field; each time an attack is allocated to this model, halve the Damage characteristic of that attack unless the damage was caused by a mortal wound, or the attacker has a direct line of sight to the ventilation fan on the back of the stompa, highlighted below:

Can't see da little gits!
While an INFANTRY unit is wholly within area terrain, the Stompa will ignore them unless they are within 6" of a Gitfinda marker.

Calibrate the Gitfinda
Each time a unit has finished resolving ranged attacks or grenade attacks/stratagems against the Stompa, place a Gitfinda marker in the middle of that unit, or next to it. This can be a dice, token, whatever you like.

Removing Gitfinda markers
Each time a unit within 6" of a Gitfinda marker is destroyed, remove that marker. At the end of the Ork turn, remove any Gitfinda marker within engagement range of the Stompa.

Stompa Movement: flatten da field
During the Stompa's Movement phase, it will treat gitfinda counters among its Preferred Enemies. Measure where the Stompa's movement will take it, ignoring all terrain. If this movement will take it into terrain, then remove any terrain piece it will move over. Any Player units inside destroyed terrain pieces must roll for emergency disembarkation, and then move the minimum amount possible to avoid being within engagement range of the Stompa.

Stompa Shooting: indiscriminate destruction
If the Stompa has no valid targets during the Shooting phase, it will fire all its guns at the nearest terrain piece it can see that contains a Gitfinda marker. Remove the terrain piece and the Gitfinda marker; any Player units inside must roll for emergency disembarkation, but otherwise are moved as little as possible.

If the Stompa does have valid targets, its shooting is resolved by declaring a target for the first weapon on the list below, resolving that shooting, then moving on to the next weapon on the list, until all the weapons have been resolved. Each weapon will determine its targets as per the default behaviour of Krumpers.

1. Skorcha
2. Twin big shoota
3. 3 big shootas
4. Super-gatler
5. Deffkannon
6. Supa-rokkits

Dis is boring
If, at the start of the Ork Movement phase, there are no Gitfinda markers in play and the Stompa cannot see any Player units, it will Advance towards the nearest table edge. If it touches the table edge, it leaves the battlefield.

10: END THE BATTLE
The battle ends when your army has been wiped out, the Stompa is destroyed or wandered off the battlefield, or the fifth battle round has ended (whichever comes first).

11: DETERMINE VICTOR
If you destroyed the Stompa, you are victorious.

Evacuation Mission: The Last Shuttle

A group of battle-scarred survivors search an uninhabited port for any space-worthy shuttle they can find. They find one, then immediately realise why it's still there: it needs refuelling. Worse, with the planet's defence having collapsed the Orks are converging on the area, keen for violence and loot.

1: MUSTER ARMIES

The Players' army should have a combined value of 750 points for this mission, **and may not contain any VEHICLE or MONSTER units**. Produce an army of Orks worth 900 points. The Orks should have no units worth more than 150 points. They will not be split into Warbands in this mission, so each Ork unit will function as its own Boss, and will not use the Waaagh! rule.

The Orks in this mission represent opportunistic looters rather than an organised force, you can theme their army accordingly if desired, making more use of Meks etc.

2: MISSION OBJECTIVES

The Players must achieve all of the objectives described below:

Objective: Grab the fuel

Upon getting into base contact with the fuel dump (as displayed on the mission map) with a normal move, one Player INFANTRY model can forego both shooting and charging that turn in order to activate the refueling drone. At the **end** of this and all subsequent Players turns, the drone will move 6" directly towards the shuttle, but will stop moving when it gets within 2" of any ORKS units. The drone can move through Player units, as long as there's room for the drone's base on the far side.

If the refueling drone is within 3" of the shuttle during the Players' Command phase, it will begin fuelling. This will be complete in the Players' subsequent Command phase. Regardless of its location, the drone counts as an objective marker.

Objective: Prep the shuttle for takeoff

Upon reaching the shuttle with a normal move, one model from the Players' army can be removed from play to board the shuttle and begin preparations for takeoff. This model can break unit coherency to complete this move. It cannot be a SWARM.

