

SQUAD LEADER CAMPAIGN

I. OVERVIEW

Squad Leader is a campaign set in the broken sprawls of Hive Gannymeade on the planet Occulus Secundus. It is intended to allow players to create and build a narrative of their army based on the events and outcomes of three games played over a two-month period (November through December). To participate in the campaign, you will need the following:

- A matched partner for the entirety of the campaign.
- An army that meets the Force Composition requirements below; although not required, it is highly encouraged that your army be completely painted to a battle ready standard.
- A ruin or a Sector Mechanicus structure that you and your partner supply that will be your unique terrain piece for the campaign (Victory Gamers will supply boxes at the Board Room and Victory Comics with urban warfare terrain that can be used to fill out the tables).

II. BACKGROUND

When the Cicatrix Maladictum erupted across the galaxy, it sealed the fate of millions of Imperial worlds that found themselves isolated in the Imperium Nihilus. Particular suffering befell those worlds that either were engulfed by the great rift, or found themselves teetering on its edge.

One of these worlds is Occulus Secundus. Once a fairly typical outpost of the Imperium, its billions of citizens looked up to see the maw of the great rift filling the skies. Soon thereafter, the short span of their remaining lives descended into nightmare.

Civil war broke out as citizens turned on each other or to the Dark Gods that began to whisper and beckon to the weak of faith. For the most part, the sizeable Astra Militarum forces transiting through the planet held true, but the planetary defense forces turned against their Imperial brethren. Cut off from supplies, food, hope and sanity, a large part of the population rejoiced when daemonic forces appeared and laid siege to the major cities. Soon, xenos and other forces arrived – either to intentionally or as a result of anomalies caused by the warp – adding to the mix of contesting forces.

The Imperium staggered under the assault, but it was not long before the Emperor's Angels of Death arrived to counter the blow struck by Chaos. Astartes from several chapters descended to the planet's

surface and turned back the tide of traitors. But the destruction and madness was too great, and they soon found themselves isolated from their brethren, fighting for their survival in the suffocating confines of the Hive Cities of Oculus Secundus.

One of these Hive Cities is, or rather was, Hive Gannymeade. Compared to the squalor of hives like Necromunda, Hive Gannymeade was relatively prosperous. Industry and administrative or religious buildings encircled the spire of the hive for hundreds of kilometers in all directions, with the hive spire itself reaching high into the upper atmosphere. Gardens and parks were even known among the encircling buildings, and part of the hive touched upon the shore of an enormous lake.

That, however, has long ceased to be. Now the central hive lies as a shattered wreck, with the fallen wreckage sprawling into what was the lake (the lake having boiled away under the bombardments that brought down the central spire). It is assumed what is left of the spire – both the wreckage and the remaining stump – is uninhabitable, but this assumption is belied by the occasional flashes of explosions and bizarre lights from within. The encircling buildings have been fought over and razed several times over. The original population is all but completely destroyed with those remaining either succumbed into chaos cults or devolved into a feral state of existence among the ruins.

The present of Hive Gannymeade is little more than running skirmishes between the ragged forces that invaded it. Once mighty armies smashed against the beachhead of the hive; now, only fragments remain of the armies of men, xenos, daemons, and mutants that assaulted it. The mightiest war machines have long since been laid low. Communications with the outside world have been extinguished. No thought of victory remains. The only hope of those that survive is to fight, kill, and preserve to see another day.

Welcome to life in Hive Gannymeade.

III. FORCE COMPOSITION

To participate in the Squad Leader campaign, you must compose an Your army using the following rules:

- No more than 2000 points.
- All units must be taken from a single Codex.
- All units in your army must be able to fit within a Battalion Detachment (pg. 243 BRB), except no Flyers may be taken in your army, even if the Flyer could also be taken as a Dedicated Transport. Units with the Fly keyword are permitted.

- No more than two units of the same datasheet may be taken in an army, with the exception of Troops.
- Drop pods may not be taken (all communications with ships in orbit have long since been severed).
- No unique named characters may be taken.

This army serves as a command roster for your forces. Once the campaign begins and army lists are submitted, no changes may be made to the army's composition (that is, you may not add or remove units, or change the weapons or traits of units, including psychic powers).

For each game, you must select a squad of between 500 and 1000 points of units taken from your army (or what remains of it after each game). The squad must be able to fit within a Patrol Detachment. If the army does not contain enough of units to satisfy the minimum requirements of a Patrol Detachment (that is, because of casualties there are no HQs or Troops left in your army), the army is broken and penalties are imposed as set forth in the Campaign Rules section below. Nonetheless you must try to select a squad that adheres as closely to the Patrol Detachment requirements as possible. No Formations or Special Detachments may be used when creating a squad.

You will not know the size of your opponent's forces until you meet to play (unless you voluntarily share that information at an earlier time). Once you and your opponent have met to play a game, no changes to the squad are allowed, unless permitted by a special rule such as *Reconnaissance* (see below).

IV. CAMPAIGN RULES

The Squad Leader Campaign will be conducted using the Cities of Death supplemental rules, which have been reproduced as an Appendix. These rules include the Cities of Death warlord traits (optional), abilities, narrative play special rules, battlefield terrain rules, stratagems (including Key Building stratagems), and tactical objectives. The mission for each game will state which rules will be used for that game.

In addition, the following Squad Leader campaign rules are in effect:

- *We All We Got*. You are on your own - no reinforcements will come to your aid. At the end of each game, each of your models that was removed from play as a casualty (including through failed morale checks) is removed from your army list. For example, if your Lemman Russ tank was reduced to zero wounds at the end of game 1, it is gone for good and can not be taken as part of a squad in subsequent games. Likewise, if a unit of 10 boyz is reduced to 4 boyz at the end of game 1, the 6 boyz that

were removed as casualties are permanently lost and the unit will start with 4 boyz if it is taken as part of a squad in subsequent games. If your warlord is slain, you must pick another model to be the warlord in subsequent games, but no new warlord traits may be chosen. *IMPORTANT:* At the end of each game, be sure to accurately track and record which units suffered casualties and which were completely removed from play.

- *Old Scars Never Heal.* Assume there is no time between confrontations to repair or heal damaged or injured units. As a result, any unit with multiple wounds does not recover lost wounds between games, unless a special rule permits it. For example, if a Wave Serpent is reduced to 5 wounds at the end of game 1, and it is taken as part of a squad for game 2, it begins game 2 with 5 wounds (unless a special rule permits wounds to be healed between games). *IMPORTANT:* At the end of each game, be sure to accurately track and record which units suffered wounds.
- *Reconnaissance.* Even though the fog of war obscures the nature of your opponent's forces before battle is joined, advanced scouting can permit you to plan in anticipation of the conflict to come. After players exchange lists for a game, but before the start of the game, if a player has a lower point level than the other, the player with the lower point level may spend 2 CP to add a unit from his army to his squad. That unit cannot exceed 200 points and the player's squad cannot exceed 1000 points as a result of using this stratagem. This special rule may be used by each player once before the start of any game.
- *Broken.* If a player is unable to field a squad that meets the minimum requirement for a Patrol Detachment (1 HQ and 1 Troops), then the army is broken. Broken armies do not generate the 3 additional command points at the start of each game that are generated by unbroken armies (see Game Rules and Missions below). As a result, broken armies have only 3 command points to use in a game, absent other methods to generate CP.
- *Bug Out.* It is better to live to fight another day than to die for no reason. For 2 CP, during your movement phase, you may state that a unit is using sewer tunnels or hidden escape routes to flee the battlefield. You may remove that unit from the table as if it were the end of the game. That unit counts as killed for purposes of victory conditions, but is otherwise available to be used in subsequent games consistent with the *We All We Got* and *Old Scars Never Heal* special rules. You may not use the *Bug Out* special rule if there are enemy models within 1" of the unit you select to remove from the battlefield. You may use the *Bug Out* special rule more than once per game.

V. GAME RULES AND MISSIONS

Games will be played on 4'x4' tables. There should be 3-4 terrain features in each 2' by 2' area, with at least half (rounding up) of all terrain features on the table being ruins or Sector Mechanicus structures. Regardless there must be at least 6 ruins or Sector Mechanicus structures per table. One of the ruins or structures must be the terrain piece unique to you and your partner. Multi-level ruins are encouraged. The open area between ruins or structures should be liberally littered with obstacles, barricades, wreckage, and other area or scatter terrain.

