

THE PERDITION WAR



A WARHAMMER 40'000 CAMPAIGN WEEKEND

1ST-3RD AUGUST 2014



++ Reference/Subject :
++ Designation :
++ Locale :
++ Hive Co/Ord :
++ Preparation :
++ Attribution :
++ Ordinator :
++ TFTD :

++Incoming Transmission...Vermillion clearance required++

++=] [=*****=] [=++

++Clearance accepted. Welcome Inquisitor Leviticus...Begin transmission++

My Liege,

It is with regret I must report that Lord Guntz has fallen in combat. Our fears were confirmed. The hulk contained elements which must be purged. I have assumed control of the imperial forces at my disposal, but the fleet has begun to fracture. I request immediate assistance from the crusade fleet. There is more in Perdition than ghosts and hulks. What follows is an accurate disposition of imperial and other forces arrayed within the...

++Transmission interrupted++

—THE BASTION CRUSADE—

SUB-SECTOR LOST. Nestled in the cradle of the Imperium where the Segmentums Ultima, Tempestus and Solar overlap lies the Bastion Sub-sector of Sector Ambillica. Ever had Bastion stood as a stalwart fortress, guarding one of the crucial routes to the Segmentum Solar and Holy Terra itself. The unpredictable and vicious warp currents of the surrounding Sectors made the Bastion Sub one of the safest and most reliable Transit

lanes from the Galactic South. Many times during its history, Bastion withstood invasion from marauding Orks, depraved worshippers of the Ruinous powers or other, unnamed threats. However this was not to last forever.

When the Age of Apostasy erupted and ravaged the Imperium, warp storms appeared throughout the galaxy, cutting off whole sectors from warp transit whilst



++ Reference/Subject :
++ Designation :
++ Locale :
++ Hive Co/Ord :
++ Preparation :
++ Attribution :
++ Ordinator :
++ TFTD :

the eddies of the Emphyrean raged. Most of these would die away in the aftermath in that bloody time, their anger spent like the life blood of Goge Vandire. This was not true of the Bastion Sub-sector. There the storms continued to thrash and boil the warp, making warp travel to and from the Bastion Sub-sector almost suicidally dangerous. The Administratum had no choice but to abandon the Sub-sector. The entire Imperium was still reeling from the impacts of the Age of Apostasy, and their attentions were needed elsewhere. Besides, the warpstorms did the job of Bastion better than any servant of the God-Emperor ever could; it made access through the previously calm Warp to Segmentum Solar, all but impossible. The perfect blockade.

And so Bastion's importance faded into history.

Until now.

38 Years ago standard, Ships traversing the Warp in the Ambillica Sector were shocked to find the warp storms had all but abated. For the first time in nearly 6 millennia, the Imperium could return to the Bastion Sub-Sector. Alas, all those

years cut off from the Emperor's Light had cost the worlds of Bastion dearly. Many had fallen to cults of the Dark Powers. Others had found themselves over run by greenskins, unable to call for aid from other worlds when the marauding barbarians bore down on them (Orks not being ones to allow something silly like a little bad warp weather deter them from finding a good scrap somewhere). Those that stayed loyal to the words of the Imperial Creed, had still lived in virtual isolation for nearly 6 thousand years and were now very different from the worlds they had once been.

A great crusade was launched by the Imperium to retake the worlds of the Bastion Sub-sector. Sometimes this would require re-education, and a new class of Ecclesiarch, sometimes it would need an entire world to be scoured clean before it could be resettled by good, Emperor-fearing folk. Hundreds of Imperial Guard Regiments, the entire Strength of Battle Fleet Ambillica and even a handful of the fabled chapters of the Adeptus Astartes lent their strength to this crusade.

THE VEIL OF PERDITION. Even after 38 years of Crusading, but a handful of the hundreds of Systems within the Sub-Sector had been brought back to Imperial compliance, and not all were as easily accessible as had first been thought. Some systems remained isolated by smaller warpstorms, forming barriers around



++ Reference/Subject :
++ Designation :
++ Locale :
++ Hive Co/Ord :
++ Preparation :
++ Attribution :
++ Ordinator :
++ TFTD :

planetary systems or the occasional rogue planet.