Once the Player model is removed from play, the shuttle will henceforth count as an objective marker. Furthermore, place two tokens on or near the shuttle. During each subsequent Player Command phase, remove a token. When both tokens are gone, the shuttle is prepped for takeoff. However, it won't be able to escape until it's been refueled.

Objective: Takeoff

Once the shuttle is fuelled and prepped for takeoff, it can blast off at the end of any of the Players' movement phases. Player models can embark on the shuttle once within 3" of it.

Designer's note: representing the fuel drone & shuttle
Obviously this will vary according to what you have in your collection. For the Imperium, the fuel drone will likely be some sort of servo-hauler pulling a big ol' tank, but the specifics don't matter so long as you know where you're going and what each objective marker represents. It's entirely up to you if you want to just plonk down a small box to count as the shuttle, or whether you wanted an excuse to build all sorts of cool terrain and/or a particular mini.

3: CREATE THE BATTLEFIELD

First, place miniatures (or proxy miniatures) for the refuelling drone and the shuttle, as shown on the map below. Then, place six counters to represent Ork entry points in the locations indicated. D6 are perfect counters, since they're also numbered 1-6. Then set up the rest of the terrain as desired.
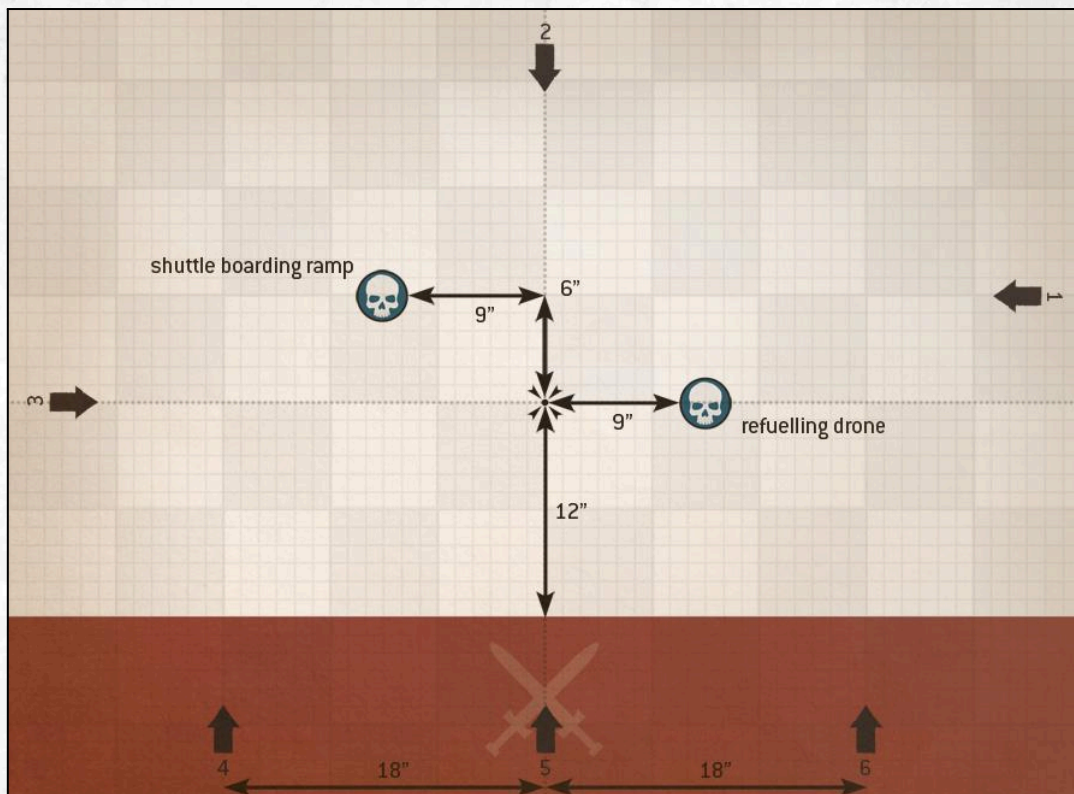
4: DETERMINE ATTACKER

You are the Attacker in this mission; the Orks are the Defender.

