

WARHAMMER

# THEROES TO BLACK REACH



SCENARIOS





# SCENARIOS OVERVIEW

This campaign will immerse you in one of the legendary episodes that forged the reputation of Cato Sicarius, Captain of the Second Company of the Ultramarines Chapter.

Black Reach is a planet of the Imperium of Man, and therefore falls under the protection of the Emperor and his most faithful warriors, the Chapters of the Space Marines.

When the planet is attacked by an Ork Waaagh led by the Warboss Zanzag, Sicarius is sent to defend this world, as his duty commands.

Through these scenarios, you will follow the adventures of Scipio Vorolanus, Sergeant of a Tactical Squad. From bloody clashes at the foot of the walls of hive city Ghospora, to the hunt for Zanzag through the devastated lands of the planet Black Reach, you will lead your forces to defeat the beast!

Each scenario can be played independently, or you can chain them together to experience the entire campaign.

At the end of each scenario, a box will tell you the consequences of victory by one side or the other on later scenarios in the campaign.

The scenarios offer a progressive level of difficulty so you can get a better grip on the Heroes System Tactical Scale. Each scenario proposes a new challenge, whether you choose to protect humanity from the Xenos invaders or you prefer to send Black Reach back to the Stone Age.

Get ready to experience intense and epic battles at the head of forces with very different strategies!

May the one you serve bring you victory, because in the grim darkness of the far future, there is only war!



# **ULTRAMARINES**



Masterful warriors and skilled strategists, the Ultramarines are the embodiment of heroism. Conquerors and protectors in equal measure, they stand for everything it means to be a Space Marine, through both their selfless courage and their strict adherence to the Codex Astartes. They have spawned more successors than any other First Founding Chapter, and each one strives always to live up to the example of their genetic forebears.

The home world of the Ultramarines is a harsh and mountainous planet called Macragge, which sits amidst the Ultramarines' realm of Ultramar. Located near the Eastern Fringe, this massively fortified enclave of star systems knows prosperity and civilisation like nowhere else in the entire Imperium. The populations of its thriving worlds compete to provide new recruits for the Ultramarines, and in their cities statues are erected immortalising those who have attained this lofty goal.

The Ultramarines fight the Emperor's wars all across the galaxy, battling to defend Humanity wherever foul heretics or monstrous xenos threaten. Yet the Chapter's darkest hour came not in some far-flung alien hell, but in their own home system. In 745.M41, the Tyranid swarms of Hive Fleet Behemoth fell upon Macragge itself, almost obliterating the Ultramarines' home world. Only the heroic sacrifice of the Chapter's entire 1st Company stemmed the hideous tide. This was a horrific blow, and one that it has taken long years to recover from. Yet recover the Ultramarines did, and today they stand stronger than ever.

### A Legacy of Might

The Ultramarines have produced some of the Imperium's greatest heroes, and the names of many of the Chapter's warriors are honoured across the galaxy. Captain Cato Sicarius of the 2nd Company, wielder of the Talassarian Tempest Blade, is a proud exemplar of his Chapter. Chief Librarian Tigurius is another such feted individual, his powers of prescience widely known. Others include Chaplain Cassius, veteran of the Tyrannic Wars and advisor to the Deathwatch, Scout Sergeant Telion, expert marksman and mentor of his Chapter's greatest leaders, and Sergeant Chronus, the master of armoured warfare whose heroics against the Necrons on Damnos earned him the title 'Spear of Macragge'. All of these names are synonymous with nobility, courage and glory. Yet there is one who stands above them all - the Chapter Master of the Ultramarines, Marneus Calgar. No wiser nor braver figure has led the Chapter since Guilliman's days, and there are those that believe he will lead the Ultramarines to one day save the entire Imperium of Mankind.

### Macragge

Macragge is mostly bleak and rocky, with more than three-quarters of its land mass formed from mountainous upland or frozen plains almost entirely devoid of life.

The people of Macragge do not live in this inhospitable region, but the fortress monastery of the Ultramarines is built here upon a craggy peak surrounded by impenetrable mountains. Macragge is the most heavily fortified planet within Ultramar, bristling with defence lasers and armoured bastions, the most formidable of which are the planet's polar fortresses.

You can choose one of the scenarios presented in the scenario sheets or booklets or from our website, or you can generate a scenario using the Free Battle Mode (p.6), where you assemble your army by spending a number of army points that your opponent and you have determined.

In specific cases, scenario rules can contradict the following.

### **ACTION CARDS**

Each player draws a full hand up to the maximum hand size indicated in the scenario.

You may never have more cards in hand than your maximum hand size unless an Recruitment Option allows you to.
Unless otherwise indicated, the maximum hand size is 4.

### COMPOSITION OF THE ARMIES

This section shows what forces will be in your army.

The first scenario offers you two predetermined options.

Starting with the second scenario, you will spend Army Points to complete the Recruitment Tiles given by the scenario. The number of points is specified for each army, and can be found in the dataslate attached to the last Recruitment Tile.

### DEPLOYMENT

Once *Initiative* has been determined (as indicated by the scenario or by any other means of your choice), deploy your troops in the areas indicated by your faction symbol.

Unless the scenario says otherwise, the player who has the *Initiative* deploys all his troops first.

Deploy infantry units with the name printed in white visible. If the name is printed in white on both sides, you may deploy the unit with either face up.

We recommend you do not deploy vehicles wrecked side up!!!

If an army must deploy off the map, all its troops enter on the first turn during the Activation Phase or the Supply Phase.

Units that have the Scout special ability can use it during the

deployment to enter from the board side indicated by the scenario.

Orders provided by units deployed off the map are available on the first turn.

### **VICTORY CONDITIONS**

A game lasts a set number of turns as indicated by the scenario. When a scenario's victory conditions are met or a player has no more Order tokens to put on his units, the game stops at the end of the current turn. Needless to say, a player who has no more units has lost the game!

In order to win, a player needs to meet the conditions indicated in the scenario or, in the case of a customized scenario, score a number of victory points (which are set at the start).

