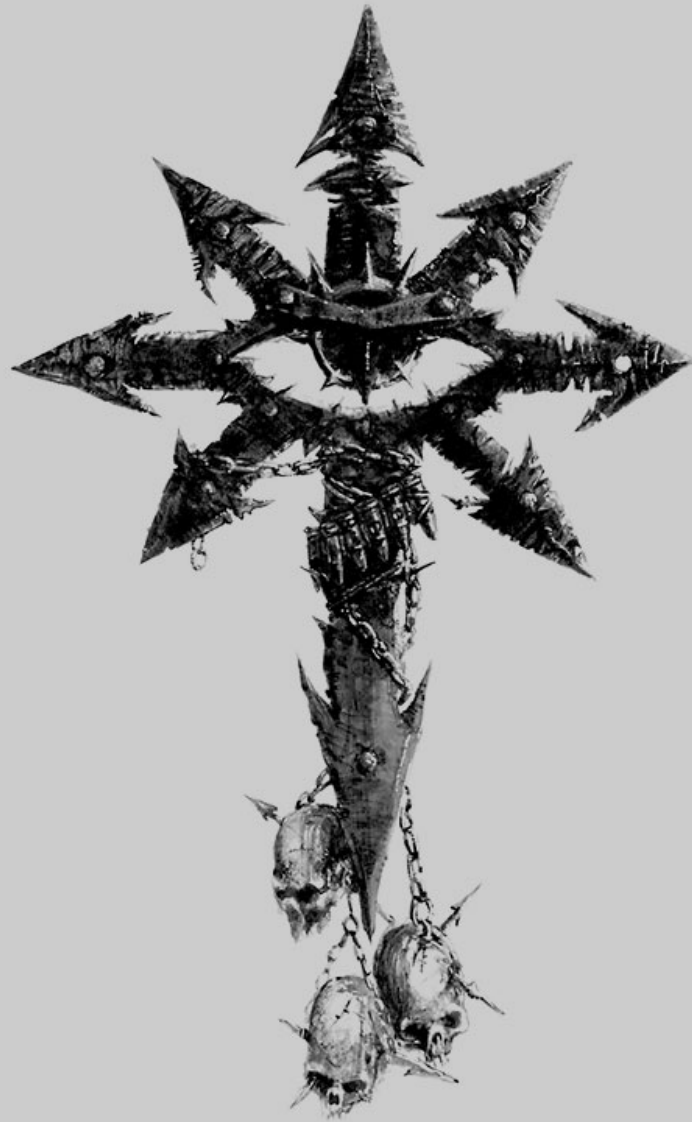


The Damnation of St Orpheus



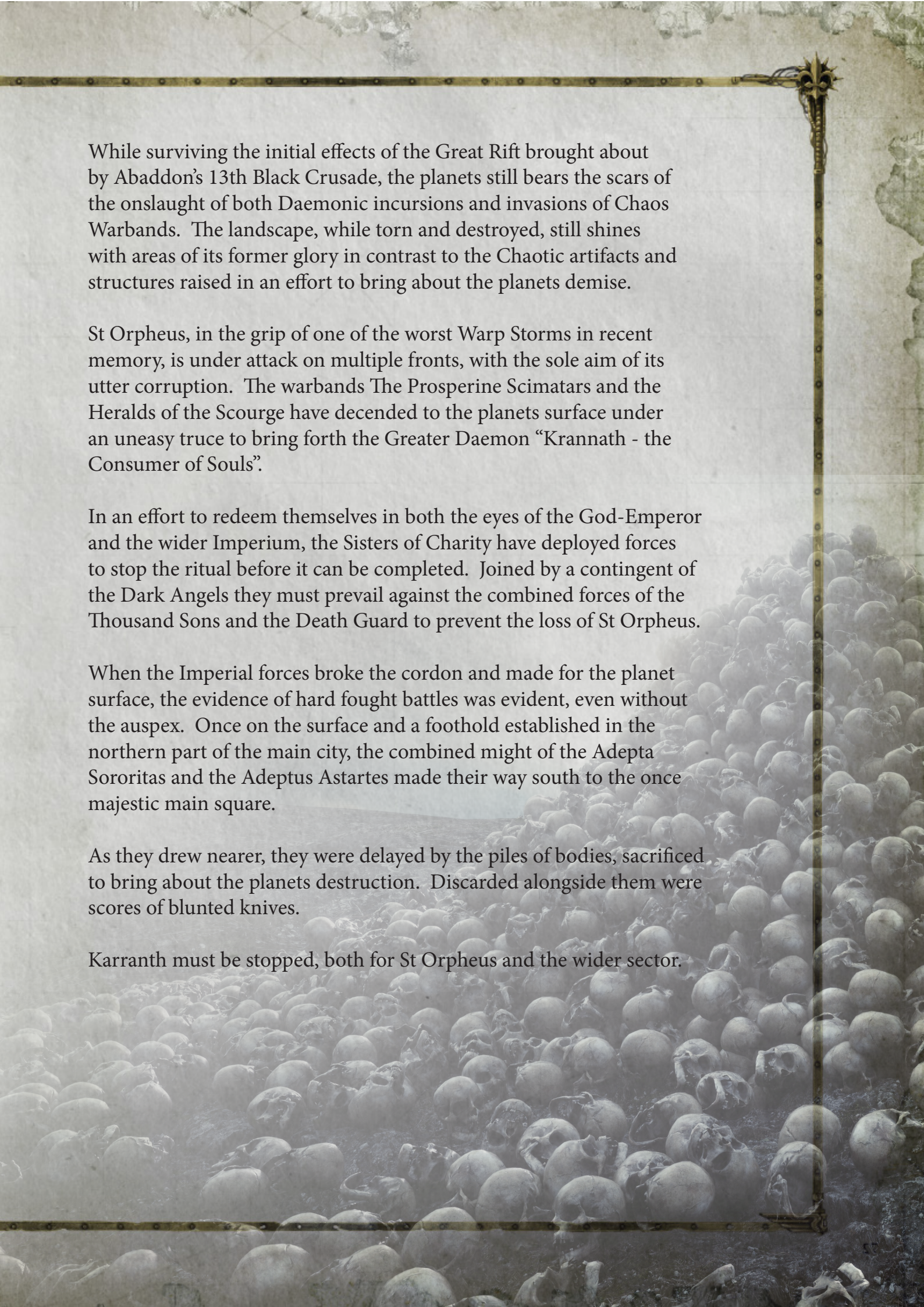
St Orpheus

St Orpheus is a planet lying in the Final Sector on the outskirts of the Eye of Terror, within the Imperium Nihilus.

The 5th out of nine planets orbiting the local star, St Orpheus serves as a Sentinel World to the sector, defending itself where required against the horrors besieging the Imperium.

It's close proximity to the Eye of Terror has made it the staging ground for both offensive and defensive forces for the last 10,000 years, but increasingly Warp Storms have disrupted communication to the planets governing forces, and has made travel to the sector almost impossible.





While surviving the initial effects of the Great Rift brought about by Abaddon's 13th Black Crusade, the planets still bears the scars of the onslaught of both Daemonic incursions and invasions of Chaos Warbands. The landscape, while torn and destroyed, still shines with areas of its former glory in contrast to the Chaotic artifacts and structures raised in an effort to bring about the planets demise.

St Orpheus, in the grip of one of the worst Warp Storms in recent memory, is under attack on multiple fronts, with the sole aim of its utter corruption. The warbands The Prosperine Scimatars and the Heralds of the Scourge have descended to the planets surface under an uneasy truce to bring forth the Greater Daemon "Krannath - the Consumer of Souls".

In an effort to redeem themselves in both the eyes of the God-Emperor and the wider Imperium, the Sisters of Charity have deployed forces to stop the ritual before it can be completed. Joined by a contingent of the Dark Angels they must prevail against the combined forces of the Thousand Sons and the Death Guard to prevent the loss of St Orpheus.