5: RESOLVE PRE-BATTLE CASUALTIES, THEN DECLARE & DETERMINE BATTLE FORMATIONS,

In this mission, the Players **cannot** use reserves of any kind, even if they have units which would normally allow them to deploy via deep strike regardless of the mission.

The last ride home

The Players' units automatically pass all battleshock tests in this mission.

The battered survivors

Here at the end, your forces are reduced to a sorry state. They've been through hell, and most of them haven't made it this far. Go through each of your units, rolling a D6 for each wound in that unit (so for a unit of 10 2-wound intercessors, roll 20D6). For each roll of a 1-2, that unit loses a wound. Once you have rolled for all of your units, you can re-roll the dice for one of those units. Wounds lost in this way cannot be regained during play by any means; they effectively count as the starting strength of your units.

Once you have resolved this, you can **declare battle formations**. In this mission, that just means deciding which of your Leader units will start the battle attached (you must specify which Leader unit is attached to which Bodyguard unit).

6: DEPLOY ARMIES

First, the Players' army is deployed. Player troops cannot use INFILTRATORS or SCOUTS. Next, roll a D6 for each Ork unit. On a 3+, that unit is deployed within 6" of an entry zone, determined by rolling a D3 (meaning they cannot deploy in the Player deployment zone).

7: DETERMINE FIRST TURN

The Players get the first turn in this mission.

8: RESOLVE PRE-BATTLE RULES

Resolve any pre-battle rules your army has, after which the Orks' pre-battle rules (if any) are resolved.

9: BEGIN THE BATTLE

The first battle round begins. Continue to resolve battle rounds until the battle ends.

Wot's dat noise?

At the end of the Orks' second Movement phase, roll a D6 for each Ork unit that did not deploy at the start of the battle, and place it wholly within 6" of the corresponding entry point, as close to their preferred enemy as possible.

Additionally, at the end of each Ork movement phase from the third turn onwards, roll a D6 for each destroyed Ork unit. On a 5+, another one of those units is drawn in by the sound of fighting. Place it wholly within 6" of a randomly determined entry point.

I'd buy dat fer a toof

If given the chance, the Orks will start looting both the shuttle and its fuel. To represent this, the shuttle counts as an immobile, unarmed Player VEHICLE with T9/W10/Sv4+. Each MEK or Burna Boyz unit starting the Fight phase in engagement range of the Shuttle will cause it 3 mortal wounds in addition to any other damage they may cause.

At the start of each Ork turn, if the Orks have uncontested control of the refuelling drone, they will redirect it to move 6" directly towards entry zone 2.

Make loot not Waaagh!

The Orks in this mission do not benefit from the Waaagh! rule as they are not a coherent army.

10: END THE BATTLE

The battle ends when the Players have no units left in play or when the shuttle leaves, so there is no hard turn limit.

11: DETERMINE VICTOR

If any Player units escape in the shuttle, you are victorious.

Evacuation Mission: The Straggler

One of the defenders' beloved heroes is trying to reach the ever-shrinking defensive cordon, and must battle through hordes of Orks to reach safer ground. But will the onlooking soldiers come to the hero's aid?

1: MUSTER ARMIES

You may deploy any size of army you like for this scenario, but it's suggested the Player forces have a combined total of 1000-2000 points. The Orks will have three [Warbands](#), each worth 50% of the Players' combined forces.

The Horde Rules the Skies

Players may not use AIRCRAFT in this mission.

2: MISSION OBJECTIVES

One of the Players' INFANTRY Warlords must be nominated as the stranded hero trapped behind enemy lines. The Players must try to keep this Warlord alive without suffering serious losses in the process. This Warlord counts as an objective marker for any rules purposes and is hereafter referred to as the Straggler.

3: CREATE THE BATTLEFIELD

The minimum battlefield size for this mission is 60"x44".