You and your partner will be given a packet containing three sealed envelopes. In each envelope will a mission for a game. The three game missions must be played in order, starting with mission 1. Mission 1 will also be posted on the Victory Gamers website (www.victorygamers.org) before the end of October. You may open envelope 1 immediately, but the remaining two envelopes are to remain sealed until instructed to open. Each mission will state the deployment, objectives, scoring and victory conditions for the game. Each game will also specify any consequences based on the result of the previous game.

Each game will be played using the following steps:

1. Opponents Meet and Exchange Army and Squad Lists
2. Players Generate Command Points for Game
 - a. Generate 3 base command points
 - b. Generate additional 3 command points if army is not broken
 - c. Generate additional command points due to other game rules.
3. Player with Lower Points Level May Use *Reconnaissance Stratagem* (see Campaign Rules above)
4. Players Set Up Table, Terrain, Objective Markers, and Models According to Mission
5. Play Game
6. Determine Winner and Loser
7. Record Casualties and Injuries for the Purpose of the *We All We Got* and *Old Scars Never Heal* special campaign rules.
8. Apply Any Special Rules For the Outcome of the Mission

9. Open Up Sealed Envelope with Mission for Next Game

VI. FAQs

Any frequently asked questions or other rule clarifications or errata will be set forth in a separate document that will be posted on the www.victorygamers.org website, after the primer has been released

APPENDIX: URBAN CONQUEST RULES

CITIES OF DEATH

In the nightmare of the far future, armies battle one another to annihilation amid the shattered ruins of vast corpse-strewn cities. The rules in this section allow both players to recreate the brutal, close-confines nature of urban warfare.

USING CITIES OF DEATH

Cities of Death is an expansion that allows you to incorporate brutal urban warfare into your games of Warhammer 40,000. These rules supplement the core rules with additional abilities, Warlord Traits and Stratagems that better reflect the tactics deployed by armies when waging such battles.

CITIES OF DEATH MISSIONS

If you wish to play a Cities of Death battle, you should first select a mission. This book includes open play missions, narrative play missions and matched play missions.

Open Play Missions

Three open play missions and ideas for games of your own creation can be found on pages 94-95.

Narrative Play Missions

Six narrative play missions can be found on pages 82-87. In these missions, one player takes the role of the Attacker, and their opponent the Defender. Some of these missions use some of the narrative play mission rules (pg 65).

If you wish to play one of these missions, first choose one from the table below. Alternatively, you can roll to randomly select which mission you will play.

06	MISSION
1	The Gauntlet (pg 82)
2	Total Devastation (pg 83)
3	Relief Force (pg 84)
4	Grand Assault (pg 85)
5	Thunder Run (pg 86)
6	Decapitation (pg 87)

Matched Play Missions

Six matched play missions can be found on pages 88-93. In these missions, players have the choice to play the mission using the Eternal War objectives, or the Maelstrom of War objectives. In the former, both players have the same, pre-set objective at the start of the mission; in the latter, players will randomly determine a set of Tactical Objectives to achieve throughout the battle (Cities of Death includes a set of new Tactical Objectives on pages 77-79). If you wish to play one of these missions, first choose one from the table below. Alternatively, you can roll to randomly select which mission you will play. Then agree whether you will use the Eternal War or Maelstrom of War objectives for that mission (if the players disagree, roll off and the winner chooses).

06	MISSION
1	Firesweep (pg 88)
2	High Ground (pg 89)
3	Domination (pg 90)
4	Maximum Attrition (pg 91)
5	Urban Assault (pg 92)
6	Isolated Resistance (pg 93)

'In the beginning, I kept thinking the next push would clear the hive. Then I began hoping the next assault would win the city sector. I don't know how long this campaign has been going on, but at this point I am just praying to the Emperor that we can take that building.'

*Sergeant Rossius,
Valhallan 87th*



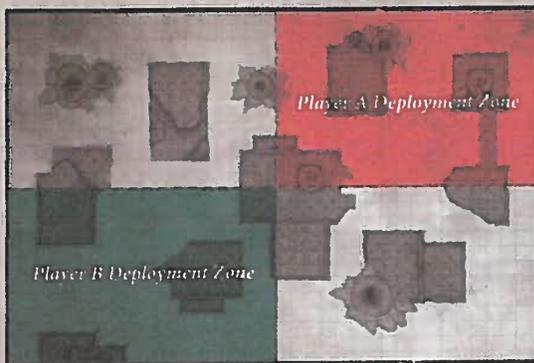
CITIES OF DEATH BATTLEFIELDS

In a Cities of Death mission, the battlefields are characterised by the increased density of the terrain. As such, unless the mission you are playing instructs you otherwise, we recommend having at least 3-4 terrain features in each 2' by 2' area, at least half of which (rounding up) should be ruins or Sector Mechanicus structures. Irrespective of the size of your battlefield, you must include at least 6 ruins or Sector Mechanicus structures (otherwise you will not have enough terrain features on which to place objective

markers for many of the missions in this book). The streets and areas between the ruins and Sector Mechanicus structures should be liberally littered with obstacles, barricades, wreckage and other detritus so that troops have some shelter as they dash from one building to another.

Note that if you are playing one of the matched play missions in this book, the deployment map is the same regardless of the mission (see below).

Player A Battlefield Edge



Player B Battlefield Edge

Objective Markers

Many missions use objective markers – these represent sites of tactical and strategic import that both sides are attempting to secure. The objective markers included in the *Urban Conquest* box are perfect for this purpose, or you can use others from your collection.



If you are playing a mission that uses Tactical Objectives (pg 76), you will need six objective markers that are individually numbered 1 through 6.

A player controls an objective marker if they have more models within 3" of it than their opponent does. When measuring distances involving objective markers, always measure to and from the centre of the marker.

CITIES OF DEATH WARLORDS

If you are playing a Cities of Death mission, you can use the following Warlord Traits when choosing your army:

03 WARLORD TRAIT	
1	Cityfight Specialist: If your army is Battle-forged, you receive 3 additional Command Points. These can only be spent to use Cities of Death Stratagems (pg 70-75).
2	Conqueror of Worlds: If this Warlord is within range of an objective marker (see left) it controls that objective marker even if there are more enemy models within range of the same objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.
3	Urban Warrior: This Warlord treats all soft cover it is entirely on or within, or that it is receiving the benefit of cover from, as hard cover (pg 64). In addition, enemy units do not receive the benefit to their saving throws for being in cover against attacks made by this Warlord.

CITIES OF DEATH ABILITIES

Cities of Death missions use the following additional rules:

Obscured Targets

In urban environments, troops can make use of the dense terrain as they advance into position to obscure them from the enemy's sights.

After you have chosen a unit to shoot with and you have chosen the target unit, or units, for the attacks, you must determine if any of the targets are obscured.

A target unit is obscured if every model in it is obscured from the point of view of the firing model. An individual model is obscured unless all parts of it that are facing the firing model are visible from the point of view of the firing model (a **VEHICLE** or **MONSTER** is instead obscured unless 50% or more of the model facing the firing model is visible from the point of view of the firing model). If unsure, stoop down and get a look from behind the shooting model to see if any part of it is obscured. For the purposes of determining whether or not a model is obscured, a model can see through other models in its own unit and other models in the target unit. Models with the **Flyer Battlefield Role** are never obscured, even if less than 50% of the model is visible to the firing model.

Subtract 1 from hit rolls for attacks with ranged weapons if the target is obscured.

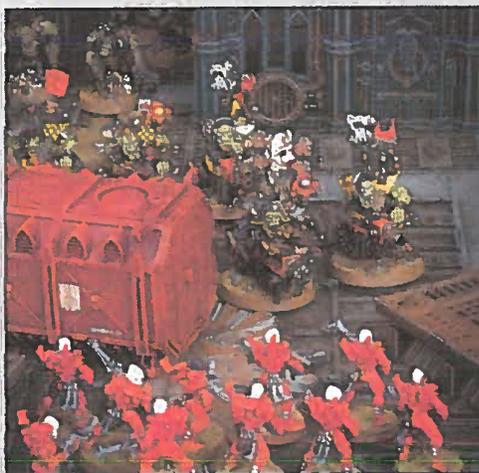
Note that it is possible for a target unit to be obscured from the point of view of some models in a firing unit and not from others. In such cases, only the models to whom the target unit is obscured suffer the penalty to their hit rolls.

