

PART 4:

The Artemis Hive Campaign

Escalating 1500/1750/2000+ point missions with bonuses.

Introduction

The Rebel Defence Forces are on the brink of being overrun, as they are no match for the brutal directness of the Ultramarines strike tactics. A series of lightning strikes has left many key facilities in burning ruins, smoke plumes blotting out the sun over the major urban areas and throwing the civilian masses into panic. Water is short, power intermittent and food is growing scarce – all of which is succeeding in reducing the morale of the general population, causing some rebel units to turn on their comrades in open defiance of Governor *Malorak* and his alien Allies.

Most outlying defensive positions have collapsed as forces attempt to regroup in the larger urban areas. But these massive Hives are not immune to swings in loyalty either - following a strike on the hydroponics farms on the outskirts of the city, Hermes Hive has fallen back into loyalist hands without a single shot being fired. Elsewhere, humans fight humans in bitter hand to hand combat in the Hive of Cronos as half of the Defense Forces turn on their brothers and try to reclaim the city for the Imperium.

Meanwhile Tau forces have pulled back to the main hive of Artemis, licking their wounds and concentrating their forces in an attempt to prolong the conflict long enough for reinforcements to arrive. They are no longer concerned with countering the Ultramarines strikes, and are resigned to abandoning the rest of the planet to its fate. The time for attrition has come.

Artemis hive is the largest on Titan, over twice as large as all the other major conurbations combined, and the Tau have surmised that if they are to make a last stand, this is the place to do it. The Rebel Defense Forces are at their most concentrated here, while Governor *Malorak*'s support base means that control should be maintained over the civilian population.

The human defenders, under the direction of the Tau, have also prepared a vast array of defensive positions to compliment the already substantial Imperial built fortifications. Miles of labyrinthine trench lines, bunker networks, and gun emplacements surround the city on all sides, manned by over a million men. For now these forces remain loyal to Governor *Malorak* and his Tau Allies – but for how much longer?

The Ultramarines know that a successful and suitably devastating strike at the capital Hive Artemis will have a catastrophic effect on the Rebellion morale, and most likely reestablish Imperial authority on Titan overnight, robbing the Tau of a beachhead in Imperial territory and leaving them no choice but recall the relief fleet en route.

However reinforcements are on the way from Fi'Rios, and the Tau Forces in Artemis know they must hold on until they are relieved. There is no escape for them now, and they are ready to fight to the bitter end, willing as always to sacrifice their lives to the greater good.

The war for Titan hangs in the balance, waiting to be tipped one way or the other...

Artemis Hive

Population: 1.42 Billion
City Radius: 259 km
Av. Height: 2.3 km
Temp. Range: -8°C / +48°C
Surface area: 210,000 km²
Established: 34.356.12.25
Grid Ref: 124.224.45.67.
Class: Hive (Medi)
Tithe Grade: Exactis Secundus
Strategic: Primaris Class
Atmosphere: Nitrogen/Oxygen
Design.: Imperial/Standard
Fortifications: Imperial grade Secundus
Districts: 909 primary, 6887 Secondary
Industry: Financial centre / Agricultural dist. /
Energy dist. / Government / Military HQ



Xeno Insurrection Level: Maximus
Rebel Resistance Classification: Extremis
Imperial Resistance: Diminished
Imperial Deployment: Ultramarines 1st, 2nd, 3rd, 10th Companies
Lvov Expeditionary Force : 30 AM Regiments
under Field Marshal Von Borhst

Mission 4.1: 'Unswerving'