When the Warp Storm surrounding the Perdition System suddenly died away unexpectedly, the same conflicting mix of excitement, wonder and dread rippled through the Crusade forces as had held the whole of Ambillica Sector in its grip just 38 years earlier. A relatively small system, consisting of no more than 3 inhabitable worlds, Perdition should have been easy pickings for the Crusade.

CELESTIUM MUNDIS. A regiment of Imperial Guard, the Cyronian VIII Drop infantry, were dispatched under the command of Lord Inquisitor Ezekiel Guntz of the Ordo Hereticus. Their task was simple, they had only to evaluate the 3 worlds and report back to the fleet, so that the correct level of force could be applied to each world to bring it back into the fold of the Imperium.

The Guard bulk transports and the flotilla of escorts which always accompanied these bloated ships had only translated into the Perdition System a matter of months when their Navigators began warning of the warpstorms once again. They were not as strong as those shielding

the system previously, nor as constant. In fact, were the Navigators to have stared into the warp long enough, they would have begun to discern a pattern to the warpstorms' occurrences. Approximately every 3 months standard, there would be a sudden and dramatic calm in the warp before another cycle of psychic turbulence began. Fearing they would be trapped within the System should the warp storms continue to build, Lord Guntz made to return to the Crusade, but as the flotilla prepared to be redeployed, they were greeted by a most strange sight.

Before their very eyes, and a mere few thousand kilometres from the Lead ship's starboard bow, a colossal space hulk translated into realspace. The ship had clearly once been of imperial design, and there were markings stretching back as far as the Great Crusade itself, not least of which its name, emblazoned in High Gothic characters 50 Stories tall – The Ceslestium Mundis. But 10 thousand years of being buffeted about the warp had left it a very different beast indeed. Huge holes were torn in the hull where sections the size of hab blocks were exposed to hard vaccum. Huge rocky protrusions erupted from all along the body of the Hulk where asteroids and other chunks of stellar matter had impacted into it. Some even had crude technology built over them. Within moments, 3 more similar hulks of varying ages and sizes translated into the system.



++ Reference/Subject :
++ Designation :
++ Locale :
++ Hive Co/Ord :
++ Preparation :
++ Attribution :
++ Ordinator :
++ TPTD :

Determined to discover if these Hulks posed any immediate threat to the souls of the Crusade, Lord Guntz lead a strike team consisting of his personal retinue, a Junior inquisitor of the Ordo Hereticus and 2 platoons of the most elite men the Cryonian VIII had to offer to the nearest of the Hulks, a ship which had once been an Escort class.

Only a handful of men returned. The Junior Inquisitor was amongst them, but Lord Guntz was not. Inquisitor Corai made the captain of Guntz's flagship aware that the mighty Inquisitor had fallen in battle

with a creature from beyond and ordered the hulk destroyed, damning all the Guardsmen trapped within it to death.

Without Guntz's strong leadership, the flotilla fell into disarray, arguing over seniority and who should give the orders. Astropaths sent word to the Crusade forces, and anyone who could hear requesting aid.

THE PERDITION WAR. Soon the System was overrun by different Forces. Some came to answer the imperial summons for aid and investigate the hulks or bring the worlds into compliance. Some wanted to defend the Humans living on the 3 worlds in the system from the myriad horrors arriving, yet more came drawn by the lure of the archeotech treasures hidden on ancient space craft and worlds which had not been plundered in over 6 thousand years. Whatever the reason, the outcome was clear. Perdition was plunged into a state of war.



++ Reference/Subject :
++ Designation :
++ Locale :
++ Hive Co/Ord :
++ Preparation :
++ Attribution :
++ Ordinator :
++ TTFD :

—PERDITION IV: EDEN—

SYSTEM CAPITAL, SEAT OF GOVERNMENT, IMPERIAL PARADISE

EDEN. The largest inhabited planet within the Perdition System sits 4th from the Perdition Star. The Hive World of Eden exists in official records dating back beyond the Age of Apostasy, listed as the Imperial Capitol world for the System. Its populace claim they have remained pure in their centuries of isolation, and that they still walk in the Emperor's footsteps, but can any people cut off from His light for so long be expected to remain untainted? Can the Imperium ever afford to take that risk?