Designer's Note: When checking to see if a model is obscured, consider the main body of the firing model and its target – do not include the models' bases or parts that are 'sticking out' like aerials, banners, weapons or particularly impressive hairstyles, but do include all limbs.

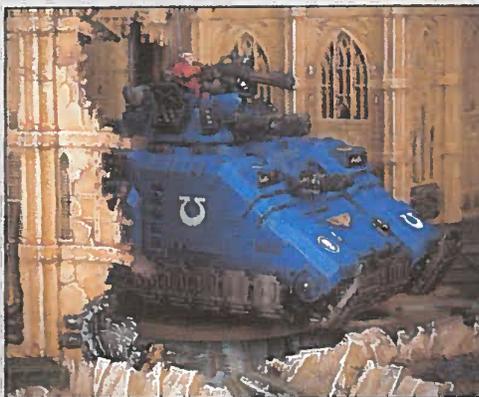
We recommend that players agree about what constitutes the main body of a model before the battle begins. We have also found that it pays to be gracious when judging if a target is obscured or not – in other words, if there is any doubt at all as to whether a target is obscured or not, then count it as obscured. If both players take this approach the game will flow more smoothly and will be much more satisfying.



From this angle, this unit of Aggressors is obscured – every model in the unit is at least partially obscured by the ruin they are occupying.



When these Guardian Defenders choose their targets, the Flash Gitz are not obscured to any of them – every model in the Guardian unit can see at least one of the Flash Gitz without any obstruction.



This Repulsor is not considered to be obscured, as it is a vehicle and more than 50% of the model is visible to the firing unit from this angle.

Lucky Hit

Sometimes, despite making best use of available cover and all efforts to conceal your position, a stray shot or ricochet will *nonetheless* find its mark.

A hit roll of 6 always hits the target, irrespective of any modifiers that may apply.

Streets and Roads

Forces can move quickly across streets and roads, but doing so often leaves them exposed to enemy fire.

After you have created the battlefield, the players should agree what areas count as streets and roads. If a model spends its entire Movement phase on a street or road, its Move characteristic is increased by 3" until the end of the phase. This has no effect on units that can FLY.

Dangerous Terrain

Many war-torn city ruins are verging on total collapse and are extremely perilous to those that shelter within, who may be crushed by loose masonry or fall through unstable floors.

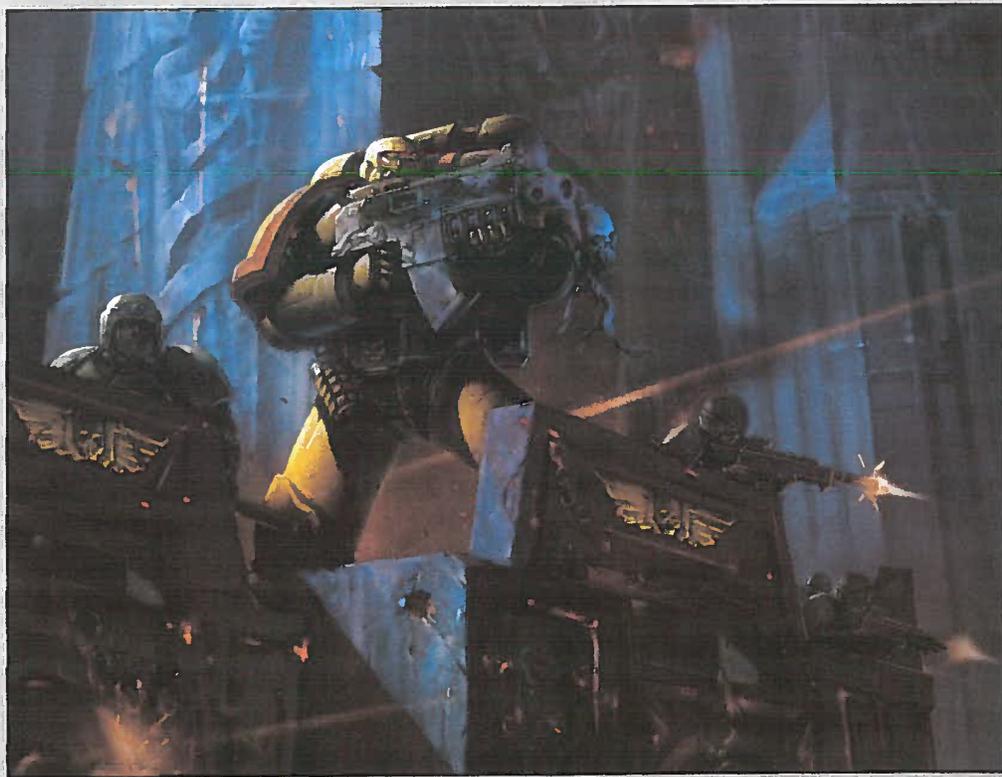
Some terrain is classed as dangerous terrain. Each time a model Advances or charges through dangerous terrain, roll a D6; on a 1, that model's unit suffers a mortal wound.

Height Advantage

In urban warfare, every soldier in a tall building is a sniper, raking fire onto those below. Combating foes with such a height advantage is a dangerous proposition indeed.

A model gains a height advantage whilst it is occupying the upper levels of a ruin or a Sector Mechanicus structure and it shoots at a unit that is either at street level or within a lower level of a ruin or Sector Mechanicus structure. To gain a height advantage, every model in the target unit must be on levels that are 3" or more below that of the firing model.

If a model makes an attack with a ranged weapon against an enemy unit over which it has a height advantage, the Armour Penetration characteristic of that weapon is improved by 1 (e.g. AP0 becomes AP-1; AP-1 becomes AP-2, and so on).



Soft Cover and Hard Cover

In the close confines of building-to-building warfare, cover is the key to survival – but not all cover offers the same degree of protection.

In a Cities of Death mission, terrain features are classed as either soft cover or hard cover. After you have created the battlefield, players should agree what terrain features fall into which class (see the guidelines below). Then, instead of using the rules for cover as described in the core rules, use the following rules:

If a unit is entirely on or within any terrain feature, or it is receiving the benefit of cover from a terrain feature, add 1 to its models' saving throws against shooting attacks if the terrain feature is classed as soft cover, or add 2 if the terrain feature is classed as hard cover. Invulnerable saves are unaffected. Units gain no benefit from cover in the Fight phase.

Improving the Benefits of Cover

Some models have abilities that improve the bonus a model receives to its saving throw when it is receiving the benefit of cover, e.g. 'add 2 to saving throws made for models in this unit when they receive the benefit of

cover instead of 1.' If a model has an ability like this, you only add the bonus to its saving throw when it receives the benefit of soft cover. If such a model is receiving the benefit of hard cover, you instead add an additional +1 bonus to its saving throws, regardless of the actual number listed in its ability. In the example above, this would mean you add 3 to the saving throws made for the unit when it benefits from hard cover.

Ignoring the Benefits of Cover

Some weapons and models have abilities that ignore the benefit a target might otherwise receive to its saving throws from being in cover, e.g. 'units attacked by this weapon do not gain any bonus to their saving throws for being in cover' or 'enemy units do not receive the benefit to their saving throws for being in cover against attacks made by this model.' If a model has an ability like this, or is shooting a weapon that has an ability like this, it makes no difference whether the target is receiving the benefit of soft or hard cover – it gains no bonus to its saving throws. Note, however, that such abilities only ignore the bonus a target might otherwise have gained to its saving throws; it does not ignore any penalty incurred to the firer's hit rolls as a result of the target being obscured (pg 62).

Agreeing on Cover

The following table provides guidance as to whether a terrain feature is soft cover or hard cover. If a terrain feature does not appear on the table below, players should agree after creating their battlefield whether it is classed as soft or hard cover.