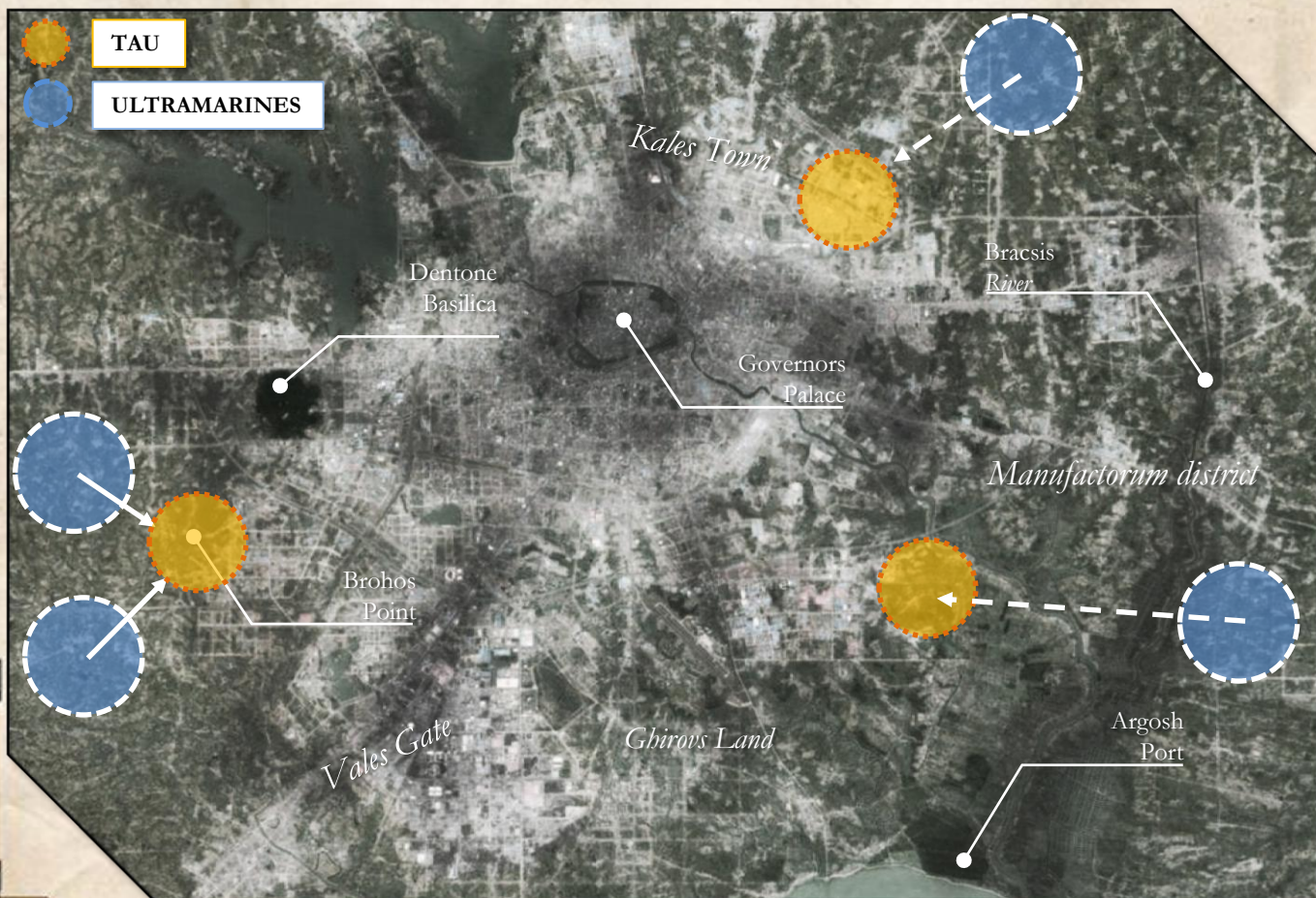
1500 pts

The Ultramarines are at the city gates, having free reign of the cities perimeter now that the rebels have withdrawn into the bristling fortified mass that is Artemis Hive. However daunting the city appears though, the momentum of the war is with the Ultramarines and they know that all that stands in their way are a series of unremarkable defense lines, a handful of fortifications, and a garrison of human warriors on the edge of collapse.

However, they also know that somewhere in that warren of fortifications and gun emplacements are the Tau, a dangerous foe at the best of times but now with their backs to the wall and a grim determination to hold the line at all costs.

A full frontal assault on all parts of the city is out of the question, as the Marines just don't have the numbers. Instead, smaller forces backed up by newly compliant local troops will mount a series of feints on the cities Northern and Eastern districts, while the main Ultramarines drive concentrates on the western district of Vales Gate. Here, the route from defense perimeter to Governors palace is at its shortest, but also contains a number of key installations whose fall would quickly exacerbate the situation for the defenders.

The Tau have recognized this as the likely approach, and deployed substantial forces in the shelter of the bunkers, hoping to keep the advancing foe at bay. At the heart of one of these fortifications, Brohos Point, lies a bastion housing the Tau targeting Nexus that will be coordinating artillery strikes for this whole sector. The Marines recognize the danger of this, and must try to overwhelm the bunkers as quickly as possible, for every moment delayed gifts the defenders with time to direct another barrage. Unless it can be silenced, the Marines will be pounded into oblivion.