Place six counters to represent reinforcement points as shown in the map below. D6 are perfect for these, since they're numbered 1-6. If you need to move the Ork Warband reinforcement points to adjust for a satisfying terrain layout then go for it, just keep the Second Most Important Rule in mind when you do so.

Now to put down some scenery. You'll want to make sure you don't make it impossible for the stranded Warlord to reach friendly lines within 5 turns. The terrain should be dense enough that the Straggler has a *vague* chance of getting out of this alive, and should ensure the Orks have some cover from the Players' primary deployment zone.
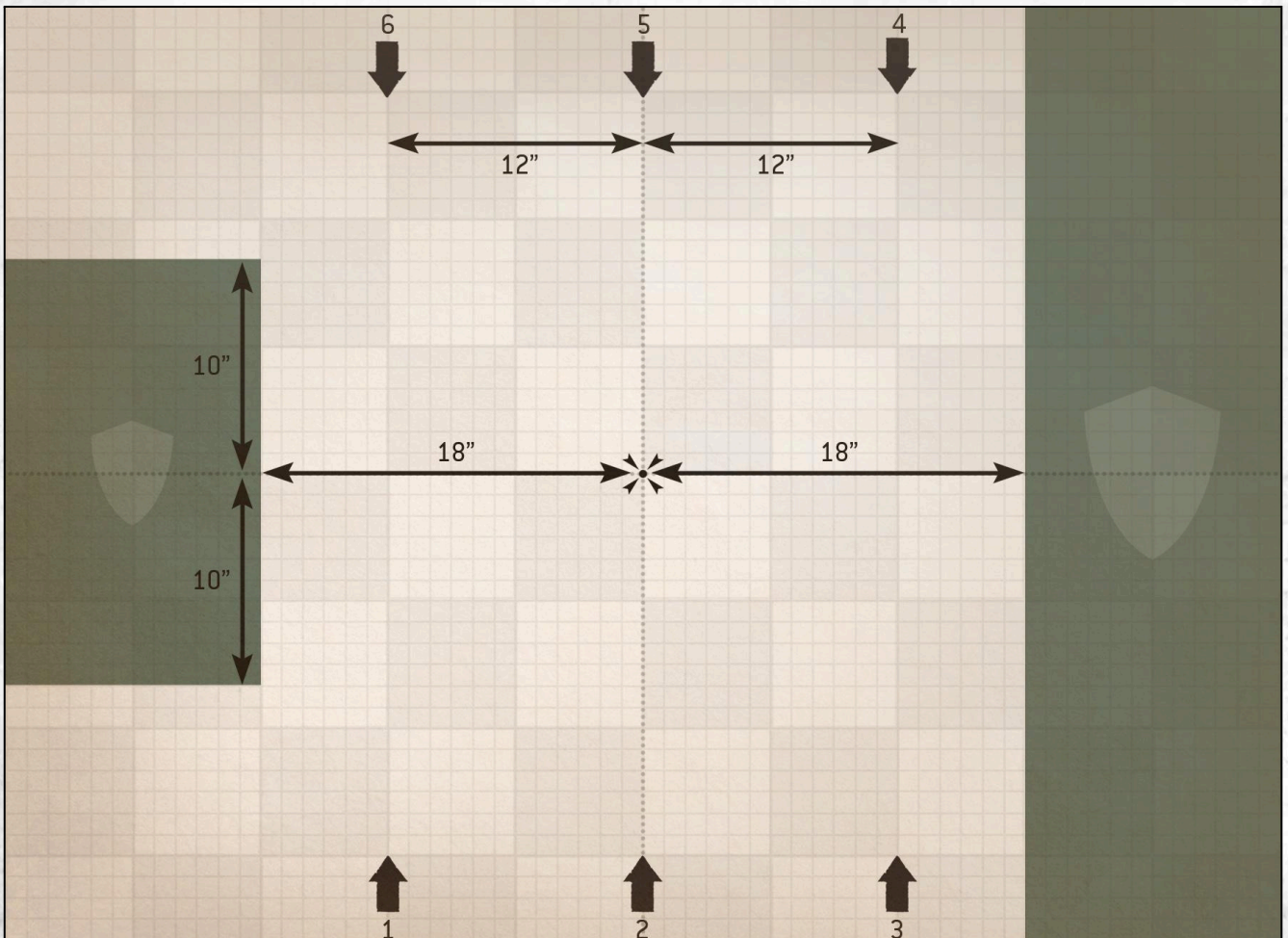
4: DETERMINE ATTACKER
The Orks are the Attacker in this scenario; you are the Defender.