These victory points are won by controlling objectives, and by inflicting losses (see Breaking Point, p.5).

**ABSOLUTE RULE OF SCENARIOS** 

It is not possible to win on the first turn.

### **OBJECTIVES**



Each Objective marker earns you victory points or validates a special condition of the scenario. In order to control objectives, you need to be the only player who has at least one infantry unit (without a Suppressed Marker) in one of the 4 adjacent squares or in the terrain

element (building, defensive position, etc.) marked as an objective at the end of a Supply Phase.

If your opponent is also in one of these squares, the objective remains neutral.

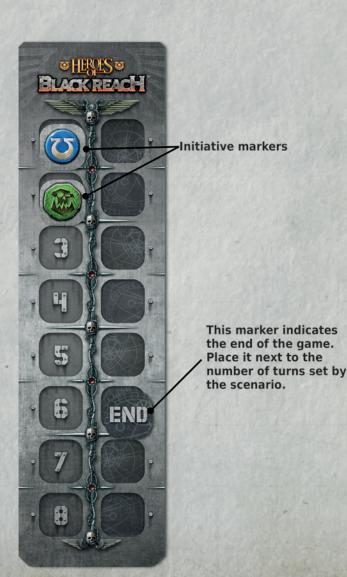
When an objective is captured, mark it with a Control Marker of the player who controls it. It shows that the objective has been claimed, but it can still be taken back by the enemy.

### MARKERS AND TURN CHART

There are special markers to put on the turn chart. They indicate on which turn an event or a specific condition must take place.

The *Initiative* marker indicates which player has the *Initiative*.

At the beginning of the game, place the marker of the player who has the Initiative during the first Game Turn on box 1, and his opponent's on box 2. At the end of the Supply Phase, the player with Initiative moves his marker to the box underneath his opponent's marker, who will have the Initiative in the next turn.



### EXAMPLE OF A RECRUITMENT TILE FULLY COMPLETED WITH SUPPORT TILES AND RECRUITMENT OPTIONS



### **CREATING ARMIES**

Scenarios may dictate the specific composition of your army, or allow you to create your own combat force.

You can create your own armies by spending a set number of army points.

The cost for each tile is printed on the tile.

### **Purchasing Recruitment Tiles**

After you choose your faction—Ultramarines or Orks—you can start creating your army.

You must start by buying one or more Recruitment Tiles.





Recruitment Tiles are marked with the symbol of their faction.

Recruitment Tiles are the key to everything, and you need at least one in order to deploy an army on the battlefield. Support Tiles must be attached to Recruitment Tiles, and therefore cannot be used as the starting tile for your army.

Do not spend all your points on Recruitment Tiles, as you'll want to save some for Support Tiles and Recruitment Options.

### **Purchasing Support Tiles and Recruitment Options**

A Support Tile or a Recruitment Option needs to be valid in order to be purchased. Specifically:

- Support Tiles can only be attached to a Recruitment Tile that has matching stripes.
- The stripes on the Recruitment Option must be the same color as at least one set of stripes on the edge of the space.

Once you've spent all of your army points, take all of the unit counters shown and put any corresponding recruitment option tokens on their tiles.

### BREAKING POINT

When a unit is Destroyed, put its counter under the corresponding Recruitment Tile or Support Tile, or Recruitment Option.

If the unit belongs to both a Support Tile (or Recruitment Option) AND a Recruitment Tile, put it under the Support Tile (or Recruitment Option). If the unit is present on several Support Tiles (or Recruitment Options), you can choose which Tile (or option) you want to assign it to.

Then check whether the option or the Recruitment Tile is 'broken', i.e. whether it has reached its breaking point.



A Recruitment Tile or Recruitment Option's breaking point is represented by a red skull. When the number of Destroyed units is equal to the number inscribed in the red skull (if no number is indicated, the value is 1), the breaking point of the recruitment tile or option has been reached.

If it has broken, turn over the recruitment option counter or the recruitment tile.

When a recruitment tile breaks, attached options are not turned over unless they have also reached their breaking point.

Once turned over, any special bonus given by the option or recruitment tile is lost. Units and recruitment options such as gear and orders are not lost when the breaking point is reached. When a Character is Destroyed, the attached Customizations are Destroyed too.

The number of victory points your opponent scores once the breaking point is reached is printed on the back of the tile.



The Stomboyz belong to both the Recruitment Tile and the Support Tile. When it is placed under the Support Tile (priority), it reaches its breaking point: The Support Tile is flipped over, the Order (special bonus) it grants is no longer available, and the opponent scores 10 victory points.



# FREE BATTLE MODE

In Free Battle Mode, you create your own scenario! You'll need to put in some wOrk, as you'll need to build your own army and create the battlefield.

The chart on the next page will help you come up with exciting new confrontations!

These free-for-all battles are played over 8 turns, but may be won before the end of the game.

### ARMY POINTS

The number of army points also decides what elements you are going to place and what the victory conditions will be.

The values on the chart are merely suggestions, so modify them as you see fit.

When playing a championship game, use **500** army points and a maximum of **4** orders per army.

### BATTLEFIELD



The size of the battlefield is the number of boards and terrain tiles available. Assemble the board and split up the tiles as you wish. It is better if each side has the same amount of cover.

If you do not use modifiers (see below), deployment areas are on each side of the battlefield and are two squares deep.

### NUMBER AND VALUE OF OBJECTIVES



An objective's value depends on the size of the battle. Place them an equal distance from both sides so that neither player has an advantage.

### NUMBER OF VICTORY POINTS TURN 4 6 6

These are the number of victory points required to win the game on turn **4** or turn **6**. If both players have exceeded this number on either turn, the player with the highest score wins.

If this condition is not met, the game continues.

You may choose to disregard this rule and battle it out until the end of turn 8.

These victory points are won by controlling primary and secondary objectives and by inflicting losses.

### **GO!**

Once you've defined all these elements, build your army, and select the the action cards for your deck (minimum **40**).