It is an ugly, blistered world reminiscent of so many of the planets which fall under the Emperor's divine light. If Eden ever had any oceans, they have long since boiled away, consumed in the fires of Industry and the Emperor's war machine. Complex and archaic atmospheric generators maintain the oxygen levels for the planet in the absence of any natural plant life. Radioactive Ash Wastes cover most of the planet's surface, with monolithic mountains and enormous crevasses cutting scars across the one, giant continent. A few pockets of humans

dwelt within the Ash Wastes, some by choice, most in exile as punishment for some crime committed by them, or some distant ancestor, against the Hive Dwelling majority. These small communities of Wasters (as they are known colloquially), are mostly nomadic, moving to avoid the constant radiation storms which plague the wastes. Many make camp in the extensive natural cave networks which crisscross the deserts, but some are foolhardy enough to eschew even this meager protection from the harsh environment. Many are the tales of marauding bands of mutants which plague the Ash Wastes, periodically attacking some minor Hive cities themselves, and carrying unfortunates away for food, pleasure of Emperor knows what else.

There are dozens of Hive cities across Eden, each with its own customs and traditions. Four have achieved the rank of Major Hives. One for the inhabitable worlds of Perdition and a 4th to honour the Emperor himself.

NOTABLE FEATURES



++ Reference/Subject :
++ Designation :
++ Locale :
++ Hive Co/Ord :
++ Preparation :
++ Attribution :
++ Ordinator :
++ TFTD :

HIVE TARTARUS: Major Hive. Capitol city of Eden. Seat of government for the Imperium within the system. Home of the Adeptus Astra Telepathica, Ordos Inquisition Chapter House and the Fortress Administratum.

HIVE AARU: Major Hive. Location of Ministorum central Cathedral. Seat of Ecclesiarchy Cardinal.

HIVE SHEOL: Major Hive

HIVE VALHALLA: Major Hive

ELYSIUM HIVE: Minor Hive. Given over entirely to create a paradise for the retirement of Imperial dignitaries and high ranking nobles. Separate bio dome controls weather, giving the illusion of an outside space and garden which can be enjoyed.

ASPHODEL HIVE: Minor Hive. Atmospheric stabilisation station. All hive workers are employed by the monolithic technological marvel and toil in the effort to maintain and stable atmosphere around the planet. Located to the Polar South.

GEHENNA HIVE: Minor Hive. Atmospheric stabilisation station. All hive workers are employed by the monolithic technological marvel and toil in the effort to maintain and stable atmosphere around the planet. Located to the Polar North.

NIFLHEL HIVE: Minor Hive. Manufactorum once responsible for producing the bulk of the weapons equipped to Imperial Guard regiments raised from the worlds of Perdition. Now given over to supplying the planetary defense forces.

OLAM HABA: Minor Hive. Manufactorum.

STATION DAMOCLES: Locked in Geosynchronous orbit above one of the larger Ash Wastes, is the Space Station Damocles. Clearly of Imperial Design, the station is said to date back to before the Age of Apostasy. Superstitious fear of an unremembered curse keeps most natives away from Damocles. Those few expeditions which have tried to chart it, have often returned with horrendous casualties. What little could be gleaned was added to the Imperial Records. It is known the station is physically smaller, but similar in design to a Ramilles Class Star Fort. Although there is no trace of a warp drive, it does have enormous sub-light thrusters, far more than would be necessary to ensure it kept orbit.



++ Reference/Subject :
++ Designation :
++ Locale :
++ Hive Co/Ord :
++ Preparation :
++ Attribution :
++ Ordinator :
++ TSTD :

PERDITION V: EMPEROR'S LANDING

A KINGDOM DIVIDED, SHRINE OF THE EMPEROR, WORLD OF NIGHT AND DAY

EMPEROR'S LANDING. Laying 5th from the Perdition Star, Emperor's Landing is something of a planetary anomaly. The world does not rotate as it orbits the star, instead, one half of the world is constantly turned away from the Sun and is perpetually dark, whilst the other is always facing it and bathed in never ending midday sun. It is said that the planet once spun normally as it completed its Sidereal Orbit, but that the day the Emperor set foot upon it, it came to a halt, so that the Emperor's light would forever shine upon his devout followers.

Officially designated a shrine world owing to the fact that it once played host to the Emperor himself, Emperor's Landing would more commonly be identified as a Feudal or Medieval World. On both sides of the world, ancient architectural design is prevalent, with only small additions of the Imperial Gothic aesthetic prevalent on the majority of Imperial planets.