5: DECLARE & DETERMINE BATTLE FORMATIONS
In the order stated below, you decide:
- Which of the Players' INFANTRY Warlords will be the stranded hero.
- You may then pick up to 25% of your forces (by points value, not by models) to serve as the stranded Warlord's retinue.
- Which of your Leader units will start the battle attached (you must specify which Leader unit is attached to which Bodyguard unit).
- Which of your units will start the battle embarked within Transport models (you must specify which units are embarked within which models).
- Which of your units will start the battle in Reserves (including Strategic Reserves). **The Straggler and their retinue may not be placed in reserve at any time before or during the battle.**

Determine Warbands
The Ork army is divided into three Warbands in this mission. If a Warband contains any DEEP STRIKE units, these are placed in reserve, and will arrive in turn 2 functioning as their own Boss, and deploying as close as possible to the Straggler. Any INFILTRATORS units are not assigned to Warbands, and will deploy independently, also functioning as their own Boss.

6: DEPLOY ARMIES
First, the Players' army is deployed, excepting any INFILTRATORS. The Straggler and their retinue must be placed in the small defenders' deployment zone on the left of the mission map. The three Ork Warbands are then deployed, with each of them placed within 6" of a random reinforcement point. Re-roll duplicates, and results of 1 or 6. Next, the Players deploy their INFILTRATORS. Finally, any Ork INFILTRATORS units are deployed as close to their Preferred Enemy as possible.

7: DETERMINE FIRST TURN
The Players get the first turn in this scenario.

8: RESOLVE PRE-BATTLE RULES
Resolve any pre-battle rules your army has, after which the Orks' pre-battle rules (if any) are resolved.

9: BEGIN THE BATTLE
The first battle round begins. Continue to resolve battle rounds until the battle ends.

They're everywhere!
At the end of each Ork Movement phase (including turn 1), roll a D6 for each destroyed Ork unit that does not have the CHARACTER keyword. Each unit that gets a 5+ is placed into Speshul Reserve. If any of these units have transport capacity, the most expensive eligible Ork unit in Speshul Reserve will embark on the most expensive available transport. DEDICATED TRANSPORT units will remain in Speshul Reserve until there are passengers available for them. Each Ork unit currently in Speshul Reserve is then placed as close as possible to a randomly determined reinforcement point, and not within Engagement Range of any Player units. Units deploying via Speshul Reserve cannot charge that turn, and may not use DEEP STRIKE.

Retreat!
Player units can move off the Players' board edge on the right of the map. If they do so they cannot return, but do not count as destroyed when determining the victor.

10: END THE BATTLE
The battle ends when your army has been wiped out, or once the fifth battle round has ended (whichever comes first).

11: DETERMINE VICTOR
To earn a victory, the Players must satisfy both of the following conditions:
- The combined points value of your destroyed units equals less than half the value of your original combined forces.
- The stranded Warlord is either still in play and within your primary deployment zone on the right of the mission map, or they have moved off the short board edge on the right of the mission map.

NEMESES

Optional rules to add more personality to the Warbosses you encounter

BECOMING A NEMESIS

By default, it is assumed the Players' forces do not know anything about a WARBOSS unit when they first face them. However, when a unit with the WARBOSS keyword does something that gains them one or more Nemesis levels, they become a Nemesis. When this happens, roll on the charts overleaf to learn more information about the Warboss in question, and note these down for later reference.