SOFT COVER

- Deathworld Forest (including Eldritch Ruins, Grapple Weeds, Shardwrack Spines and Barbed Venomgorse)
- Woods
- Battlescape
- Craters
- Imperial Statuary
- Obstacles

HARD COVER

- Sector Mechanicus structures (including Haemotrope Reactors, Galvanic Servohaulers, Thermic Plasma Regulators* and Thermic Plasma Conduits*)
- Ruins
- Fuel Pipes*
- Barricades
- Fortifications

* Fuel Pipes, Thermic Plasma Regulators and Thermic Plasma Conduits have a chance of inflicting a mortal wound on a unit that uses them as cover. To see if this happens in games of Cities of Death, roll a D6 each time you make an unmodified armour saving throw of 6 for such units, instead of a modified saving throw of 7+. On a 1, the model's unit suffers a mortal wound.

NARRATIVE PLAY MISSION SPECIAL RULES

Most narrative play missions use one or more additional special rules to better represent the different tactics and strategies used by Attackers and Defenders. Some of the more in-depth mission special rules are collected below and referenced by the missions that appear later.

Concealed Deployment

In some battles, commanders have had time to conceal the positions of their forces from their enemy.

If a mission uses Concealed Deployment, the Defender will need a set-up marker for each unit in their army that they intend to start the battle deployed on the battlefield. You do not need any markers for units that will start the battle embarked on a **TRANSPORT**, only a marker for the transport itself. Each marker needs to be distinct (for example, by having a different number) so it can correspond to a specific unit. The Defender must write down which unit each marker represents and keep this information secret from their opponent.

When the Defender deploys their army, they set up the markers instead of their models. Once the Defender has set up all their markers, the Attacker deploys all their forces. Once this has been done, the Defender then reveals which marker corresponds to which unit, setting up the appropriate models as they do so. The first model in each unit must be placed exactly where the unit's set-up marker was placed, and the entire unit must be set up wholly within the player's own deployment zone.

Dawn Raid

Cunning commanders may attack under cover of darkness to better conceal their advance from the foe.

If your mission uses Dawn Raid, both players must subtract 1 from all hit rolls made in the Shooting phase during the first battle round of the game.

Preliminary Bombardment

In a major offensive, the attacker will often launch a heavy bombardment prior to the main attack.

If your mission uses Preliminary Bombardment, then at the start of the first battle round, but before the first turn begins, the Attacker should roll a dice for each enemy unit that is on the battlefield (do not roll for units that are embarked inside **TRANSPORTS**). On a roll of 6, that unit has been hit by a Preliminary Bombardment; that unit suffers D6 mortal wounds. **INFANTRY** units that are hit by a Preliminary Bombardment can choose to go to ground before the damage is determined – if they do, they only suffer D3 mortal wounds, but cannot take any actions during their first turn.

Random Battle Length

War is rarely predictable, and the time available to achieve your objectives is never certain.

If your mission uses Random Battle Length, at the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7, or when one army has slain all of its foes.

Reserves

Reserves are forces which are not directly present at the start of battle, but are available as reinforcements.

If a mission uses Reserves, it will detail which units in your army start the game in Reserve – these units are not deployed with the rest of your army.

The mission will usually state when the units placed in Reserve arrive on the battlefield – this is typically at the end of a particular Movement phase. If the mission does not specify when units arrive, roll for each unit at the end of your second Movement phase (and at the end of each of your Movement phases thereafter) – this is called a Reserve roll. On a 3+, the unit being rolled for arrives from Reserve. Note that if a unit placed into Reserve is embarked within a **TRANSPORT**, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and the units embarked in it).

The mission will explain how and where to set up units when they arrive from Reserve.

Sustained Assault

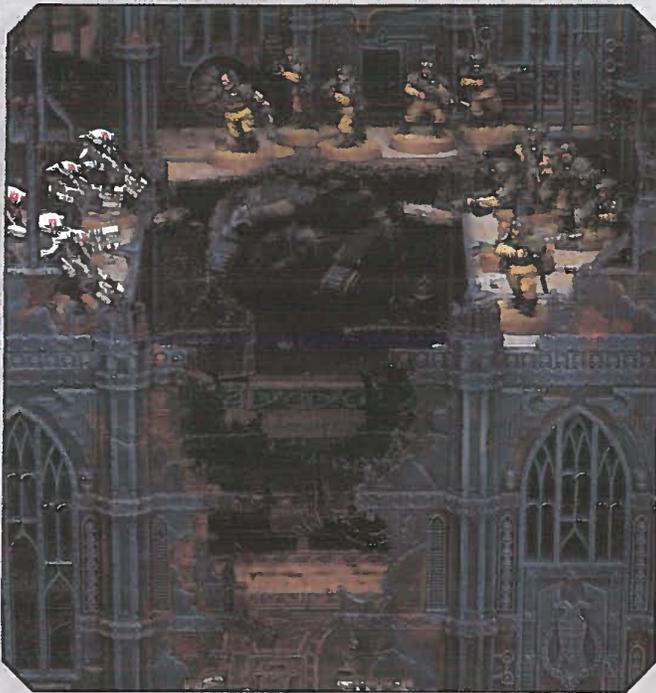
Occasionally, an army will possess overwhelming superiority in numbers.

If your mission uses Sustained Assault, any of the Attacker's units that are destroyed can be brought back into play later in the battle, to represent their almost limitless supply of reinforcements. At the end of each of the Attacker's Movement phases, roll a dice for each of their destroyed units, adding 2 to the result if that unit has the Troops Battlefield Role. On a 4+, immediately set up that unit within 6" of a battlefield edge – the mission will specify which.

The Attacker can also, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or less of their starting number of models (or, in the case of single-model units, a quarter or less of its starting number of wounds). This unit then counts as having been destroyed for all purposes, and so can be brought back into play later as described above.

BATTLEFIELD TERRAIN

In this section you will find updates for existing battlefield terrain rules, along with rules for more recently released terrain features. Where relevant, these rules replace those in the *Warhammer 40,000* rulebook, and are for use in any *Warhammer 40,000* game, not just *Cities of Death* games.



RUINS

The galaxy is littered with the remains of once-proud cities.

Only **INFANTRY**, **BEASTS**, **SWARMS** and units that can **FLY** can be set up or end their move on the upper floors of ruins (any unit can do so on the ground floor).

INFANTRY are assumed to be able to scale walls and traverse through windows, doors and portals readily. These models can therefore move through the floors and walls of a ruin without further impediment.

INFANTRY units that are entirely on or within a ruin receive the benefit of cover. Other units that are entirely on or within a ruin only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.



IMPERIAL STATUARY

The heroes of the Imperium are immortalised in stone effigies.

When a model targets an enemy **INFANTRY** unit that has all of its models within 3" of Imperial Statuary, the target unit receives the benefit of cover if the shooting model is closer to the Imperial Statuary than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, **IMPERIUM** units add 1 to their Leadership characteristic whilst they are within 3" of any Imperial Statuary.

CRATERS

Many worlds bear the scars of heavy, sustained bombardment.

INFANTRY units that are entirely within a crater receive the benefit of cover.

Models are slowed when charging across craters. If, when a unit charges, one or more of its models have to move across a crater, you must subtract 2" from the unit's charge distance.



BARRICADES

Makeshift barricades make excellent defensive positions.

When a model targets an enemy **INFANTRY** unit that has all of its models within 1" of a barricade, the target unit receives the benefit of cover if the shooting model is closer to the barricade than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, enemy units can Fight across a barricade, even though the physical distance is sometimes more than 1". When resolving Fights between units on opposite sides of a barricade, units can be chosen to Fight and can make their attacks if the enemy is within 2" instead of the normal 1".

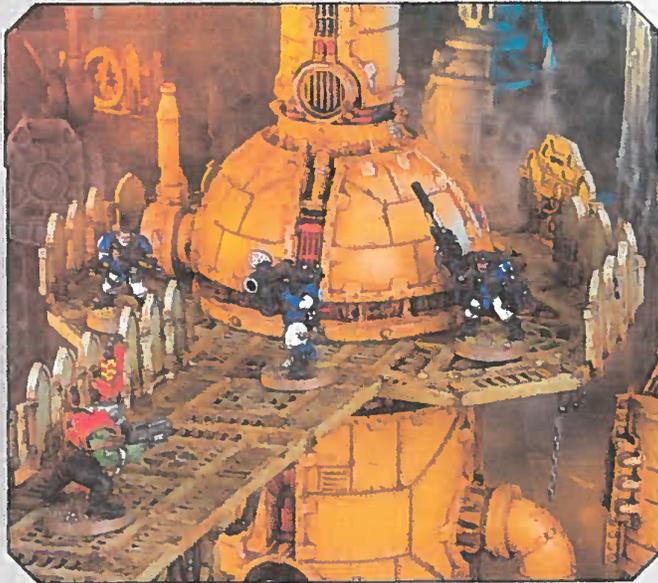


OBSTACLES

The advance of many armies has been thwarted by obstacles.