Although once as devout a world as one could hope to find, it would appear

millennia of isolation have had a degenerative effect on the souls of the populace. Both the light and the dark sides venerate the Emperor as their god, but cults evolved worshipping Him as a being of pure light, patronizing only those who live ever in the sun, or a devilish beast of darkness whose shadows will consume the universe. Many religious wars have been fought between the opposing sides, with no end in sight. Neither can agree upon the correct way to worship the Emperor and they are prepared to die for their beliefs. So divergent, are the cults of Night and Day from the writings of the Ecclesiarchy that they no longer fall within the acceptable limits of the Imperial Creed. In addition, the Inquisition is concerned that there could be a more sinister influence behind the practices of these cults, as certain elements such as human sacrifice (observed by both cults, albeit in a slightly differing manner – another topic of 'debate' between them) are reminiscent of other belief systems in the galaxy.



++ Reference/Subject :
++ Designation :
++ Locale :
++ Hive Co/Ord :
++ Preparation :
++ Attribution :
++ Ordinator :
++ TFTD :

Most of the general population are unaware there are inhabited worlds beyond their own skies, content as they are to war with their neighbours. Only the capitals of each side have any regular contact with off-worlders.

NOTABLE FEATURES

CELESTIAL CITY: A towering Proto-hive which acts as the capital for the Cult of Day and the light side of the planet. One of the few elements of Imperial Gothic architecture, Celestial City was built up around the spot the Emperor's feet first touched the dirt of the world. Most of the inhabitants are not dissimilar to the Imperial citizens of a civilized world, with extensive knowledge of the world beyond their borders and contact with agents from Eden. The Celestials are considered angelic being by the general populace of the light side, seeing their higher level of technology and towering city as a step towards the Emperor's divine light.

EAST WALL: The mountain range dividing the largest continent in half, forming almost a perfect border between the light and dark sides of the planet.

Many passes span the width of the mountains, and have been the site of the most vicious battles in their religious wars. Now both sides maintain fortresses (not unlike the stone built medieval castles of Ancient terra) at either end of the largest passes.

PORT VEIL: The capital city of the dark side, and home of the Cult of Night. Unlike the Celestial City which was constructed to act as the planet's capital before the warp storms cut off Perdition, and thus bears many of the hallmarks of an Imperial City, Port Veil grew organically after the warp storms began. Rather than a single, planned city, it is really a conglomeration of many smaller settlements, joined together to increase their strength. Port Veil has several large outside spaces which act as landing platforms for off world transports, and is full of watering holes, gambling dens and ladies of ill repute. Port Veil has become a haven for renegades, fugitives and other unsavoury characters who want to disappear. Once this was just for those fleeing the authorities on Eden, but in recent days scum from all over the sector have started flocking the Port Veil.

THE ETERNITY PLAINS: Located in the Dark side of the planet, these are an huge, empty wasteland. The site of the great battle during the Emperor's crusade. When the Emperor arrived at Emperor's Landing, the humans were enslaved by an



++ Reference/Subject :
++ Designation :
++ Locale :
++ Hive Co/Ord :
++ Preperation :
++ Attribution :
++ Ordinator :
++ TFTD :

alien race (the name of which is now lost to history). The Emperor and his angels of

death liberated the world but at great cost in lives. The final, decisive battle was fought here, upon the region which would come to be known as the Eternity plains. Many claim the scars of that battle still trouble the plains, and that on quiet nights, the dead themselves have been seen to walk once more, fighting a never ending battle that was won and lost eons ago.





++ Reference/Subject :
++ Designation :
++ Locale :
++ Hive Co/Ord :
++ Preparation :
++ Attribution :
++ Ordinator :
++ TTFD :

—PERDITION III: [RECORDS INCOMPLETE]—

GHOST WORLD, LIFELESS ROCK, STARSHIP GRAVEYARD

PERDITION III: There is no local name on official record for the 3rd planet from the Perdition Star. The Bastion Crusade Munitorum have listed it simply as Perdition III. If the inhabitants of Eden or Emperor's Landing know more, they are not given to talking of it, naming it only The Ghost World. Officially classified as a Dead World, Perdition III bears many of the hallmarks of that archetype. There are no native fauna on the planet, and not a living soul. Even the oceans have dried up. However, there is a working atmosphere, served mainly by a dense equatorial jungle which rings the entire surface of the planet.