When the Imperial forces broke the cordon and made for the planet surface, the evidence of hard fought battles was evident, even without the auspex. Once on the surface and a foothold established in the northern part of the main city, the combined might of the Adepta Sororitas and the Adeptus Astartes made their way south to the once majestic main square.

As they drew nearer, they were delayed by the piles of bodies, sacrificed to bring about the planets destruction. Discarded alongside them were scores of blunted knives.

Karranth must be stopped, both for St Orpheus and the wider sector.

Mission Rules

MUSTERING YOUR ARMY:

Please use either the 40k app or BattleScribe to muster your army. The points limit is set at 2000pts and your army can be any combination of detachments to fit into that points limit.

COMMAND POINTS:

Pre-game Command Points can be spent on relics and warlord traits as per the Core Rulebook.

FACTION RULES:

The truce between The Prosperine Scimatars and the Heralds of the Scourge is a tenuous one at best.

Both factions suffer from the Aura of Contempt which will see both armies abandon the common goal and beset their forces on their former allies:

Round 1: 3"
Round 2: 6"
Round 3+: 9"

Once these "allies" come within Aura of Contempt range of each other, if they are not already within engagement range of an allied or enemy unit, then each unit must roll a D6.

On a 3+ they will bring their weapons to bear on the closest allied unit in the shooting phase, declare them as a focus to charge in the charge phase, and must put all attacks into that allied unit in the fight phase.

If a Primarch is within 6" of a unit at the time of rolling, -2 to the dice roll due to the Primarch's demand for obedience.





RITUAL BONDS:

For each enemy (or allied) unit killed a Chaos faction can roll to strengthen the Ritualistic Bonds. On a 4+ they get a Ritual Token.

Once a faction gets 5 tokens the Greater Daemon “Krannath - the Consumer of Souls”.

RESERVES:

No reserves can enter play turn 1.

No drop pods, no deep strikes etc. Reserves can be overwhelming if allowed in turn 1 Apocalypse.

You can place units in strategic reserves before deployment but it costs CP as usual.

FIRST TURN:

The Imperial forces are on the offensive and will therefore automatically get first turn.

To help mitigate against the first turn advantage the second team gets a 5+ invulnerable save in the first turn.

Where units already have a 5+ invulnerable save they gain a 4+ in vulnerable save.

COMBAT EFFECTIVE CHECK:

Any unit that is below half strength is no longer combat effective and is removed from play. For example, a unit of 10 models is removed at 4 models or less, a unit of 3 is removed if it has 1 model left.

Units that are deployed together but count as single units once the game starts (for example Carnifex units) are not affected by this rule.

Those who scale the pinnacles of glory have the furthest to plunge into the abyss



APOCALYPSE BARRAGE:

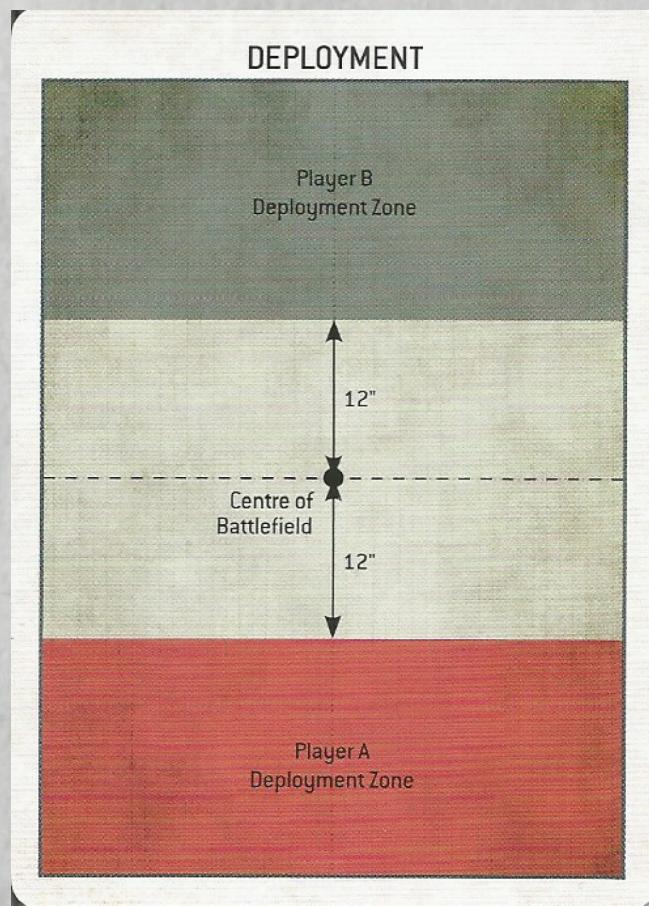
This system is designed to speed up the game. It is only recommended for large games of 400 power or more.