There are two kinds of obstacles: tank traps, which are obstacles to **VEHICLES** and **MONSTERS**, and tanglewire, which is an obstacle to everything else. Units are slowed when they attempt to move over obstacles. If, when a unit Advances or charges, one or more of its models have to move over an obstacle, you must halve the unit's Advance or charge distance, as appropriate (rounding up). **TITANIC** models are not slowed by obstacles.





SECTOR MECHANICUS

Sectors Mechanicus are a common sight throughout the galaxy, their gantries and girders thrumming with automated industry.

Sector Mechanicus structures follow all the rules for ruins with the following difference:

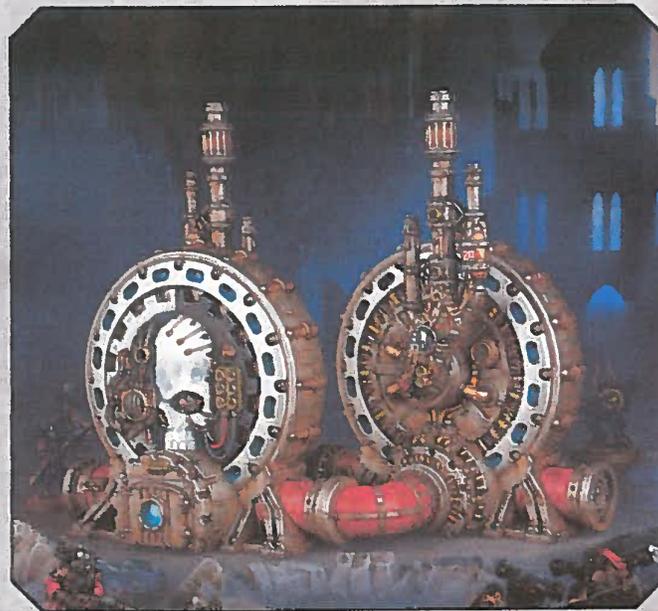
Unless they can **FLY**, **INFANTRY**, **BEASTS** and **SWARMS** must scale ladders, girders or walls to ascend or descend between the different levels of a Sector Mechanicus structure. **INFANTRY** are also assumed to be able to traverse around girders, buttresses and hanging chains, and so move through them without impediment.



THERMIC PLASMA CONDUITS

These conduits channel hot plasma and make for dangerous cover.

Thermic Plasma Conduits follow all the rules for Barricades, but they also have the Hazardous Cover ability (see Haemotrope Reactors).



HAEMOTROPE REACTORS

These store vast amounts of power, making them objects of cover for the brave only.

When a model targets an enemy unit that has all of its models within 3" of a Haemotrope Reactor, the target unit receives the benefit of cover if at least 25% of every model is obscured by it from the point of view of the shooting model.

Hazardous Cover: Roll a D6 each time you make a saving throw of 7+ (such as a roll of 6, plus 1 for being in cover) for a model within 3" of any terrain features with this ability in the Shooting phase. On a 1, the model's unit suffers a mortal wound.

THERMIC PLASMA REGULATORS

These ancient machines thrum with lethal plasma energy.

Thermic Plasma Regulators follow all the rules for Sector Mechanicus structures, but they also have the Hazardous Cover ability (see Haemotrope Reactors).



GALVANIC SERVOHAULERS

These hydraulic machines litter the industrial zones of the Imperium.

When a model targets an enemy INFANTRY unit that has all of its models within 3" of a Galvanic Servohauler, the target unit receives the benefit of cover if the shooting model is closer to the Galvanic Servohauler than it is to the target and the target is at least partially obscured from the point of view of the shooting model.



MUNITORUM ARMoured CONTAINERS

These vast steel containers are sometimes fitted with defensive weapons to protect the cargo within.

Units do not receive the benefit of cover when they are on top of a Munitorum Armoured Container – their position is too exposed.

If an INFANTRY unit is on top of a Munitorum Armoured Container that has one or more storm bolters, up to two models in that unit can each fire them each time their unit shoots instead of firing any of their own weapons. Storm bolters are Rapid Fire 2 weapons, with a Range of 24", a Strength of 4, AP 0 and Damage 1.



STRATAGEMS

If you are playing a Cities of Death mission, you can spend Command Points (CPs) to use the following Stratagems.

1CP

BREACHING GEAR

Cities of Death Stratagem

Assault troops use breaching gear to improve access and manoeuvrability when storming enemy-held structures.

Use this Stratagem if an **INFANTRY** unit in your army declares a charge against only one enemy unit in your Charge phase, and that unit is entirely on or within a ruin or Sector Mechanicus structure, but before making the charge roll. After making the charge roll, you can change one of the two dice results to a 6.



1CP

REINFORCED POSITION

Cities of Death Stratagem

Upgrading a position's defensibility can take many forms, such as affixing armoured plating to improve density, or hanging flak-mesh to ward off shrapnel.

Use this Stratagem after both sides have deployed, but before the first battle round begins. Pick a terrain feature that is classed as soft cover and is wholly within your deployment zone. For the remainder of the battle that terrain feature is classed as hard cover instead.

2CP

HUNKER DOWN

Cities of Death Stratagem

For troops experienced in city fighting, it becomes second nature to dart behind rubble and take cover in sight-obscured spaces at the crack of a rifle shot.

Use this Stratagem at the start of your opponent's Shooting phase. Choose a unit from your army that is entirely on or within a ruin or Sector Mechanicus structure. Until the end of the turn, add an additional 1 to saving throws for models in this unit that are receiving the benefit of cover.

1CP

SIEGE SHELL

Cities of Death Stratagem

Siege shells are massive munitions overcharged with explosives. The heavy shock wave created by their detonation can blast the foe out of cover and render the ruins they hide in unstable.

Use this Stratagem in your Shooting phase before making attacks with a **MONSTER** or **VEHICLE** from your army. Select one of that model's ranged weapons that makes a random number of attacks (e.g. Heavy D6, Heavy 2D6). That weapon can target a single ruin or Sector Mechanicus structure as if it were an enemy unit. To do so, make a single hit roll using the model's Ballistic Skill (ignore modifiers). If the hit roll is successful, roll a D6 and add the weapon's Damage characteristic to the result. If the total is 8 or more, the terrain feature is classed as dangerous terrain for the rest of the battle and you immediately roll a D6 for each model that is entirely on or within that terrain feature – on a 1, that model's unit suffers a mortal wound.

1CP

WRECKER

Cities of Death Stratagem

Wrecker balls, seismic drills, sophisticated lascutters, or similarly destructive devices can bring an extra level of devastation to city fighting, shattering both ruins and the squads hidden within.

Use this Stratagem at the end of your Fight phase if a **MONSTER** or **VEHICLE** model from your army is within 1" of a ruin or Sector Mechanicus structure. Select one of that model's melee weapons and make a single hit roll using the model's Weapon Skill (ignore modifiers). If you hit, roll a D6 and add the weapon's Damage characteristic to the result. If the total is 8 or more, the terrain feature is classed as dangerous terrain for the rest of the battle and you immediately roll a D6 for each model that is entirely on or within that terrain feature – on a 1, that model's unit suffers a mortal wound.

1CP

PLASMA FEED*Cities of Death Stratagem*

With a suitable energy source nearby, a plasma weapon can be supercharged to fire devastatingly potent blasts.

Select an **INFANTRY** unit from your army that is within 1" of any Thermic Plasma Regulators or Conduits before it shoots in the Shooting phase, or before it fires Overwatch. Until the end of this phase, add 1 to the Strength and Damage characteristics of all plasma weapons the unit is equipped with. For the purposes of this Stratagem, a plasma weapon is any weapon whose name includes the word 'plasma' (e.g. plasma pistol, plasma gun, plasma rifle, plasma incinerator etc.).