Mission 4.1: 'Unswerving'

1500 pts

Mission Parameters:

Mission Type:	Assault (Destroy objectives and enemy units)
Deployment:	Dawn of War
Turn Length:	Variable
Deployment:	Tau deploy and go first, unless the Ultramarines can seize the initiative
Setting:	A large, flat concrete expanse of ruined cityscape with scattered clusters of defensive fortifications.

Mission Special Rules: Reserves, Night Fighting, Targeting Nexus(see below),

- **Targeting Nexus:** While in control of the targeting nexus, the Tau player can call in a bombardment during their shooting phases. This bombardment follows the rules and profile below

	Range	S	AP	Type
Artillery Strike	Infinite	9	3	Ordnance 1, Barrage, Large Blast

An Artillery Strike is resolved separately from other weapons fired by the same unit in the same Shooting phase, and can be used to fire at a separate target. If a hit is rolled on the scatter dice, the template scatters 2D6" in the direction shown by the arrow on the 'Hit' symbol. If an arrow is rolled, the template scatters an additional D6" (for a total scatter of 3D6"). In either case, the firing model cannot reduce the total distance scattered by his Ballistic Skill. The Targeting Auger can only be used once per turn. The Attacker cannot make use of the Targeting Auger.

Force Limitations:

Ultramarine forces:

Single Standard CAD + Single Formation **or** Gladius Strike Force Detachment

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply
- HQ choices exclude 'named characters' in campaign 4.0 (unless previous campaign bonus was earned)

Tau Forces:

Single Standard CAD + Single Formation **or** Hunter Cadre Contingent Detachment

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply.
- In addition, the Tau player **MUST** take between 1-3 fortifications (no FOC slots required)
- HQ choices exclude 'named characters' in campaign 4.0 (unless previous campaign bonus was earned)

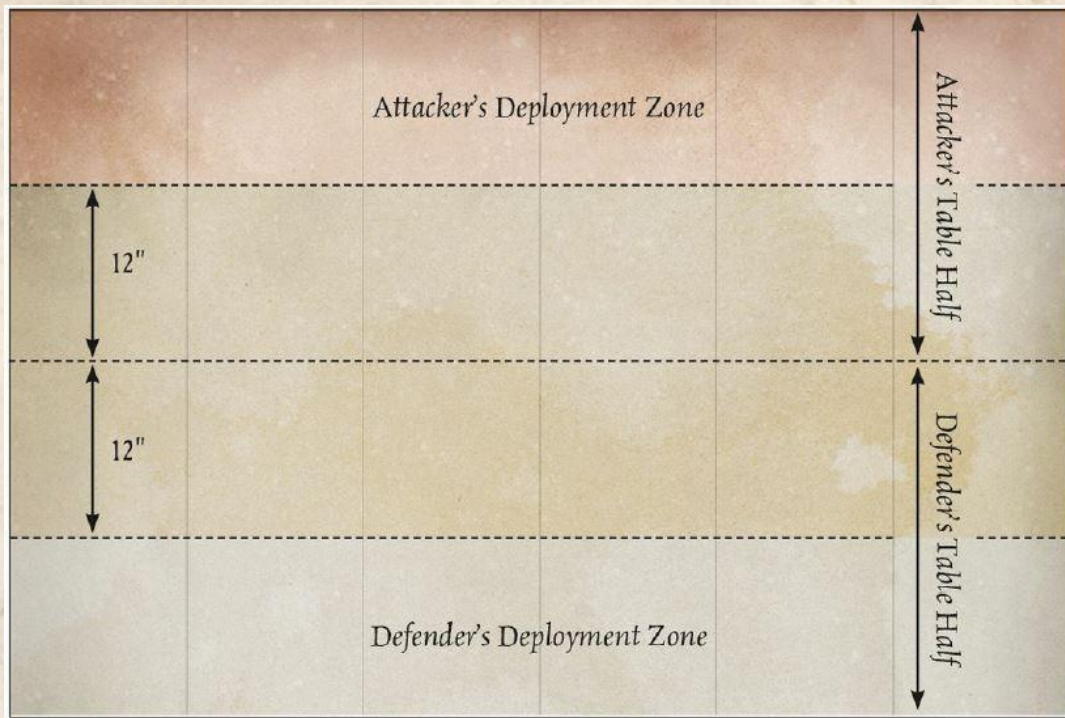
Missions objectives:

1 Objective is placed just prior to deployment by the defender to represent the targeting nexus

To be in control of the nexus, the Tau player must have a model within 3" of the nexus and be *unchallenged* by scoring units. Alternatively, it may be controlled by being part of a fortification that is claimed by Tau forces.