It is obvious that the planet was occupied at one time. Even from low orbit you can see the infrastructure of Imperial Civilization. Spires and Proto-Hives stretch into the sky. Manufactorum complexes the size of continents spread out like giant mechanical spiders' webs. There is even what seems to be a largely intact star port on the surface. But no life. There are no craters or blast marks, and the cities are

not in ruins. In fact there appears to be no evidence of battle whatsoever, beyond the occasional scorch mark on a palace gate, or bullet hole in a hab block window.

Perhaps the greatest mystery of Perdition III is not even on its surface, but rather in the skies above it. Orbiting the planet is a countless number of ruined space ships. Ranging from damaged escorts and shuttlecraft all the way up to the mammoth space hulks which appeared in the void between Perdition's worlds. In fact, with the exception of the Celestium Mundis, all of the space hulks which appeared to the Bastion Crusade exploratory flotilla have slowly gravitated here, content to hang in space like some titanic macabre graveyard.

NOTABLE FEATURES

Note, that as there are no local inhabitants, there are no Imperial Records for names of specific regions on the Planet's surface. A cursory scan by the Explorator flotilla revealed the following places of interest:



++ Reference/Subject :
++ Designation :
++ Locale :
++ Hive Co/Ord :
++ Preparation :
++ Attribution :
++ Ordinator :
++ TFTD :

++**SITE ALPHA**++ The largest of the manufactorum complexes. Appears to have been the site responsible for producing the bulk of the armoured

vehicles used by the Perdition Guard regiments prior to their isolation. Northern Region

++**SITE BETA**++ Largest city complex. Presumed to be the previous capital city. Northern region.

++**SITE GAMMA**++ The city sized starport. Eastern Region.

++**SITE OMEGA**++ Location not specified. Records locked by Inquisitorial Decree.



---THE PERDITION WAR---

The Perdition War is a Warhammer 40'000 Campaign Weekend held at the North West Games Centre on 1st-3rd August 2014. You will be placed into teams and compete to achieve your objectives and come out as overall champions of the campaign.

----WHERE?----

The North West Gaming Centre

Hallam Street

Heavily

Stockport

SK2 6PT

----TICKETS----

-£35 Tickets (which allow access to the full weekend's gaming, lunch both days and an evening meal on Saturday)

At the time of purchase, you must specify which Campaign Faction you want to play for. Tickets are limited for each Faction. All tickets are available through elementgames.co.uk. All tickets allow access to the Behind the Lines Kill Team event held on Friday 1st August.

-----What you need to Bring-----

- A copy of this rules pack
- 2 word processed copies of your army list
- Your miniatures
- Dice, and any tokens, templates or cards you will need
- Copies of all relevant rulebooks, codexes, suppliments, dataslates or Forge World publications relevant for models you are fielding.

TIME TABLE

Friday 24th January

19.00-late: Behind the Lines Kill Team Event

Saturday 2 nd August		Sunday 3 rd August	
Time	Event	Time	Event
09.00-09.30	Registration & breakfasts	09.00-09.30	Campaign Registration
10.30-10.15	Briefing & getting to know your team	09.30-09.45	Briefing
10.15-12.45	Game 1	09.45-12.15	Game 4
12.45-13.45	Lunch	12.15-03.15	Lunch
13.45-16.15	Game 2	13.15-15.45	Game 5
16.15-16.30	Break	15.45-16.00	Break
16.30-19.00	Game 3	16.00-18.30	Game 6
19.00-20.00	Evening meals	18.30-19.00	Final Briefing and awards ceremony
20.00 onwards	The Hall will be available for Evening gaming		

---CAMPAIGN FACTIONS---

Every army will fit into a particular Faction based on its alignment (detailed below). You must decide which Faction you plan to play for when you buy your ticket. All models must be fully painted to be used in this event. Any models judged not to be fully painted will be asked to be removed. We really don't like doing this so please don't make us!

---ARMIES---

Armies should be selected up to 1600 points. Any of the following army lists may be used. Those marked with a * are variant army lists or have additional special rules and are found in this rules pack. All others should use the most up to date army list as published by Games workshop or Forge World*(including any errata and FAQ's or White Dwarf Updates).