1CP

SIPHON PROMETHIUM*Cities of Death Stratagem*

A quick and risky transfusion of refined promethium makes flamer weapons all the more lethal.

Select an **INFANTRY** unit from your army that is within 1" of any Fuel Pipes before it shoots in the Shooting phase, or before it fires Overwatch. Until the end of this phase, double the range of all flame weapons the squad is equipped with and add 1 to any wound rolls made for these weapons. For the purposes of this Stratagem, a flame weapon is an Ork burna, skorcha or any weapon whose name includes the word 'flame' (e.g. flamer, heavy flamer, flamestorm gauntlet etc.).

1CP

EXPERT GRENADEIER*Cities of Death Stratagem*

Those who survive in the close-quarters hell of urban combat learn to use their grenades to optimal effect.

Use this Stratagem when a model from your army throws a Grenade at an enemy unit that is entirely on or within a ruin or Sector Mechanicus structure. You can re-roll failed wound rolls when resolving that Grenade's attacks. Furthermore, if that Grenade makes a random number of attacks, it always makes the maximum number of attacks instead (e.g. a Grenade D6 profile would instead be treated as a Grenade 6 profile when thrown at a unit that is entirely on or within a ruin or Sector Mechanicus structure).

1CP

PLUNGING FIRE*Cities of Death Stratagem*

When targeting quarry from above, a shooter can pinpoint the weakest part of enemy armour.

Use this Stratagem before a unit from your army makes its attacks in the Shooting phase. Until the end of the phase, attacks made by models in that unit which have a height advantage over their target are resolved with an additional improvement of 1 to their Armour Penetration characteristic (e.g. an AP of '-1' becomes '-2', '-2' becomes '-3', and so on).

1CP

LONG BOMB*Cities of Death Stratagem*

Munitions hurled from on high rain down with fury.

Use this Stratagem before a unit from your army shoots in the Shooting phase. If a model in that unit has a height advantage, you can double the range of any Grenade weapons it uses this phase.

1CP

OPERATE SERVOWHAULER*Cities of Death Stratagem*

Through desperation, technical know-how or intuition, some warriors have a knack for being able to operate any equipment to their advantage.

Use this Stratagem at the end of your Movement phase if an **INFANTRY** unit from your army is within 1" of a Galvanic Servohauler and there are no enemy units within 1" of the same Galvanic Servohauler. You can move that Galvanic Servohauler in any direction, as if it were a **VEHICLE** unit in your army with a Move characteristic of 6" (it cannot Advance as part of this move, and cannot move within 1" of any enemy model). If the Galvanic Servohauler is towing a crane, both the Servohauler and the crane are moved.

1CP

SIEGE ARMOUR*Cities of Death Stratagem*

Experienced crews seek to protect their vehicles from plunging fire by adding armour to the tops of their engines of war.

Use this Stratagem before the battle. Choose a **VEHICLE** model from your army: during the battle, enemy attacks do not gain any bonus to their Armour Penetration characteristic for having a height advantage when targeting that vehicle.

1CP

OVERLOAD POWER CORE

Cities of Death Stratagem

Crudely desecrated, this volatile device makes a potent bomb.

Use this Stratagem before an **INFANTRY** model from your army that is within 1" of a Plasma Conduit shoots a ranged weapon at a unit within 6". Instead of firing that weapon, that model hurls a power core at the unit. Make a single hit roll; if you hit the target, it suffers D3 mortal wounds.

1CP

BLOOD IN THE STREETS

Cities of Death Stratagem

Cover is the key to survival in urban combat, and those that move out in the open sign their own death warrant.

Use this Stratagem before a unit from your army makes its attacks in the Shooting phase. Until the end of the phase, you can re-roll failed wound rolls for attacks made by models in that unit, provided that the target is entirely at street level and is neither obscured nor receiving the benefit of cover.

1CP

GRAPPLING HOOKS

Cities of Death Stratagem

An effective means of claiming the high ground.

Use this Stratagem at the start of your Movement phase. Select one of your **INFANTRY** units. For the duration of your turn, models in that unit can ascend or descend ruins or Sector Mechanicus structures when they move, even without a ladder, wall or girder. Furthermore, for the duration of your turn, do not count any vertical distance that unit moves against the total they can move that turn (i.e. moving vertically is free for those models).

1CP

MASTER SNIPERS

Cities of Death Stratagem

The most skilled marksmen can thread nigh-impossible shots through the densest of terrain to take out enemy officers.

Use this Stratagem before a unit from your army makes its attacks in the Shooting phase. Until the end of the phase, enemy units do not receive the benefit to their saving throws for being in cover against attacks made by weapons in your unit that have an ability that says, 'A model firing this weapon can target an enemy **CHARACTER** even if they are not the closest enemy unit.' In addition, models firing such weapons ignore all negative modifiers to their hit rolls until the end of the phase so long as they remained stationary during their previous Movement phase.

1CP

DEMOLITIONS

Cities of Death Stratagem

Combat engineers can degrade assets, denying their utility to the foe. Many such acts of sabotage are best resolved through the use of high explosives.

Use this Stratagem at the end of your Movement phase. Choose an objective marker you control that has been upgraded by a Key Building Stratagem. All abilities conferred by that Key Building Stratagem cease to apply for the remainder of the battle – from now on it is treated as a normal objective marker. In addition, roll a D6: on a 4+ the ruin or Sector Mechanicus structure in which the objective marker is located is now classed as dangerous terrain.

1CP

RUBBLE AND RUIN

Cities of Death Stratagem

Years of sustained bombardment have reduced many a sturdy structure to a rubble-strewn deathtrap.

Use this Stratagem at the start of the first battle round, but before the first turn begins, after both players have used any Key Building Stratagems that they wish to use. Select a ruin or Sector Mechanicus structure on the battlefield – you cannot select one that is currently occupied by any models or one that has any Key Building objective markers on or in it. That terrain feature is dangerous terrain for the rest of the battle.

1CP

BURN 'EM OUT

Cities of Death Stratagem

There is no escaping the flames...

Use this Stratagem at the start of your Shooting phase. Select an enemy unit that is entirely on or within a ruin or Sector Mechanicus structure. Until the end of the phase, that unit does not gain the benefit to their armour saves for being in cover against attacks made with flame weapons. For the purposes of this Stratagem, a flame weapon is an Ork burna, skorcha or any weapon whose name includes the word 'flame' (e.g. flamer, heavy flamer, flamestorm gauntlet etc.).



2CP

POINT-BLANK OVERWATCH

Cities of Death Stratagem

It takes a cool hand to hold fire until the optimal moment against an oncoming foe, but sometimes waiting until the target is as close as possible is the defenders' only hope for survival.

Use this Stratagem when an enemy unit declares a charge against a unit from your army. Instead of firing Overwatch as soon as the enemy unit declares its charge, the enemy unit makes its charge roll as normal. If this is insufficient to end a move within 1" of the target, no Overwatch is fired at the charging unit. Otherwise, all models in the charging unit are considered to be within line of sight of all models in the unit being charged, and within half range of all of its ranged weapons, when resolving the Overwatch.

2CP

SEWER RATS

Cities of Death Stratagem

By squeezing through pipes and wading through filth, these infiltrators have navigated underground sewer systems, using them to attack the foe from an unexpected quarter.

Use this Stratagem just before you set up a **SWARM** or **INFANTRY** unit during deployment. Instead of setting up that unit on the battlefield, you can place them to one side and say that they are infiltrating a sewer network. At the end of any of your Movement phases, you can set the unit up anywhere on the battlefield at street level that is more than 9" from any enemy models and is not within a ruin or a Sector Mechanicus structure.

2CP

BOOBY TRAPS

Cities of Death Stratagem

Urban combat is a dirty business. The cluttered terrain and close quarters are perfect conditions for troops to rig deadly devices in the enemy's path.

This Stratagem is used after both sides have deployed, but before the first battle round begins. Secretly pick a single ruin or Sector Mechanicus structure that is not currently occupied by any models, and write it down. The first time any model moves within 1" of that terrain feature, they trigger booby traps and their unit suffers D3 mortal wounds (D6 if they Advanced this turn). In addition, roll a D6: on a 4+ that terrain feature is now classed as dangerous terrain.