To capture the nexus, the Ultramarine player must be within 3" of the nexus and be *unchallenged* by scoring units. Alternatively, if the nexus has been placed on a fortification, the Ultramarines player may destroy the building instead, which automatically results in the nexus being destroyed.

Mission 4.1: 'Unswerving'



Primary Objectives:

- Destroy / Defend the Targeting Nexus

Ultramarine forces:

- For each unit or fortification destroyed by the Ultramarine Forces, **1VP** will be awarded and **25 points** will be added to the total available for the start of the next Mission.
- If the nexus is captured or destroyed at the end of the game, **3VP** will be awarded and **50 points** will be added to the total available for the start of the next Mission.

Tau Forces:

- For each unit destroyed by the Tau forces, **1VP** will be awarded to the Tau Forces and **25 points** will be added to the total available for the start of the next Mission.
- If the nexus is in Tau control at the end of the game, **3VP** will be awarded and **50 points** will be added to the total available for the start of the next Mission.

Secondary Objectives:

First Blood/Slay the Warlord/Linebreaker

Result Determination:

If neither force is completely destroyed during the mission, the winner will be decided on VPs. The player with the highest number of VPs will be declared the winner.

Mission 4.2: 'Unrelenting'

1750 pts (+ bonuses)

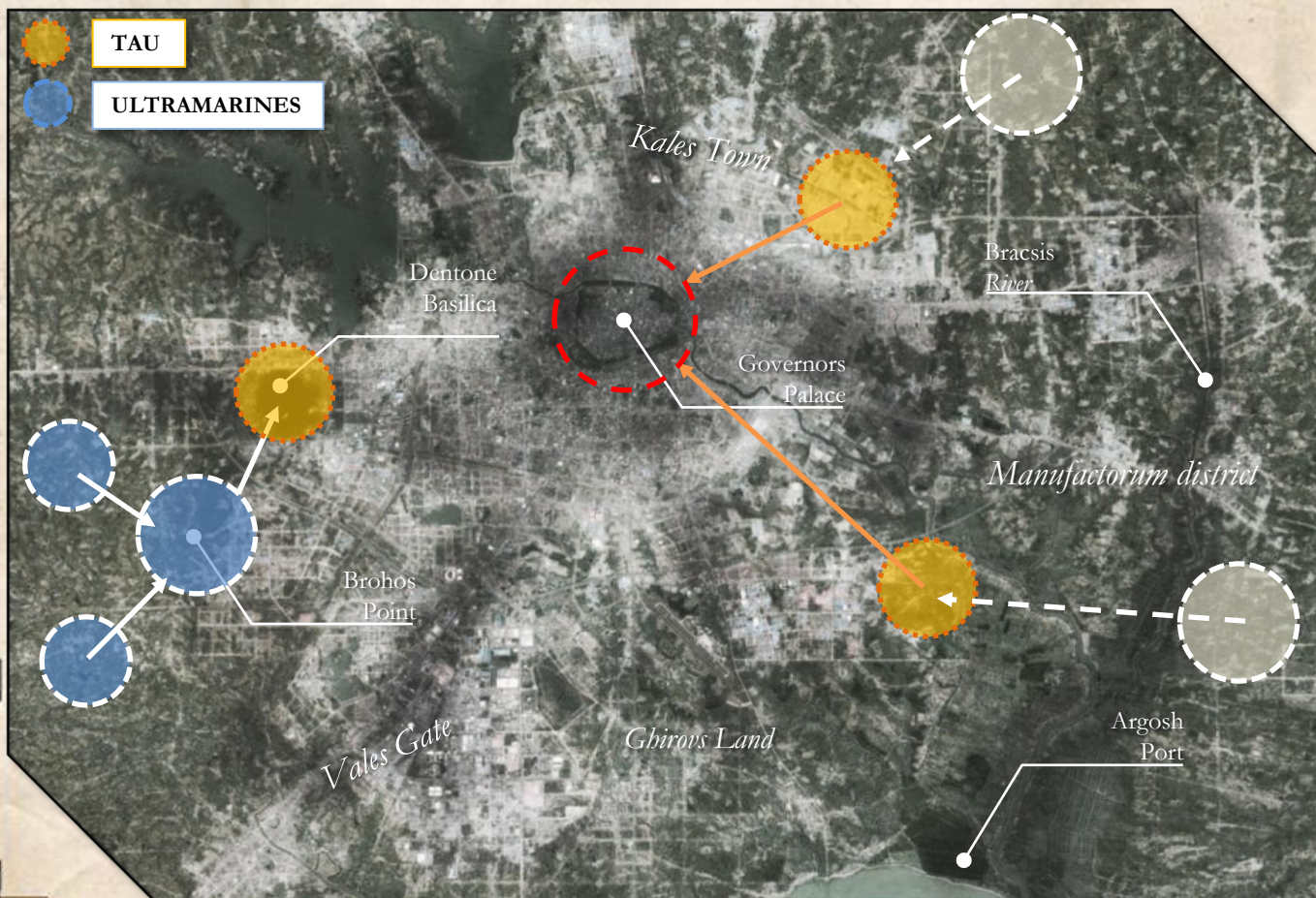
While the battle of the bunkers rages on, the Ultramarines spearhead drives on deeper and deeper into the network of defence lines, butchering and burning as they go. While the Tau put up an organized, efficient defense, their human comrades are melting like ice under the midday sun. Units throw themselves at the Ultramarines feet, begging for forgiveness and mercy, but receive none.