The following additional restrictions are also in place:

- Please note that Special or Named characters will not be permitted this weekend. Those who play a significant role in the campaign will be available from the campaign organisers and supplied to the relevant Factions/teams to field when they are available This includes Cypher.
- Armies must be Battle-Forged. Unbound armies will not be permitted.
- All armies must be selected from the same faction. Whilst it is acceptable to bring multiple detachments within the rules in the 40K rulebook, all detachments must be selected from the same army list. This means that, for example, Astra Militarum armies cannot include detachments of Space Marines etc. If you are fielding a Space Marine army, all detachments must share the same Chapter Tactics.
- Allied detachments may not be chosen, whether they are selected from the same army list/faction or not. If you want to ally yourself with another faction, you will need to do so within the context of the campaign itself.
- Fortifications may not be taken. The armies are arriving in The Perdition System, they are not permanent fixtures and have not had chance to erect fortifications. The exception to this is the Aegis Defence Line which may be taken as normal.
- Codex: Inquisition may be taken as its own force (where it forms the primary detachment) however, they may not be taken as detachments to other armies.
- Codex: Imperial Knights may be taken as its own force (where it forms the primary detachment) however, they may not be taken as detachments to other armies.

- All '40K approved' units from Forge World publications may be included provided they do not breach any of the other army selection rules and a copy of the most up to date publication containing the rules are present.
- Players are reminded this is a campaign weekend, not a tournament. The goal should be to play *with* your opponent, not *against* them. Please bear this in mind when selecting an army.
- If there are any queries as to whether your planned army will be legal or not, please contact one of the event organisers before the event.

----FORCES OF THE IMPERIUM----

- Codex: Space Marines, including Forge World's list of additional chapter tactics (please note, this is a narrative campaign. To that end, if your army is painted in the heraldic style of a particular chapter or successor chapter, you are expected to use the correct chapter tactics.)
- Codex: Space Wolves
- Codex: Blood Angels
- Codex: Dark Angels
- Codex: Inquisition
- Codex: Adeptus Sororitas
- Codex: Imperial Knights**
- Codex: Grey Knights
- Codex: Astra Militarum
- Space Marine Siege Assault Vanguard List
- Death Korps of Krieg Siege List

**** Imperial Knight Armies may select a single Relic Cerastus Knight Lancer. If they do so, it must be the army Warlord and uses the rules in Forge World's Horus Heresy Book 3: Extermination.**

----FORCES OF CHAOS----

- Codex: Chaos Space Marines
- Codex: Chaos Daemons
- The Lost and the Damned*

=====FORCES OF XENOS=====

- **Codex: Dark Eldar**
- **Codex: Eldar**
- **Codex: Necrons**
- **Codex: Orks**
- **Codex: Tau Empire**
- **Codex: Tyranids**
- **Genestealer Cults***
- **Ork Dredd Mobs**

====HOW THE CAMPAIGN WORKS====

At registration you will be assigned to a team of player using forces from the same Faction as you. Throughout the weekend, you will play as part of the same team, against teams from other factions. Your individual victories will go towards how well your team is doing in the campaign, as well as how well your faction over all is progressing in its goals.

====THE TEAM LEADER====

The team leader is very important position. It will be the team leader who has ultimate say on which Battle Strategy you will use each round (if any), which tables you will play on and who will have the honour of fielding any special characters assigned to your team. How you select your team leader is up to you. Perhaps a team of Orks will elect the biggest and toughest looking player (as is traditional). A team of imperial players including an inquisitor would surely defer to their ultimate authority. Which ever way, your team leader must be selected at Registration at Day 1.

====PLAYING THE CAMPAIGN====

Each round, your team will be drawn against another, rival team, based on your various narrative objectives and positioning. Campaign points are awarded for the following results:

- Each win – 3 points
- Each Draw – 1 point
- Each Loss – 0 points

The group of 3 tables you are playing on will be selected by the event organisers, however, which player from each team plays on which table is the responsibility of the team captain. At the start of each round, the captains will assign their team members to a specific table in secret. Both your team and your opponent reveal these at the same time. Each Team Captain will be given a results card to complete for his entire team and hand in to the event organisers at the end of each round.