2CP

RIGGED TO BLOW

Cities of Death Stratagem

Placing explosive traps where the enemy is sure to set them off is a classic city-fighting tactic.

Use this Stratagem at the end of your turn. Secretly pick an objective marker that is not currently controlled by your opponent, and write this down. The first time a unit in your opponent's army ends a move within 3" of that objective marker, roll a D6: on a 1 nothing happens, on a 2-5 the unit suffers D3 mortal wounds, and on a 6 it suffers D6 mortal wounds. In addition, roll a D6 if the objective marker was on or within a ruin or Sector Mechanicus structure: on a 4+ that terrain feature is now classed as dangerous terrain.

2CP

PROXIMITY MINES

Cities of Death Stratagem

Plasma mines rigged to a sensor are set off by nearby movement, heat or any number of different triggers: a nasty surprise for an unsuspecting foe.

Use this Stratagem when an enemy unit is set up as reinforcements during the battle. Roll a D6 for each model in the unit: for each 6, that unit suffers a mortal wound.

KEY BUILDING STRATAGEMS

Key Building Stratagems are used to upgrade objective markers. If both players want to use any Key Building Stratagems then they should roll off and, starting with the winner, alternate using these Stratagems. The following additional rules apply to these Stratagems:

- Only objective markers that are on or within a ruin or Sector Mechanicus structure can be upgraded by a Key Building Stratagem.
- If there are fewer than six objective markers on the battlefield when you use a Key Building Stratagem, you can first set up an objective marker on or within a ruin or Sector Mechanicus structure (provided there is not already an objective marker on or within that terrain feature), and then upgrade that objective marker. Note that this objective marker has no effect on any victory conditions.
- Only one Key Building Stratagem can be used to upgrade each objective marker.
- Once an objective marker has been upgraded by a Key Building Stratagem, no other objective marker on the battlefield can be upgraded using the same Key Building Stratagem.
- A unit controls an objective marker that has been upgraded by a Key Building Stratagem if it is within 3" of the centre of the objective marker and there are more friendly models within 3" of the centre of the objective marker than enemy models. If several units could control it, the controlling player must declare at the start of each phase which of their units is doing so.
- The effects of an objective marker that has been upgraded by a Key Building Stratagem can only affect one unit in the same phase.
- A unit can only control a single objective marker that has been upgraded by a Key Building Stratagem at any time, even if it is within range (as defined on page 61) to be able to control more than one. In such cases, the controlling player must declare which of their units is controlling which objective marker at the start of each phase.



ICP

AMMUNITION CACHE

Cities of Death Stratagem

Crates of servo-stacked shells and flux plasma chargers are piled within this building, allowing troops within to fire their weapons with wanton abandon, unleashing cascades of shot, shells and bolts with no regard for conserving ammunition.

Key Building Stratagem. Use this Stratagem at the start of the first battle round, but before the first turn begins. Choose an objective marker to be upgraded to be an Ammunition Cache. Whilst a unit controls that objective marker they gain the following ability: **'Lock and Load:** Re-roll hit rolls of 1 for attacks made with ranged weapons by models in this unit.'

ICP

POWER SCREEN PROJECTOR

Cities of Death Stratagem

With a rippling crackle, ancient archeotech housed within this structure creates a powerful force field. Flickering on and off, the shimmering screen can repel incoming fire, negating the shots of even the most powerful weaponry.

Key Building Stratagem. Use this Stratagem at the start of the first battle round, but before the first turn begins. Choose an objective marker to be upgraded to a Power Screen Projector. Whilst a unit controls this objective marker they have the following ability: **'Power Screen:** Models in this unit have a 4+ invulnerable save against attacks made with ranged weapons.'

ICP

SCATTER FIELD GENERATOR

Cities of Death Stratagem

The Scatter Field Generator within this edifice produces a zone of molecular disruption, so that no foes can materialise suddenly within its boundaries.

Key Building Stratagem. Use this Stratagem at the start of the first battle round, but before the first turn begins. Choose an objective marker to be upgraded to a Scatter Field Projector. Whilst a unit controls that objective marker, that objective marker has the following ability: **'Scatter Field:** Enemy units that are set up on the battlefield as reinforcements cannot be set up within 18" of this objective marker.'

TACTICAL OBJECTIVES

War within the close confines of a city can be chaotic and unpredictable. Commanders must be able to adapt to the evolving flow of battle in an instant, and focus their army on achieving those objectives of opportunity that can turn the tide of the battle in their favour.

If you are playing a Cities of Death matched play mission, you will have the option to use Maelstrom of War objectives. If you do, then you and your opponent must use Cities of Death Tactical Objectives.

GENERATING TACTICAL OBJECTIVES

The mission will tell you how many Tactical Objectives to generate at the start of your turn.

To generate a Tactical Objective, roll two dice, one after the other: the first dice represents tens, and the second represents digits, giving you a result between 11 and 66. Consult the Cities of Death Tactical Objectives on the following pages and write down the corresponding Tactical Objective. Note that unless the mission states otherwise, the results are not secret; each player should be able to see what Tactical Objectives the other has.

Note that, whilst there are several Tactical Objectives with the same name, they are all uniquely numbered. When generating Tactical Objectives, keep a note of the numbers you rolled during the game – if you roll the same numbered Tactical Objective during the same game, roll again until a different number is generated.

If you own a deck of Cities of Death Tactical Objective cards, you can instead generate your Tactical Objectives by shuffling the deck and drawing the top card. The cards you have drawn should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

Tactical Objectives that have been generated are said to be active until they are either achieved or discarded.

Faction-specific Tactical Objectives

Many codexes contain Tactical Objectives that are specific to a Faction and are used if your Warlord is from the appropriate Faction. Normally, these replace the Capture and Control objectives in the *Warhammer 40,000* rulebook (numbers 11-16). In a Cities of Death mission, you can choose whether or not to use Faction-specific Tactical Objectives – simply let your opponent know before the battle which set of Tactical Objectives you will use. If you choose to use Faction-specific Tactical Objectives for a mission, they instead replace the Capture and Control objectives in this book.

ACHIEVING TACTICAL OBJECTIVES

At the end of every turn (yours and your opponent's), you must check to see if you have achieved any of your active Tactical Objectives – the descriptions will tell you how and when they are achieved and how many victory points are scored for achieving them. If you can achieve a Tactical Objective at the end of a turn, you must immediately score the victory points for it – you cannot choose not to do so. Players can achieve any number of their Tactical Objectives in the same turn.

STRATAGEMS

If the mission uses Tactical Objectives, a player can use Command Points (CPs) to use the following bonus Stratagem:

NEW ORDERS

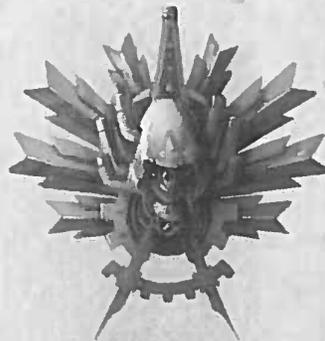
Stratagem

2CP

Use this Stratagem after generating your Tactical Objectives at the start of your turn. Immediately discard a Tactical Objective and generate a new one.

DISCARDING TACTICAL OBJECTIVES

Once a Tactical Objective has been achieved, it is discarded. After the achieved Tactical Objectives (if any) have been discarded, the player whose turn it is can select one of their remaining active Tactical Objectives and choose to discard it – this scores no victory points. Discarded Tactical Objectives cease being active and you cannot generate or achieve these objectives for the remainder of the game.



11

SECURE BUILDING 1

CAPTURE AND CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 1 at the end of your turn.

21

GARRISON BUILDING 1

TAKE AND HOLD

A key building has been secured and must be protected. Do not allow the foe to gain control of it.

Score 2 victory points if you control objective marker 1 at the end of two consecutive turns.

12

SECURE BUILDING 2

CAPTURE AND CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 2 at the end of your turn.

22

GARRISON BUILDING 2

TAKE AND HOLD

A key building has been secured and must be protected. Do not allow the foe to gain control of it.

Score 2 victory points if you control objective marker 2 at the end of two consecutive turns.