Prepare the turn chart with Event markers on turns 4 and 6 as a reminder to check the victory conditions, as well as the END marker on turn 8.

Determine the *Initiative* and put that marker on its appropriate side in square **1** of the turn chart.

Draw 4 cards and launch hostilities!

If no player has won the game at the end of turn 4 or 6, the player who scored the most victory points at the end of turn 8 wins.

### SETUPS AND MODIFIERS

The following examples are designed for a **500**-point and **6**-gameboard battle.

Terrain tiles can be added if you have any.

Feel free to change the configurations.

If you are going for a smaller game, adjust the deployment areas accordingly.

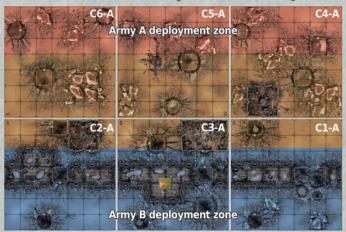
### Confrontation

The simplest scenario. Two armies clash ...



### Attack/Defense

One of the two armies is defending, the other is attacking.



There is a single objective, and you place it in the defender's deployment area.

The defender only gets 75% of his normal army points, but also takes the number of Terrain Tiles indicated in the Battlefield column and places them in his deployment area.

The game ends when the attacker has taken control of the objective (attacker's victory) or at the end of turn **8** (defender's victory).

To make it more difficult for the defender:

The defender only gets 50% of his normal Army Points, but still takes only the Terrain Tiles indicated in the Battlefield column and places them in his deployment area.





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300	4 terrain boards 1 - 2 terrain tiles	1 10 points	25	35
500	6 terrain boards 3 - 4 terrain tiles	2 15 points	45	60
750+	6 terrain boards 5 - 6 terrain tiles	3 20 points	70	90

### **Ambush**

One of the two armies is defending, the other is attacking.



The attacker gets only 50% of his normal Army Points.

The game ends when the defender moves his last unit off the board through the side indicated on the map above, or at the end of turn 8.

To make it more difficult for the defender:

The attacker gets 75% of his normal Army Points.

### Major victory for the defender:

If over **50**% of his troops escaped. Minor victory for the defender: If only **25**% of his troops escaped.

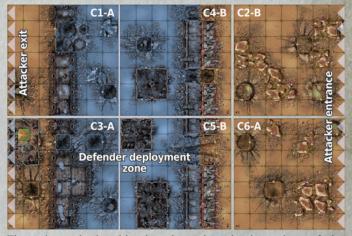
### Major victory for the attacker:

If none of the defender's troops escaped by the end of turn **8**. Minor victory for the attacker:

If less than 25% of the defender's troops were able to escape.

### **Punching Through**

One of the two armies is defending, the other is attacking.



There is a single objective, its colour is the colour of the attacker, and you place it as far as possible on the opposite side of the board from where the attacker enters.

The game ends when the attacker has taken control of the objective (attacker's victory) or at the end of turn **8** (defender's victory).

The defender only gets 75% of his normal army points, but also takes the number of Terrain Tiles indicated in the Battlefield column and places them in his deployment area.

To make it more difficult for the defender:

The defender only gets 50% of his normal Army Points, but still takes only the Terrain Tiles indicated in the Battlefield column and places them in his deployment area.



Pale light limned the interior of the drop pod. The doors slammed open seconds later as the vessel opened like a gunmetal bloom, venting steam, its hull still smouldering. The ochre sands of Black Reach had been scorched to glass with the intense heat radiation of the drop pod's arrival. It crunched underfoot as Scipio and his nine Astartes came out, bolters singing.

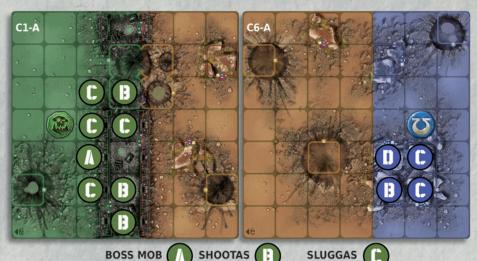
'Thunderbolts form up on me, fire-pattern omega,' said Scipio Vorolanus, unleashing his bolt pistol's wrath into the rearguard of the greenskin ranks as the Space Marines started to move forwards. A splinter of the horde, now evidently aware of the Ultramarines' arrival, had broken off from the rest and swarmed towards the drop pods.

### **COMPOSITION OF THE ARMIES**





### DEPLOYMENT OF THE ARMIES



SGT SOLINUS (E) TACTICAL (E) PLASMA GUN

### **SCENARIO RULES**



The battle lasts 4 turns.
The Ultramarines have the Initiative.
Each player draws 2 *Action Cards*.
Your hand limit is 2 cards.

Once a unit has left its deployment area, it may not return to it unless it is subject to a Forced Move.

Whenever a player eliminates an opposing unit, he takes the Unit counter.

### VICTORY CONDITIONS

The goal of this scenario is to inflict as many losses as possible to your opponent.

At the end of Turn 4, each player counts his points: For each Ultramarines Unit destroyed: 2 points

For each Ork Unit destroyed: 1 point

The player who scores the most points wins the battle.



### SCENARIO #1

# SAMPLE TURNS

### Landing... - Step by Step

Want to see a battle in action? We're going to guide you through the first two turns of the scenario to help you learn the basic principles of Heroes of Black Reach. Set up the terrain boards and place the *Unit* counters as shown in the setup diagram, and get ready for battle! **WARNING:** we're referring to pages in the rulebook.



1 Order Phase (see p.4)The Ultramarines have the Initiative. He places his 2 *Order Tokens* face down on his *Units*. (These tokens are shown face up in the examples so you can read them.) Then the Ork player places his 3 Order Tokens.



### 2 Activation Phase (see p.5)-

The Ultramarine player reveals his first Order Token (#1) and moves his Tactical Ultramarines forward 3 squares (see "Movement Actions," p.5). He leaves his Order Token with the Unit.