====CAMPAIGN BONUSES====

In addition to the points gained from winning games, there are a number of additional ways to gain Campaign Points.

=====BATTLE STRATEGIES=====

Each team has access to the following 3 Battle Strategies. Each may be used a maximum of once for the entire weekend. When

used they have some impact on the very next game played by the entire team. The decision of which Strategy to use rests with the team leader, and he must make the event organisers aware of any Strategies in play before the start of the game. Please note, Battle Strategies cannot be used for the Storm of Magic game.

- **Dig In:** Sometimes all the positioning in the world cannot evade the eventual battle looming on the horizon. When holding your ground in the face of the enemy is a commander's prime concern, he may elect to dig in, raise fortifications and prepare to form a wall for the enemy to break upon. For the next game, the team gets only 2 campaign points for a win, 2 for a draw and 1 for a loss
- **Let slip the Dogs of War:** Invaders and raiders often care little for protecting their own lines, concentrating instead on charging headlong into the enemy in hopes of breaking them with terror tactics. For the next game, the team gets 4 points for a win, but nothing for a draw or loss
- **Eternal War:** It is a sad fact of life, that there is never a shortage of soldiers ready to take up arms and lay down their lives in the name of war. For the next game, the team may 'recycle' any one Troops choice in their army. Once a unit has been destroyed, instead of removing it, it can be placed into reserves and must move on from the player's board edge at the start of the next turn. Only Troops choices may be elected to be recycled in this manner, and only one per team player. Recycled units lose any transport vehicle they had selected but are otherwise identical to how they started the game.

=====SECRET MISSIONS=====

At the beginning of the weekend your team captain will receive 6 secret mission cards. These must be kept secret from the other teams. Each round, the Team Captain *must* play one of these secret mission cards by passing it to the event organisers. For all members of a team who complete a secret mission, you will be awarded 1 bonus Campaign Point. If all members of a team complete the secret mission, your team is instead awarded 5 bonus campaign points.

=====BATTLEFIELDS=====

Throughout the campaign there will be different tables in use to represent the varying Battlefields of the war. These will have individual special rules assigned to them which will be available on cards attached to the tables. Some may benefit one army more than another, and it is for this reason that the Team Leader has ultimate say over which of his players uses which table.

=====TEAM OBJECTIVE=====

At the beginning of the weekend, the Team Leader will be given an overall Team Objective. This is the central thing the team is fighting for, and achieving it is worth a bonus 7 Campaign Points.

=====WINNING THE CAMPAIGN=====

The Faction with the most Campaign Points at the end of the weekend will be crowned the champions of the event and the Winners of The Perdition War. Each member of the Faction will receive a set of winner's dog tags.

In addition, the highest scoring team in each Faction will be given a medal.

There will also be an award for the Best Painted Army used at the event.

=====ADDITIONAL GAMES=====

In addition to the 6 games played as part of the campaign, there are additional events/games which players can freely participate in.

=====BEHIND THE LINES=====

Behind the Lines is a mini tournament which will take place on the evening of Friday 1st August 2014 using the Kill Team Rules available from Games Workshop Digital Editions, and using the leader advancement table from the Games Workshop Events Team's Kill Team events pack available here:

http://www.games-workshop.com/MEDIA_CustomProductCatalog/m3730003a_Kill_Team_Event_Pack_2014.pdf

Your Kill Team must be chosen from the same army list/codex which you are using for the rest of the campaign (including any chapter tactics and/or variant armies presented in this pack).

As a reward for playing in the Kill Team event, your leader, and any bonuses he receives may be included in your army for any campaign games over the weekend for free. He counts as an additional HQ choice and gains the independent character special rule.

=====EVENING GAMES=====

The Gaming Hall will remain open for additional gaming on the Saturday night from 20.00 onwards. Any players who wish to stay will have the option of playing further games which can be added to the campaign results. There will be the option for multiplayer games, additional battle missions and even apocalypse level gaming on the evening if desired. If players wish to prearrange a large scale game for the evening and wish it to take part in the campaign, please make the event organisers aware ahead of time.

====VARIANT ARMY LISTS====

On the following pages are variant army lists which may be used in the Campaign. Each will have a parent army book from which the lists are chosen with some restrictions, additional special rules and new units/items presented here.