1. Each side can fire 3 apocalypse barrages. Each barrage causes 3 mortal wounds.
Each barrage must be fired at the same time, before any affects are resolved.
All 3 barrages can be placed on a single unit, or spread across 2 or 3 units.
2. Players roll off to see who fires first.
3. Apocalypse barrages are only fired at the end of battle rounds 1, 2 and 3.

DEPLOYMENT:

Both teams can deploy all units at once rather than the alternating deployment due to time constraints.

The Teams Deployment Zones are shown below:



MISSION VICTORY:

The Imperium Forces must either stop the ritual, or kill the Greater Daemon.

To stop the ritual the Imperial forces must ensure they are within 3" of the Noctilith Crown, and no enemy units are within 9"

The Chaos forces must ensure the Greater Daemon survives until the end of Battle Round 5

+++

Butcher your enemy's warriors without mercy.

Crush his armies and leave none alive.

But do not stop there.

Burn his cities.

Bomb his worlds from orbit.

Slaughter everything and everyone until he kneels in the ashes of those he sought to protect.

Only then will he understand the true fury of the Dark Gods.

+++



Chaos Daemons – Be'lakor

BE'LAKOR												
No	NAME	M	WS	BS	S	T	W ¹	A	Ld	Sv	Base	
1	Be'lakor	380	12"	2+	2+	8	7	9-16	6	9	6+	100mm
			8"	2+	2+	7	7	5-8	5	9	6+	
			6"	2+	2+	6	7	1-4	4	9	6+	
Be'lakor is equipped with: the Blade of Shadows. Your army can only include 1 BE'LAKOR model.												
WEAPON		RANGE	TYPE	S	AP	D	ABILITIES					
The Blade of Shadows		Each time an attack is made with this weapon, select one of the profiles below to make that attack with.										
- Sweeping strike	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.						
- Piercing strike	Melee	Melee	+4	-4	D3+3	Each time an attack is made with this weapon profile, invulnerable saving throws cannot be made against that attack.						
ABILITIES		Immortal Vigour: This model has a 4+ invulnerable save. Each time a ranged attack is made against this model, subtract 1 from that attack's wound roll. Shadow Form: Each time an attack is made against this model, your opponent cannot re-roll the hit roll. Each time an attack is made against this unit, subtract 1 from that attack's hit roll. First-chosen: If this model is your WARLORD, it must have the Shadow Lord Warlord Trait. Lord of Torment (Aura): While an enemy unit is within 6" of this model, subtract 1 from the Leadership characteristic of models in that unit, and each time a Combat Attrition test is taken for that unit, subtract 1 from that Combat Attrition test. The Dark Master (Aura): While a friendly DAEMON or DISCIPLES OF BE'LAKOR unit (excluding VEHICLE units) is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1. Spiteful Jealousy: If your army is Battle-forged, you cannot include this model in a Detachment that includes any other DAEMON PRINCE models. Each time this model makes an attack that targets a DAEMON PRINCE model, you can re-roll the hit roll and you can re-roll the wound roll.										
PSYKER		This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase . It knows Smite and two psychic powers from the Noctic discipline .										
WARLORD TRAIT ¹		Shadow Lord: In your Command phase , select one friendly DISCIPLES OF BE'LAKOR unit (excluding VEHICLE units) within 9" of this WARLORD . Until the start of your next Command phase , each time a model in that unit makes an attack, you can re-roll the hit roll.										
FACTION KEYWORDS: CHAOS, DAEMON, KHORNE, TZEENTCH, NURGLE, SLAANESH												
KEYWORDS: MONSTER, CHARACTER, PSYKER, FLY, DAEMON PRINCE, BE'LAKOR												

NOCTIC DISCIPLINE

D6 PSYCHIC POWER

1 SHROUDED STEP

A black fume envelopes the psyker's allies. It flows across the battlefield before coalescing into a roiling darkness from which they then emerge.