**3 (Activation Phase)**The Ork player reveals his *Order Token #*1 and moves his Shootas 3 squares.





**4 (Activation Phase)** - Taking turns, both players reveal and activate their other *Order Tokens*, in order, until they end up in the situation shown.

That's the end of the *Activation Phase*.





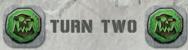
5 Supply Phase (see p.10) Now the Ultramarines player moves all of the *Units* he didn't activate during the *Activation Phase*, then the Ork player does the same.

Some of his Units have to stop after crossing a Difficult Passage Terrain Element.

At the end of the Supply Phase, the situation looks like this:



Move the Ultramarine's Initiative marker to box 3 on the Turn Counter track.



1 (Order Phase)- The Ork player has the Initiative now. He places his 3 Order Tokens on his Units, face down. Then the Ultramarines player places his 2 Order Tokens face down as well.





2 (Activation Phase) - The Ork player reveals his Order Token #1 and takes a Suppressive Fire action (see "Firing Actions," p.8, and Suppressive Fire, p.17), targeting the Ultramarines Sergeant.

He also plays an Action Card to take advantage of the +1 Alternate Bonus.

He doubles the Sluggas Combat Value (+1) and the Alternate Bonus from the Action Card (since he is doing Suppressive Fire) and adds them to the die roll (4), getting a result of 8.

Since this is higher than the target's Defense Value + the terrain defense bonus, the target gets 1 Suppressed Marker.



3 (Activation Phase) - The tactical Ultramarines are Activated next.

They fire on the Shootas Unit across the way.

He rolls 1 die and gets a "3." He adds the Unit's Combat Value against infantry (+3) for a total (6) that is greater than (or equal to) the target's Defense Value (4). The Shootas are Hit and get flipped over.





4 (Activation Phase) - Now the Ork player activates his Order Token #2. His Sluggas throw themselves against the Sergeant, hoping to benefit from the Suppressed Marker on him, and declares that his Shootas are supporting the assault. He places an Activated marker on the Shootas (see Assault p.17).

The Ork player rolls 2 dice and takes the best result (4). He adds his Combat Value (+1) as well as his Assault Special Ability bonus (+3) and the +1 bonus from the supporting unit. The Ultramarines player does the same, adding the terrain bonus (+1), but he must subtract 2 points from his final result because of the Suppressed Marker. His result is less than his opponent's, so the Sergeant must retreat, leaving the square to the Sluggas, and takes a Hit (his counter is flipped over).



**5 (Activation Phase) -** The Ultramarines player activates his *Order Token #*2 next. He moves his Plasma Gun team 2 squares, then uses the Fire On the Move *Special Ability* (see p.15). Fire On the Move allows him to take a *Firing Action* during his *Movement Action*. But they miss... Finally, the Ork player reveals his Order Token #3 and moves his Unit.





6 (Supply Phase) 
The Ork player has the Initiative, so he begins the Supply Phase by moving all of his *Units* that were not *Activated* during the *Activation Phase*. After he finishes, the Ultramarines player moves his non-*Activated Units*.

The Suppressed marker placed on the Sergeant is discarded. The Ork player draws one Action card, his hand is full now.

Move the Ork player's Initiative Marker to box 4.

The Ultramarines player has the Initiative in Turn 3...



# THE BEAST MUST DIE!

Through the carnage, solid shot pranging off his pauldrons and greaves as the Orks sought to retaliate against the Astartes' fire superiority, Scipio saw the mob leader.

The massive brute bellowed at its warriors, spittle flying from its maw. Crudely stitched scars laced its face like patchwOrk, and metal rings and bones punctured the thick flesh of its ears, lips and brow. The beast howled with rage as it charged at Scipio, brandishing a blood-slicked cleaver in challenge and squeezing off desultory rounds from a fat pistol. More greenskins flanked it, some pitched from their feet or staggered by bolter fire as the rest of the Thunderbolts tried to slay them from distance. Scipio thumbed the activation rune of his chainsword, and with a throaty roar the weapon churned to life.

'For Sicarius and the primarch!' he cried, and prepared to meet his foe.

### **COMPOSITION OF THE ARMIES**









The battle lasts 6 turns. The Ultramarines have the Initiative. Each player draws 3 Action Cards. Your hand limit is 3 cards.

### VICTORY CONDITIONS

The goal of the Ultramarines player is to eliminate the Boss Nob from the Green Raiders before the end of Turn 6. If that goal is not achieved, it's a victory for the Orks.



### CAMPAIGN

Play scenario #3

**Ultramarines Victory:** 

No consequences

Ork Victory:

The Ork player will have a bonus of 25 additional Army Points to build his army in Scenario #3.

### THE ORKS

Orks have but one philosophy: might makes right. They believe that the weak must suffer the rule of the strong. Over the countless millennia in which the greenskins have waged their wars, not one Ork has ever doubted this for a single moment. This unshakeable self-belief is perhaps the most dangerous quality of the Orks, for they will never give up until they plunge the galaxy into an eternal war.

The Orks rule their barbaric civilization with an iron fist. Ugly and violent creatures, they are the dominant life form of a race that includes the smaller Gretchin and Snotling sub-species. Orks see themselves as the toughest race in the galaxy, mightier by far than humans, Eldar or Tau. To prove their point, the Orks are more than willing to fight and kill everything that crosses their path.

Orkoid physique itself is so robust that it can withstand tremendous punishment. They feel surprisingly little pain, even from the most grievous of wounds, enabling them to fight on whilst horrifically injured and even for a short while after being technically dead. It is believed by some who study these brutes, albeit from afar, that this goes some way to explaining the greenskins' ultra-violent sense of humour. As pain and fear mean little to them, they are highly curious and amused by the reactions of their weaker foes as they hack them apart, the screams of terror contrasting with a deep throaty rumbling that, on occasion, could be mistaken for laughter from the Orks and their snickering brethren. The greenskin regenerative process itself is so powerful that an Ork who has been hacked to bits can simply be stitched back together, bewildered but ready to fight once more. Nothing but the most grievous wounds will put an Ork down for long, and burning them to ash is reputed to

typical Ork stands around the same height as a man, though he would

be much taller were he to stand up straight instead of being hunched over, as is his normal stance, and his frame is extremely muscular and solid. An Ork's arms are long and heavily thewed, knuckles almost scraping the floor as he lopes around, and his gnarled hands end in taloned fingers capable of tearing an enemy's throat out with ease.