They can also become a Nemesis if they gain new scars and newfound insecurity, although they will not gain a Nemesis level when doing so.

The Nemesis roster

When you generate a Nemesis, note down all the details you generate for them. It is entirely up to you whether to include them in each subsequent battle.
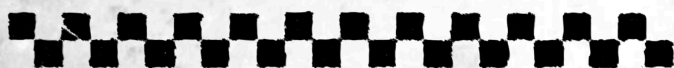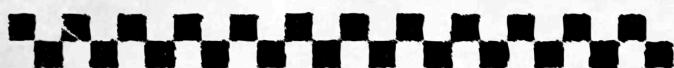
GAINING NEMESIS LEVELS

WARBOSS units gain a Nemesis level each time one of the following happens:

- When they kill a Player CHARACTER unit.
- They make a kunnin' escape (see 'killing Warbosses').
- If they do something really impressive during a battle, you can choose to give them a Nemesis level.

NEMESIS UPGRADES

Each time a Nemesis gains a level, roll a D6 and add the corresponding bonus to that Nemesis. Unless specified otherwise, these bonuses can stack (so a Nemesis who rolls Morky twice would gain +2 attacks to all their Ranged weapons).

1: Morky. Ranged weapons gain +1 attack.
2: Gorky. All Melee weapons without the [EXTRA ATTACKS] ability gain +1 Attack.
3: 'Ard. Gain +1 Wound.
4: New gubbinz. Roll a D3, re-rolling duplicates:
1. Konversion field. The Warboss gains a 4+ invulnerable save.
2. New best friend. Gain an extra attack squig:
   A2, WS4+, S4, AP0, D1, [EXTRA ATTACKS]
3. Banna waver. +1 OC to every model in the Warboss' unit.
5: Brutal. All Melee weapons without the [EXTRA ATTACKS] ability gain +1 Damage.
6: Inspiring. Calls an additional Waaagh! in turns 4 and 5. If duplicated, they call the Waaagh! in turns 2-5. If triplicated, the Waaagh! lasts for the entire game.

KILLING WARBOSSES

When a WARBOSS is destroyed during a game, immediately roll a D6 to finish him and consult the chart below, subtracting 1 from your dice roll for each Nemesis level the Warboss has.

1-2: A kunnin' escape

The Boss bullies his way clear of the fight/activates his personal Tellyporta/drops a smokebomb/chucks a handful of grit into your eyes and escapes. He gains +1 Nemesis level.

3-4: New scars, and newfound insecurity

The Warboss is dragged from the fight by his loyal ladz and swears revenge. He becomes a Nemesis if he wasn't one already, but does not gain a Nemesis level and reduces the Wounds on his profile by 1.

In future games, whenever in engagement range of an Attached unit, the Warboss' attacks will all be allocated to the most expensive CHARACTER model attached to that unit to prove he is still *da best*.

If the Warboss was destroyed during the Fight phase, note down which unit destroyed him, along with whichever CHARACTER models had joined that unit. In future games, the Warboss will treat these units as his unit's Preferred Enemy.

If this result is duplicated before the Warboss gains another Nemesis level, he is assassinated by his own rivals.

5-6: Dead at last

The Boss is dead. Remove him from the roster of Nemeses.

_____

Stratagem: Don't Let It Escape!
EPIC DEED, [X] COMMAND POINTS

Target: A Boss unit that has just been destroyed.
When: Immediately before rolling the D6 to finish a Boss.
Effect: The Players can pool their Command Points (CP) to enact this stratagem. For each CP spent, you gain +1 on your roll to finish a Warboss.

_____

WARBOSS NAME GENERATOR

It wouldn't do to have a nameless nemesis. This generator comes from the BOSS-O-MATIC 9000, a random Warboss generator I made in 2023 that goes far further than necessary for *Fury of da Beast* by generating a personality for your boss, including his quirks and passtimes.

First name: Roll a D20 for each list, then smush them together to make a name (e.g. 9&4 would be written 'Guluruk').