13

SECURE BUILDING 3

CAPTURE AND CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 3 at the end of your turn.

23

GARRISON BUILDING 3

TAKE AND HOLD

A key building has been secured and must be protected. Do not allow the foe to gain control of it.

Score 2 victory points if you control objective marker 3 at the end of two consecutive turns.

14

SECURE BUILDING 4

CAPTURE AND CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 4 at the end of your turn.

24

GARRISON BUILDING 4

TAKE AND HOLD

A key building has been secured and must be protected. Do not allow the foe to gain control of it.

Score 2 victory points if you control objective marker 4 at the end of two consecutive turns.

15

SECURE BUILDING 5

CAPTURE AND CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 5 at the end of your turn.

25

GARRISON BUILDING 5

TAKE AND HOLD

A key building has been secured and must be protected. Do not allow the foe to gain control of it.

Score 2 victory points if you control objective marker 5 at the end of two consecutive turns.

16

SECURE BUILDING 6

CAPTURE AND CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 6 at the end of your turn.

26

GARRISON BUILDING 6

TAKE AND HOLD

A key building has been secured and must be protected. Do not allow the foe to gain control of it.

Score 2 victory points if you control objective marker 6 at the end of two consecutive turns.

31**SEIZE BUILDING 1****STORM AND
DEFEND***You must storm an enemy-held building without delay.*

Score 1 victory point if you control objective marker 1 at the end of your turn. If the enemy controlled this objective marker at the start of the turn, and you control it at the end of the turn, score D3 victory points instead.

32**SEIZE BUILDING 2****STORM AND
DEFEND***You must storm an enemy-held building without delay.*

Score 1 victory point if you control objective marker 2 at the end of your turn. If the enemy controlled this objective marker at the start of the turn, and you control it at the end of the turn, score D3 victory points instead.

33**SEIZE BUILDING 3****STORM AND
DEFEND***You must storm an enemy-held building without delay.*

Score 1 victory point if you control objective marker 3 at the end of your turn. If the enemy controlled this objective marker at the start of the turn, and you control it at the end of the turn, score D3 victory points instead.

34**SEIZE BUILDING 4****STORM AND
DEFEND***You must storm an enemy-held building without delay.*

Score 1 victory point if you control objective marker 4 at the end of your turn. If the enemy controlled this objective marker at the start of the turn, and you control it at the end of the turn, score D3 victory points instead.

35**SEIZE BUILDING 5****STORM AND
DEFEND***You must storm an enemy-held building without delay.*

Score 1 victory point if you control objective marker 5 at the end of your turn. If the enemy controlled this objective marker at the start of the turn, and you control it at the end of the turn, score D3 victory points instead.

36**SEIZE BUILDING 6****STORM AND
DEFEND***You must storm an enemy-held building without delay.*

Score 1 victory point if you control objective marker 6 at the end of your turn. If the enemy controlled this objective marker at the start of the turn, and you control it at the end of the turn, score D3 victory points instead.

41**MISSION-CRITICAL BUILDING****SEIZE GROUND***A vital building has been detected within this war zone. Capturing it will hamper the enemy's efforts to defend this sector.*

When this Tactical Objective is generated, your opponent must pick an objective marker; this must be one that has been upgraded by a Key Building Stratagem, if there are any on the battlefield. Score D3 victory points if you control this objective marker at the end of the turn.

42**MAINTAIN PERIMETER****SEIZE GROUND***Establish a perimeter and ensure no enemy gets past your cordon.*

Score 1 victory point if no enemy units are wholly within your deployment zone at the end of the turn for two consecutive turns.

43**CAPTURE STRONGHOLD****SEIZE GROUND***Strike deep into enemy territory and seize the building around which they anchor their defences.*

Score 1 victory point for each objective marker you control at the end of the turn that is wholly within your opponent's deployment zone.

44**VITAL ASSETS****SEIZE GROUND***This area is replete with command posts, medical facilities and ammo stores. Seek out and secure as many of these as you can.*

Score 1 victory point for each objective marker you control at the end of the turn that has been upgraded by a Key Building Stratagem.

45**THE HIGH GROUND****SEIZE GROUND***By capturing the tallest buildings in this sector, you will be able to dominate huge areas of the city.*

Score D3 victory points if you control the two highest (above-street level) objective markers at the end of your turn. If two or more objective markers are jointly the highest, score D3 victory points if you control any two of them.

46**REPEL THE ENEMY****SEIZE GROUND***Repulse all of the foe's attacks, and drive them out into the streets so they can be slaughtered.*

Score 3 victory points at the end of the turn if you control at least three objective markers and your opponent controls none.

51**CRUSHING FIREPOWER****PURGE**

A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.

Score 1 victory point if an enemy unit was destroyed during the Shooting phase of this turn. If you destroyed an enemy unit that was entirely on or within a ruin or Sector Mechanicus structure at the start of the Shooting phase, score 2 victory points instead.

52**NO QUARTER****PURGE**

Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.

Score 1 victory point if an enemy unit was destroyed during the Fight phase of this turn. If you destroyed an enemy unit that was entirely on or within a ruin or Sector Mechanicus structure at the start of the Fight phase, score 2 victory points instead.

53**SURPRISE ATTACK****PURGE**

Appear suddenly in the heart of the battle and annihilate your foe before they can react.

Score 1 victory point if at least one enemy unit was destroyed by a unit from your army that was set up on the battlefield as reinforcements this turn.

54**AREA DENIAL****PURGE**

It is critical that this area is dominated. No enemy vanguard or guerrilla units can be allowed to disrupt our plans.

Score 1 victory point if there are no enemy models within 6" of the centre of the battlefield at the end of your turn. If there are no enemy models within 12" of the centre of the battlefield at the end of your turn, score 123 victory points instead.

55**PSYCHOLOGICAL WARFARE****PURGE**

Break the enemy's morale, make your foes tremble before you.

Score 1 victory point if your opponent failed a Morale test during this turn. If your opponent failed 3 or more Morale tests, score 123 victory points instead.

56**SALLY FORTH****PURGE**

The enemy thinks we will simply wait for them to attack. Launch an immediate counter-offensive and engage the foe.

Score 1 victory point if at least one of your units that started the turn entirely on or within a ruin or Sector Mechanicus structure charged an enemy unit not on or within a ruin or Sector Mechanicus structure.

61**KINGSLAYER****ANNIHILATION**

The enemy commander must be slain as quickly as possible.

Score 123 victory points if your opponent's Warlord was destroyed during this or any previous turn.

62**ELIMINATE SPY****ANNIHILATION**

An enemy spy has been reported in the city. They cannot be left alive to report what they have seen.

When this Tactical Objective is generated, identify which enemy **CHARACTER** on the battlefield has the lowest Power Rating. (If more than one are tied, your opponent chooses one). Score 123 victory points if that model is destroyed during the turn. If there are no enemy **CHARACTERS** on the battlefield when this Tactical Objective is generated, score 1 victory point instead.

63**COUNTER-STRIKE****ANNIHILATION**

The foe seeks to outflank us. Show them the folly of their ways.

Score 1 victory point if at least one enemy unit that started the battle anywhere other than on the battlefield was completely destroyed during the turn. If 3 or more such units were destroyed this turn, score 123 victory points instead.

64**STRONGHOLD DENIAL****ANNIHILATION**

Reduce the foe's stronghold to rubble and rob them of their prize.

Score 1 victory point at the end of your turn if at least one enemy **BUILDING** was destroyed during the turn, or if you used the Demolitions Stratagem during your turn.

65**CRIPPLE THE VANGUARD****ANNIHILATION**

Destroy the foe's swiftest units and negate their manoeuvrability.

When this Tactical Objective is generated, identify which unit in your opponent's army that is on the battlefield has the highest Move characteristic. Score 1 victory point if that unit is destroyed this turn (if several are tied for the highest Move characteristic, score 1 victory point if you destroy any of them).

66**STREETS OF DEATH****ANNIHILATION**

Force the enemy to cower in their ruins, exterminating any that dare to venture forth onto the streets.

Score 1 victory point for each enemy unit that was destroyed during the turn and that was at street level and not entirely on or within a ruin or Sector Mechanicus structure at the start of the turn (to a maximum of 6 victory points).