The skin of an Ork is green and leather-tough, and his body is dotted with scars, scabs, pock-marks and parasites. His skull is extremely thick, able to absorb impacts that would cave in a human head. His heavy brow shades blood-red eyes, afire with the need to kill. Jagged fangs jut from a heavy jaw that would not look out of place upon a far larger predator, and when an Ork speaks, it is in a slow, gruff tone thick with saliva and guttural curses. His words are sparse, brutal and straight to the point.

# TO GHOSPORA HIVE!

'Right flank tactical squads,' a grit-gravel voice barked through the comm-feed. There could be no mistaking the iron-hard timbre of Chaplain Orad.

'Converge on Secondary Command,' rasped the Chaplain. 'We go in support of Captain Sicarius.'

### **COMPOSITION OF THE ARMIES**









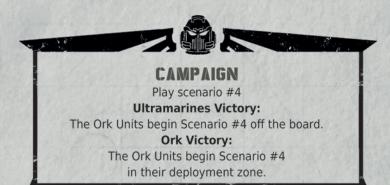
The battle lasts 6 turns.
The Ultramarines have the Initiative.
Each player draws 3 *Action Cards*.
Your hand limit is 3 cards.

All Ultramarines Units start off the battlefield, and must enter during the first Game Turn through the squares indicated by arrows.

### **VICTORY CONDITIONS**

The goal of the Ultramarines is to control the objective before the end of Turn 6.

The game ends as soon as this goal is reached. If that goal is not achieved, it's a victory for the Orks.



### CHAPLAIN ORAD

To meet the baleful gaze of a Space Marine Chaplain is to know that death itself will soon follow. These terrifying warrior-priests can be found wherever the fighting is thickest, inspiring their brothers to greatness with every thunderous blow and roared exhortation.

The Chaplains of the Space Marines are grim spiritual guardians, whose first duty is to be ever watchful for the dangers of pride, doubt and heresy. Daunting even to their own brethren, Chaplains rely on dogma and liturgy to keep their brothers from spiritual corruption.

It is the Chaplains who bear responsibility for their Chapter's Reclusiam, a site of deep spiritual significance normally located at the heart of their fortress monastery or flagship. Here, under the auspices of the most senior Chaplain, the Master of Sanctity, the Chapter's relics are kept. These are ancient blades, helms, scrolls and the like said to have belonged to vaunted heroes of the Chapter or, in some cases, to the Primarchs themselves. Here also, the Chapter's sacred rites are observed. These ceremonial traditions and the revered treasures held within the Reclusiam remind the Chapter of the ancient legacy they uphold with every battle they fight.

Orad had been attached to 2nd Company for many long years. None amongst the battle-brothers could ever recall him removing his skull-mask battle helm, at least not in public. Rumours abounded that most his face had been burned off, eaten away by bio-acid, fighting the tyranid of Hive Fleet Behemoth over a hundred years ago. Apocryphal or not, the very fact that the Chaplain effectively had a bleached skull for a head only enhanced his already fearsome reputation.

He spoke in a harsh, grating whisper, his voice enhanced by a vox-unit built into his gorget that made it audible and metallic.

Yes, Orad was every inch the forbidding spectre.

### SCENARIO #4

# DEFF DREAD!

Emerging through the smoke and dust, a metal monstrosity filled Scipio's sight-line. The machine lumbered on thick, piston-pumping legs. A steel torso, not unlike a metal can riveted with Ork glyph-plates and additional slabs of armour, swayed back and forth as the machine stomped towards them. The Ork dreadnought, a five-metre-high monstrosity, was festooned with weapons: a high-calibre cannon was bolted to its hip, a generous ammo feed trailing to the ground from its auto-loader; two long hydraulic arms ended in a snapping power claw and a rotator-saw respectively. A green targeting eye whirred and clicked along the dreadnought's thin vision-slit, through which Scipio detected the belligerent presence of a greenskin hard-wired into the machine itself.

### **COMPOSITION OF THE ARMIES**









The battle lasts 6 turns. The Orks have the Initiative. Each player draws 4 Action Cards. Your hand limit is 4 cards.

If the Orks won the previous scenario, they can deploy in their deployment area. Otherwise, the Ork Units start off the battlefield and must all enter during the first Game Turn through the squares marked with arrows.

### VICTORY CONDITIONS

The goal of the Ork player is to control both objectives at the end of Turn 6.

If this goal is not achieved, it is a victory for the Ultramarines.



### CAMPAIGN

Ultramarines Victory: Play Scenario #5. Ork Victory: Replay Scenario #4, reversing the roles of attacker and defender. The Ultramarines player has 400 Army Points to build his army, while the Ork player has 350. If the Ork player wins this scenario again, the campaign ends with a victory for the Orks.

### GREENSKIN KULTUR

The Ork way of life is as straightforward and brutal as the Orks themselves. Much like their approach to everything else, Orks do not waste time pondering why they do things, or how they might do them better. Instead they simply act, instinct and ability driving them on in a never-ending cycle of violence and conquest.

Orks have their own distinct culture (or 'kultur' as the Orks call it), the origins of which are lost in the dim and distant past. Though likely a corruption of whatever may have come before, by and large it functions very well. Perhaps this is because the fundamental tenet of their society is a simple one that even the most pea-brained Snotling can understand - might makes right.