Beyond the Marines position, and just out of reach is the Governors Palace, its spires shrouded in smoke and spitting death in the form of artillery ordnance. The Ultramarines know that if they can strike swiftly, crossing this last stretch of no man's land under heavy fire and break through to fall upon the palace, then there is a good chance the governor can be captured. Casualties will be high, but if the attacker succeeds, the war will be as good as won.

However, directly in their path lies the defender's headquarters at Dentone Basilica. This represents the last formidable defensive position before the palace on the western flank, and the Tau are well dug in ready to blunt the Ultramarines' spear tip.

For the Tau commanders, it is clear now that the attacks in the north and east are feints, and so additional forces are being scrambled from these fronts to not only help contain the Ultramarines advance, but protect the governor's palace. The Tau in the basilica know that they cannot abandon this last line of defence as there is no possible route of retreat until the palace is reinforced.

They must hold back the invaders long enough for their reinforcements to bolster the palace defences, no matter what the cost.



Mission 4.2: 'Unrelenting'

1750 pts (+bonuses)

Mission Parameters:

Mission Type:	Break out (Capture /Defend objective and destroy enemy units)
Deployment:	Hammer and Anvil
Turn Length:	Variable
Deployment:	Tau deploy and go first, unless the Ultramarines can seize the initiative
Setting:	A large, flat concrete expanse of ruined cityscape with scattered clusters of defensive fortifications.

Mission Special Rules: Reserves, Night Fighting, Hold the Line (see below), Punch Through (see below), Straight at 'em (see below)

- **Hold the Line :** The Tau units may reroll failed moral checks if they are within 6" of objectives
- **Punch Through:** The Ultramarines units may move off the Tau players table edge. To do so results in extra VPs being awarded (see below)
- **Straight at 'em:** Neither side may outflank, although reserves otherwise function as normal

Force Limitations:

Ultramarine forces:

Single Standard CAD + Single Formation **or** Gladius Strike Force Detachment

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply
- HQ choices exclude 'named characters' in campaign 4.0 (unless previous campaign bonus was earned)

Tau Forces:

Single Standard CAD + Single Formation **or** Hunter Cadre Contingent Detachment

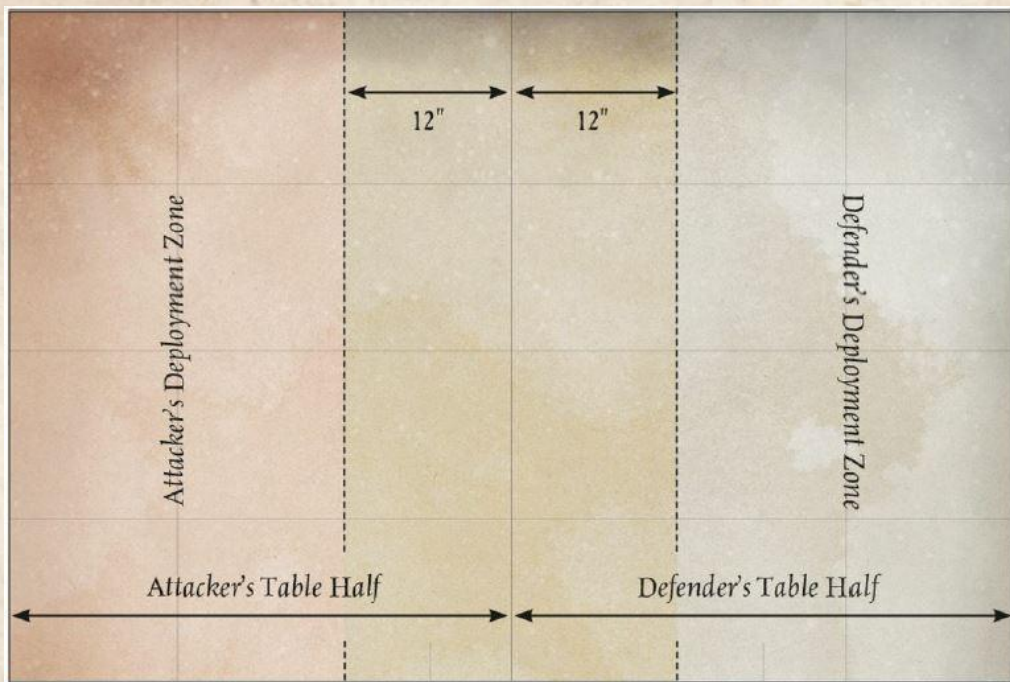
- Both Forces are now at full strength, so no restrictions to number of FOC slots apply.
- In addition, the Tau player **MUST** take between 1-3 fortifications (no FOC slots required)
- HQ choices exclude 'named characters' in campaign 4.0 (unless previous campaign bonus was earned)

Missions objectives:

The Tau player places **3 Objectives**(following standard deployment rules) to represent the Command Posts before force deployment.

To successfully Capture/Defend the Command Posts, either player must have one *uncontested scoring model* within 3" of the Command Posts at the end of the game. If neither player has a model within 3" at the end of the game, or the Command Posts is contested, then no points are awarded for it.

Mission 4.2: 'Unrelenting'



Primary Objectives:

- Capture / Defend the command posts, Break through the defenders lines.

Ultramarine forces:

- For each enemy unit destroyed by the Ultramarine Forces, **1VP** will be awarded and **25 points** will be added to the total available for the start of the next Mission.
- For each unit in the Tau deployment zone at the end of the game, a further **1VP** will be awarded and **25 points** will be added to the total available for the start of the next Mission.
- For each that 'breaks through' at the end of the game, a further **3VPs** will be awarded and **50 points** will be added to the total available for the start of the next Mission.

Tau Forces:

- For each enemy unit destroyed by the Tau Forces, **1VP** will be awarded and **25 points** will be added to the total available for the start of the next Mission.
- For each command post held at the end of the game, a further **3VPs** will be awarded and **50 points** will be added to the total available for the start of the next Mission.

Secondary Objectives:

First Blood/Slay the Warlord/Linebreaker (worth 2pts for Ultramarines)

Result Determination:

If neither force is completely destroyed during the mission, the winner will be decided on VPs. The player with the highest number of VPs will be the winner

Mission 4.3: 'Undeniable'

2000 pts (+ bonuses)