Blessing: Shrouded Step has a warp charge value of 6. If manifested, select one friendly **DISCIPLES OF BE'LAKOR INFANTRY** unit within 18" of this **PSYKER**. Remove that unit from the battlefield and set them up anywhere on the battlefield that is more than 9" from any enemy models. If that unit **Remained Stationary** this turn, it is instead treated as having made a **Normal Move** this turn.

2 WREATHED IN SHADES

The psyker draws from the warp a churning mass of damned shades, abandoned worshippers of Be'lakor now doomed to conceal and protect his current servants.

Blessing: Wreathed in Shades has a warp charge value of 7. If manifested, select one friendly **DISCIPLES OF BE'LAKOR** unit (excluding **MONSTER** and **VEHICLE** units) within 12" of this **PSYKER**. Until the start of your next **Psychic phase**, enemy models cannot target that unit with ranged weapons unless that unit is the closest eligible target to the firing model or it is within 12" of the firing model.

3 PALL OF DESPAIR

The psyker draws forth every bleak imagining and hopeless terror their victims have ever felt, drowning his enemies' minds in misery until they barely have the will to keep breathing.

Malediction: Pall of Despair has a warp charge value of 7. If manifested, select one enemy unit that is within 18" of and visible to this **PSYKER**. Roll 3D6: if the result is greater than the enemy units Leadership characteristic, select one of the following to apply to that unit until the start of your next Psychic phase:

- If that unit has any Aura abilities, select one of those abilities. Until the start of your next Psychic phase, that unit loses that ability.
- Until the start of your next Psychic phase, that unit cannot perform actions (if that unit is currently performing an action, it immediately fails).
- Until the start of your next Psychic phase, in the Fight phase, that unit is not eligible to fight that phase until after all eligible units from your army have done so.

4 VOIDSLIVERS

Reaching with their mind into the darkest depths of the void, the psyker draws forth crystallised slivers of terror, misery and loss before hurling them in a storm at the foe. The darts rip through soul-matter, while leaving the enemy's corporeal forms lifeless but seemingly unharmed.

Witchfire: Voidslivers has a warp charge value of 5. If manifested, select one enemy model that is within 12" of and visible to this **PSYKER**. Draw a line between any part of this **PSYKER**'s base and any part of the selected model's base (or hull):

- The selected model's unit suffers 1 mortal wound (if that unit contains 11 or more models, it suffers D3 mortal wounds instead).
- Every other enemy unit that this line passes over or through suffers 1 mortal wound (if that unit contains 11 or more models, it suffers D3 mortal wounds instead).

5 PENUMBRAL CURSE

The psyker curses the blades of the enemy, causing them to become as insubstantial as shadows and to pass harmlessly through the very foes they should have hewn in two.

Malediction: Penumbral Curse has a warp charge value of 7. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, subtract 1 from that attack's wound roll and reduce the Armour Penetration characteristic of that attack by 1.

6 BETRAYING SHADES

Falling to the psyker's whispered blandishments, the enemy's very shadows turn upon them, clawing and ripping at the mortal forms that cast them.

Witchfire: Betraying Shades has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this Psyker. Select up to 6 models in that unit, and add together the unmodified Attacks characteristics of those models. Roll a number of D6 equal to the total (for example, if five of the selected models had an Attacks characteristic of 2, and one had an Attacks characteristic of 3, you would roll thirteen D6). If the result of the Psychic test was 11 or more, add 1 to each dice result. For each roll of 6+, that unit suffers 1 mortal wound.