Orks instinctively obey those larger than themselves, provided they are a healthy shade of green - most Orks would rather die than bow to a non-greenskin's will. The rulers of Ork society are the most powerful Orks of all, known as Warbosses or Warlords. These monstrous killing machines can reach up to ten feet in height, and their sheer muscular bulk makes them wider at the shoulder than a fully armoured Space Marine. Though some Warbosses rise to prominence through low cunning, most seize power through the application of brute force. A Warboss will hold dominion over all he surveys, and beat the living daylights out of anyone who says different. His decisions are enforced by a ruling caste of Orks known as Nobz, who are larger, richer and more aggressive than normal Orks, and never miss an opportunity to remind them of it.

The bulk of an Ork horde, which can be hundreds or even thousands strong, is comprised of great mobs of infantry that call themselves Boyz. Goff mobs in particular are famous for the sheer number of Boyz that they can field at war, often



# THE HUNT

Hive City Ghospora has been saved, and the Orks are routing. But Zanzag, the Warboss, managed to escape. The hunt is on: Vorolanus and Telion have left in pursuit of the chief Ork while Sicarius flies to the rescue of Sulphora Hive, another city threatened by the Ork tide...

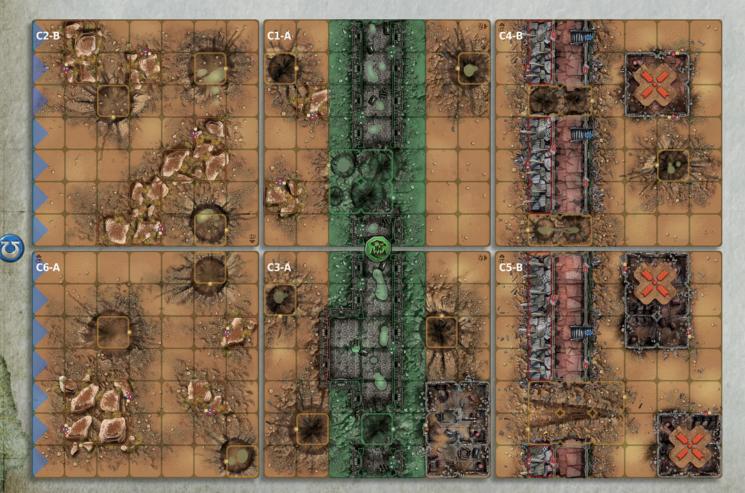
The dense cluster of Ork buildings that comprised the fourth stronghold was surrounded by a dense wall of armour plate and corrugated siding. Cast iron braces reinforced the wall and were also driven into the scorched earth beyond, criss-crossed and welded into tank traps. The empty shells of large vehicles sat beyond the crude perimeter in small groups, some bolted together to form makeshift dwellings. The Orks had also constructed box huts and hangars of a sort from steel siding and scavenged sections of the Ghosporan bastion wall and its associated defences.

### **COMPOSITION OF THE ARMIES**











The battle lasts 6 turns. The Ultramarines have the Initiative. Each player draws 4 Action Cards. Your hand limit is 4 cards.

All Ultramarines Units start off the battlefield, and must enter during the first Game Turn through the squares indicated by arrows.

### VICTORY CONDITIONS

The goal of the Ultramarines player is to control 2 of the 3 objectives before the end of Turn 6. The game ends as soon as this goal is fulfilled. If that goal is not achieved, it's a victory for the Orks.



### Play scenario #6

### **Ultramarines Victory:**

The Ultramarines Units begin Scenario #6 in their deployment zone.

### Ork Victory:

The Ultramarines Units begin Scenario #6 off the board.

### THE EMPEROR'S SWORD

The Adeptus Astartes are the epitome of the Imperium's martial might. Bolters roar and chainswords snarl as the Space Marines fall upon their foes. Gunships weave through enemy flak to pound their targets with volleys of missiles and howling laser blasts. Drop Pods crash down from orbit, hatches blowing open to disgorge squads of bellowing Space Marines into the enemy's midst. Adamantium-armoured battle tanks roar forward, guns firing shot after wrathful shot as they annihilate the war engines of heretic and alien alike. Assault Marines plunge into the fight upon the blazing contrails of jump packs, their headlong charge supported by hurtling bikes and Land Speeders. Stalwart Devastators bring their punishing heavy weapons to bear, their thunderous salvoes supporting the advance of ancient Dreadnoughts and valiant Space Marine heroes. Everywhere, the enemy are driven back, their morale shattered and their warriors slaughtered before the fury of the Angels of Death.

Space Marines are genetically engineered super-soldiers. They are living weapons, whose duty is to safeguard the Emperor's realm against its myriad foes. The Adeptus Astartes have been raised up through arcane science to be greater than unaugmented humans in every way, yet still these noble warriors follow the example of their Emperor and their Primarchs, devoting their lives to the defence of Mankind. It is this selfless heroism that defines the Space Marines, their relentless determination to prevail marking them as Humanity's champions and protectors both.

Where organisations like the Astra Militarum or the Adeptus Mechanicus deploy lumbering armies of millions, the strike forces of the Adeptus Astartes are but a fraction of this size. Yet a single Space Marine is worth dozens of lesser men, and is the equal of countless foes. Furthermore, their Battle Barges and swift assault transports allow the Adeptus Astartes to respond with speed and precision to any threat. If the Imperial Guard is the hammer of the Emperor, then the Space Marine Chapters are his sword, capable of parrying onrushing threats or plunging deep into the heart of the foe.

In the war-torn days of the 41st Millennium, the Adeptus Astartes are tested as never before. Assailed by countless threats, the walls of the Imperium are crumbling while the flames without rise ever higher. Yet the Space Marines stand firm at every breach, and strike forth to counter every threat, just as they once fought in defence of the Emperor's palace on Holy Terra. These are the champions of Humanity, the greatest warriors the galaxy has ever known, and while even just one of their number still stands, the Imperium will never fall.

# FACE YOUR FATE!

Zanzag has been spotted at the fourth Ork fort, taking refuge in a landfill and surrounded by bodyguards.

The greenskin elites were gathered in a veritable junkyard of trucks, wagons and buggies in the west quarter of the Ork stronghold. The pintle-mounted armaments of the vehicles were still operational and being used as improvised gun emplacements. Stretching in front of it was a rolling mass of Orks and Orkoid armour. And there in the very centre – overlooking his mob in a crude crow's nest on one of the massive wagons – was Zanzag, cursing like a crazed priest.