First D20:	Second D20:
1. Krug	1. grog
2. Gob	2. mag
3. Grul	3. wort
4. Bozz	4. uruk
5. Wurr	5. snod
6. Tog	6. grod
7. Rukk	7. lug
8. Mag	8. ruk
9. Gul	9. thrak
10. Grim	10. grim
11. Snazz	11. gul
12. Waz	12. toof
13. Zod	13. gak
14. Zog	14. rak
15. Lug	15. bork
16. Krog	16. bash
17. Trog	17. thrash
18. Ul	18. brok
19. Bor	19. brag
20. Nar	20. drak

Second name: Roll a D6; on a 1-4, generate another name from the previous table. On a 5-6, generate a title by rolling a D20 then a D10, then mash those two words together.

D20:	D10:
1. Bone	1. guzzla
2. Git (enemy, troublemaker)	2. rippa
3. Bug (exoskeletal alien)	3. krusha
4. Oomie (human)	4. krump
5. Tin (robot, tinboy)	5. snik
6. Gog (god, power)	6. snagga
7. Ulk (spaceship)	7. duff
8. Beast	8. mangla
9. Fing (mutant)	9. skraga
10. Panzee (aeldari)	10. blitz
11. Dur (stronghold, city, armour)	
12. Stunti (Votann)	
13. Skum (enemy)	
14. Urd (swarm, lots of, herd)	
15. Uz (sun, yellow, fire)	
16. Kop (head, helmet, hill)	
17. Nurd (unlucky)	
18. Kan (dreadnought)	
19. Garg (huge, big, noisy)	
20. Gob (mouth, eat, outspoken)	

Acknowledgements

This unofficial supplement is being written and illustrated by me (Charlie Brassley) with additional illustrations from Rob "TheChirurgeon" Jones (p9).

Massive thanks to Rob Jones and the rest of the Goonhammer crew for saying yes to this idea, and then letting me run with it. Without their support, it wouldn't be possible for me to take the time needed to make this thing.

My primary partners in crime for this project are my fellow dwellers in the Beard Bunker, a narrative wargaming blog. In particular, **Harvey** and **Tom**'s enthusiasm for playtesting, spitballing, and offering sensible, constructive feedback was unbelievably helpful. Harvey in particular provided a huge amount of playtesting for *Beast*; I really can't thank him enough.

To the legends I've never met: the playtesters

Thank you to everyone who sent in word of their battles, and their thoughts and ideas. The creativity in the wider community is always inspiring, and as ever getting feedback from outside my own gaming group really helps determine if the rules are working clearly, and as intended.

Useful links & contacts

Developer posts
If you'd like to read about the creation of *Fury of da Beast*, the developer posts can be found on Goonhammer. The posts for the Tyranid equivalent *Fury of the Swarm* are also available.

Contact me
- You can write to me at contact@goonhammer.com
- It's also possible to leave your email address in the Fury of da Beast battle report form to initiate correspondance.
- I can also be contacted on Instagram

Changelog

4th February 2025: v0.1 release

Open beta launched with one mission.

18th February 2025: v0.2 release

Added three missions:
- Rokfall: Big Guns Mustn't Tire
- Extermination: Silence the Flak
- Evacuation: The Last Shuttle

4th March 2025: v0.3 release

Added three missions:
- Rokfall: Repel Boarders
- Fulcrum: Cut off the Head
- Fulcrum: Resupply Run

18th March 2025: v0.4 release

Added two missions:
- Fulcrum: Sabotage
- Evacuation: The Straggler

24th March 2025: v0.4 errata fix

Added missing line in The Straggler that retreating units do not count as destroyed when determining the victor.

1st April 2025: v0.4 Player Warlords

Updated Players' army selection rules to clarify that Warlords are not mandatory in Player armies (adding flexibility in skirmish scenarios).

15th April 2025: v0.5 release

Added one mission:
- Fulcrum: Hold the Line

27th April 2025: v1.0 completed

Added mission:
- Extermination: Hunt the *Red Orktober*

Added Nemesis system.

Made the rules available as a downloadable PDF.