Each will begin with an army list which details which units may be selected to be fielded in the army. Where a unit is marked with a * it is a new unit which is listed in this rulespack rather than in an army book.

====THE LOST AND THE DAMNED====

Parent Army – Codex: Astra Militarum

====ARMY LIST====

The following units may be selected in an army of The Lost and the Damned.

Chiefly this is a list to represent a traitor imperial guard regiment which has thrown its lot in with the forces of chaos. The army uses the standard Codex: Astra Militarum army list with the following restrictions:

- Lord Commissars may not be taken
- Due to the restricted manufactorum facilities, no vehicle may be selected more than once in the army, except for Leman Russ Battle Tanks (standard kit, not any of the variants), Chimeras & Sentinels

However, Armies of the lost and the damned also benefit from the following:

- Primaris Psychers may be dedicated to Nurgle, Tzeentch or Slaanesh. This must be noted on your army list. It is a free upgrade and allows the select psychic powers from the associated god's psychic discipline. Any psyker dedicated to a Chaos power gains the Primaris Power from the related discipline for free in the same way as marked Chaos Space Marines or Daemons of Chaos.
- You may select one of the following: Chaos Lord, Chaos Sorcerer, Aspiring Champion, Dark Apostle from Codex: Chaos Space Marines to be your army warlord.
- If a Dark Apostle is chosen as your warlord, you may select one troops unit from Codex: Chaos Daemons (your army is not subject to the warp storms table)
- If any other choice from Codex: Chaos Space Marines is chosen as your warlord, you may select a unit of Chosen as an Elites choice.
- The Lost and the Damned counts as an Astra Militarum army for the purposes of Lords of War choices

====GENESTEALER CULTS====

Parent Army – Tyranids

====ARMY LIST====

The following units may be selected in a Genestealer Cult.

HQ Patriarch (use the rules for a Brood Lord), Magos (use the rules for a Primaris Psyker from Codex: Astra Militarum. The only disciplines you may select are Divination and Biomancy)

Troops 0-1 Purestrain Genestealers (use the genestealer rules from Codex: Tyranids).
Cultists (use the rules for Chaos Cultists from Codex: Chaos Space Marines)

Elites Purestrain Genestealers (use the genestealer rules from Codex: Tyranids). Cultist Militia (designed to represent the members of the cult who are trained soldiers. Use the rules for Veteran Squads from Codex: Astra Militarum. Note the only transport options are those listed in this pack)

Heavy Support 0-1 Scavenged Leman Russ Battle Tank (see Codex Astra Militarum), Hybrid Brutes (designed to represent monstrosly mutated bruiser genestealers, use the rules for Tyrant Guard from Codex: Tyranids. Please note, we expect suitably bulky genestealer conversions, not just stock hive guard painted purple!), Cargo 8*

Dedicated Transports Cultist Militia may select Chimera's as dedicated transports (see codex Astra Militarum), Cultist Militia, Cultists and Hybrid Brutes may select Limos* as dedicated transports

====SPECIAL RULES====

Residents: As natives of the Perdition System, the Genestealer Cults have had much more time to prepare for war than most. However, being forced to work in secret has left them with relatively limited resources. Genestealer Cults May Not select any Lord of War choices in their army. However, unlike other armies in the campaign, they have access to the full complement of Fortifications.

NEW UNITS

Limos.....25 pts/model

		Armour							
	Bs	Front	Side	Rear	Hull Points				
Limos	2	9	9	9	3				

Unit Type: Vehicle, Fast, Transport (10 models)

Equipment: pintle-mounted Heavy Stubber, search light

Fire Points: 1 on either side

Access Points: 1 on either side

Options:

- The Limo can be made open topped for no additional charge

Cargo 8.....80 pts/model

		Armour							
	Bs	Front	Side	Rear	Hull Points				
Limos	2	13	11	10	3				

Unit Type: Vehicle, Transport (25 models)

Equipment: Pintle Mounted Heavy Stubber, search light, dozer blade (to represent the heavy tyres and 8 wheel drive)

Fire Points: 1 on either side and one to the rear

Access Points: 1 at the rear

Options:

- The Cargo 8 may buy up to 3 additional pintle mounted weapons from the following list:
 - __ Heavy bolter.....5
 - __ Heavy Stubber.....5
 - __ Heavy Flamer.....5
 - __ Lascannon.....20pts