### **COMPOSITION OF THE ARMIES**







The battle lasts 8 turns.
The Ultramarines have the Initiative.
Each player draws 4 *Action Cards*.
Your hand limit is 4 cards.

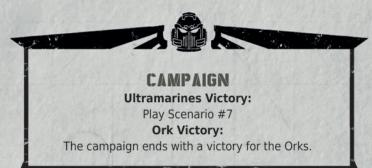
If the Ultramarines won the previous scenario, they can deploy in their deployment area. Otherwise, the Ultramarines Units start off the battlefield and must all enter during the first Game Turn through the squares marked with arrows.

### **VICTORY CONDITIONS**

The goal of the Ultramarines player is to eliminate the Ork Warboss before the end of Turn 8.

The game ends as soon as this goal is fulfilled.

If this goal is not achieved, it's a victory for the Orks.



### SCOUTS

The thump of exploding fuel dumps, or the sudden hiss and crack of sniper rounds punching through skulls – these are the sounds of Space Marine Scouts at war. Though not yet fully-fledged Space Marines, Scout Squads are still proficient in the use of such varied weapons as shotguns, heavy bolters, sniper rifles and bolt pistols. Some are deployed in swift, hit-and-run raiding parties to sow confusion among enemy supply lines. Others take to concealed vantage points and panic the enemy with long-range sniping, or harass the foe's flanks in order to disrupt their ability to attack or defend.

Space Marine Scouts are expected to learn much during their training, facing a gruelling regime that not all will survive. Not only must they master the biologically engineered enhancements that are at wOrk within their bodies, they also have to learn the litanies of battle that will fortify them spiritually. They must become proficient with many varied tools of war, and must fight in the shadows of their more experienced battle-brothers until they ascend to join their ranks, or fall in the attempt.

All Scouts learn the art of bike-mounted warfare during their training. Though this form of combat is a risky proposition for these novice warriors, the speed granted by the bikes allows the Scouts to gather intel on enemy movements or launch opportunistic ambushes. Many squads of Scout Bikers also carry locator beacons in order to facilitate drop or teleport assaults behind enemy lines, and packs of cluster mines that can be used to booby-

trap the terrain ahead of an enemy advance. When Scouts are deployed to a battle zone, they will often make use of a transport designed specifically for stealth insertions and fire support: the Land Speeder Storm. This adaptable craft is a light transport variant of the standard Land Speeder chassis, with baffled engines and sophisticated sensor arrays. Used exclusively by Scouts, the Storm provides its passengers with a wide range of strategic options. With its cerberus launcher and heavy bolter, the Storm is able to lay down highly disruptive covering fire, while its jamming beacon prevents enemies from summoning reinforcements. Furthermore, the presence of a Land Speeder Storm ensures that a Scout Squad always has a viable extraction route, should one be required.

## THUNDER!

While Sergeant Telion and Scipio Vorolanus track Zanzag, back in Ghospora, the Ultramarines in charge of defending the city fend off attacks from the Orks, who have once again stormed the walls of the city.

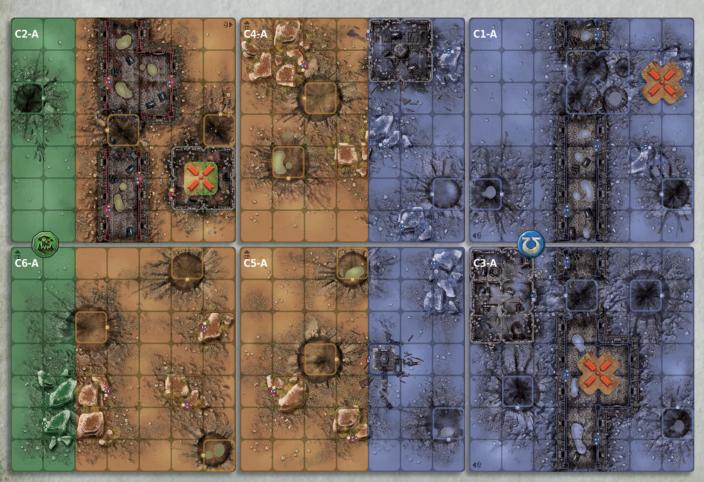
'The Thunderfire cannons have been blessed and the Rites of Accuracy and Functioning performed,' Lascar said.

Behind him, Iulus could see the first of the Space Marine support guns grinding into position at empty cannon emplacements on thick, armoured tracks. Unlike most other Astartes artillery, the Thunderfire cannon was designed with static defence in mind. The broad, quad-barrelled guns were pintle-mounted and capable of unleashing a devastating barrage of surface, air or subterranean-adaptive shells. Within the packed ranks of the greenskins they would reap bloody havoc. Iulus smiled grimly at the sight of the massive cannon.

'Then let the earth tremble,' he said.

### **COMPOSITION OF THE ARMIES**







The battle lasts 8 turns.
The Orks have the Initiative.
Each player draws 4 *Action Cards*.
Your hand limit is 4 cards.

### **VICTORY CONDITIONS**

The goal of the Ork player is to control 2 of the 3 objectives before the end of Turn 8.

The game ends as soon as this goal is fulfilled.

If this goal is not achieved, it is a victory for the Ultramarines.



### ODDBOYZ

If Orks were just single-minded killing machines, they would be dangerous enough, but they would be unable to sustain the level of technology required to ply the stars. Gretchin, though obedient if beaten with sufficient regularity, are not inventive enough to maintain the weaponry that the Orks possess, nor to patch up casualties when the going gets tough. These highly technical demands are met by a caste of Orks known as Oddboyz.

There are many types of Oddboy in Ork society, but the most important are Mekboyz, Painboyz, Runtherds and Weirdboyz. Mekboyz are responsible for the creation and maintenance of Ork technology. Painboyz are Ork medics,

though their penchant for bizarre and inappropriate surgery can make their ministrations more hazard than help. Runtherds breed the lesser forms of greenskin and marshal them on the field of battle, and Weirdboyz are potent psykers who can discharge great blasts of Waaagh! energy, the psychic power subconciously generated by greenskins, particularly during battle, into the ranks of the foe.

Although it may seem strange to humans, these Oddboyz all possess an innate understanding of their fields of expertise without having to be taught. A Mekboy knows how to create engines and generators even though he has never been taught to do so, and a Painboy instinctively knows which squirty tube connects to which wriggly bit when he is delving into some unfortunate patient's abdomen. If asked where this knowledge comes from an Oddboy might reply that it was in his blood all along.

It seems possible that the abilities of Orks to build machines, practise medicine or even use psychic powers are passed down through Ork society on a primordial, biological level. No studies of the greenskins have ever successfully determined how this process wOrks. Yet it seems most likely that the knowledge is hardwired into the very cellular makeup of the Orks, perhaps a legacy left to them by their legendary Brainboyz. However he comes by his latent knowledge, as an Ork matures it will start to make itself apparent, leading him to assume the role in Ork society for which he is best suited. Should he lack any specialist knowledge, the Ork will happily join the vast throng of Boyz at the heart of each tribe and content himself with a life of murder and mayhem.



# NO MORE MYSTERY!

It wasn't Zanzag, but one of his lieutenants who fell in the landfill. The hunt must continue. Sergeant Telion's scouts spotted a submarine, and decided to place a tracker on it, hoping that the monstrous machine leads them to their prey.

The mystery surrounding how the greenskins had launched their lightning assaults and disappeared without trace was solved – they had a submersible.

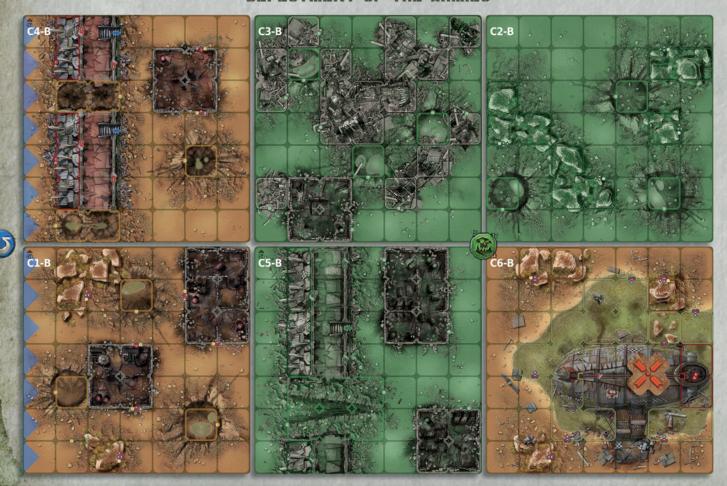
After a periscope probed the surrounding area for potential threats, a series of hatches opened in the submersible's roof, and a dozen Orks and over three times that number in gretchin pooled out. They grunted to one another in their debased language. One Ork, his head and torso protruding from the hatch, wore a large, battered hat and chewed on a cigar. He cuffed one of the gretchin around the ear for some slight before disappearing back into the lumpen vessel and slamming the hatch shut.

### **COMPOSITION OF THE ARMIES**











The battle lasts 6 turns.
The Orks have the Initiative.
Each player draws 4 *Action Cards*.
Your hand limit is 4 cards.

### **VICTORY CONDITIONS**

The goal of the Ultramarines player is to control the objective before the end of Turn 6.

The game ends as soon as this goal is fulfilled.

If this goal is not achieved, it's a victory for the Orks.



**Ultramarines Victory:** 

To see the conclusion of the story, play the scenarios in the Ultramarines Reinforcements expansion!

### **Ork Victory:**

To see the conclusion of the story, play the scenarios in the Orks Reinforcements expansion!

### LIBRARIANS

Eyes blazing and fists crackling with the roiling energies of the Warp, Space Marine Librarians stride into battle to destroy their foes. Some hurl blasts of force that crush their victims to paste, while others twist the flow of time itself, or revitalise their brothers with incredible surges of vitality. However they choose to fight, all Librarians are powerful psykers, harnessing the potent mutation they bear as a force to defend Humanity.

All Imperial institutions are fiercely watchful for the taint of the mutant and the witch. Where knowledge is lacking, superstition serves just as well, for all Imperial citizens understand implicitly that to tolerate witches amongst their number will bring damnation upon them all. Space Marine Chapters are, if anything, even more cautious of psykers, for much rides upon the outcome of their battles, and they can risk neither spiritual nor physical corruption within their ranks.

Any aspirant Space Marine found to possess nascent psychic abilities must therefore be tested harshly for any sign of weakness or lack of control. Many aspirants do not survive the rigours of this process, for it is brutal in the extreme.

Those few who do are thereafter trained to harness their dangerous powers and to resist the predations of the Daemons of the Warp by the brothers of the Chapter's Librarius. The battle-brothers who emerge sane and alive from this exacting regime are warrior-scholars without equal.

In addition to training psychic recruits, the Librarius is also charged with recording the history of the Chapter. Each Librarian holds a functionary rank, which ascribes specific duties based on their role in the Librarius as well as their position within the Chapter's

hierarchy. Lexicanums, for example, are responsible for preparing reports of each battle for the Chapter's records, while Codiciers provide a strategic overview of the whole theatre of war. After decades of study and book keeping, a Librarian will be well versed in the history and lore of his Chapter, and his wisdom and counsel will be highly regarded by the Master of the Chapter.

'I CAN PULP YOUR FLESH AND SNAP YOUR BONES IN LESS THAN A SECOND, AND WITHOUT SO MUCH AS LIFTING A FINGER.

WHAT IS THE POWER OF TECHNOLOGY COMPARED TO THAT?'

- Vel'cona, Chief Librarian of the Salamanders

WARHAMMER

# WHEROES W

BLACKREACH







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