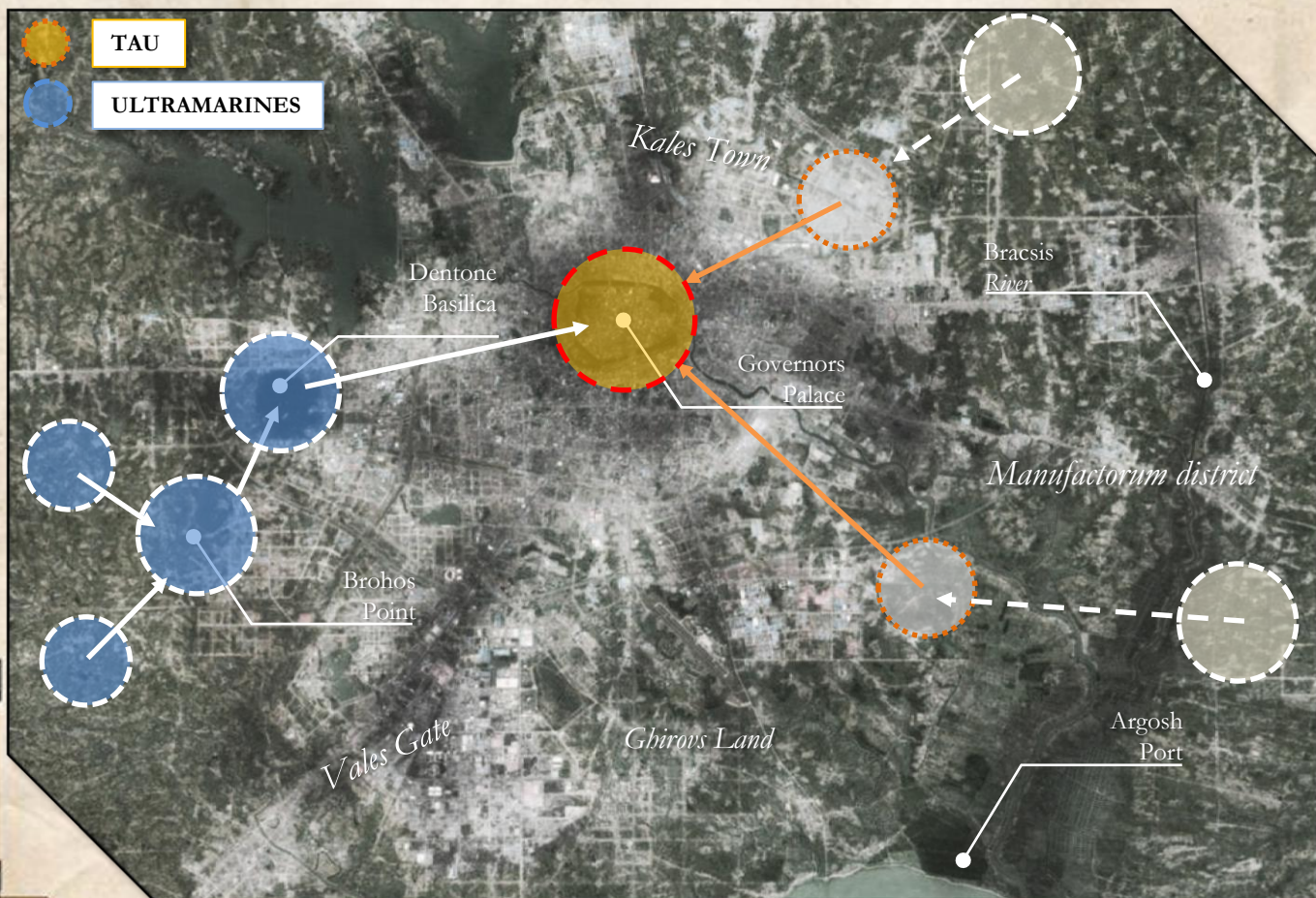
The Ultramarines' drive on, slicing through the defences with grim determination and methodical devastation. Bolter shells chatter and promethium flames flare, answered by the whistle of guided missiles and the sharp crack of pulse rounds. The human defenders continue to fall, like cattle they are butchered in the streets now slick with blood and gore. Almost all human resistance has collapsed, with units throwing down their arms before the advancing marines, begging for forgiveness. The more wary run away and attempt to hide, and wisely so as the Ultramarines meat out the Emperors justice on those they find cowering before them.

Ahead, only *Maloraks* private bodyguard and the remaining Tau hold out, desperately defending their position in the governors palace. Surrounded and besieged, a handful of troops have held out against the initial probing attacks of the Ultramarines spear tip. So far, every attack has been met with grim tenacity and stubborn determination, every advance halted with a hail of fire and every assault repulsed from the walls. The defenders have proved a stubborn opponent, but the brave garrison will not be able to resist the full weight of the Ultramarines assault when it comes.

Through the shattered stain glass windows, the Tau commanders can see that the Ultramarines have now amassed enough units for their final push. Communications with the rest of the contingent are down, and when last they heard the Tau reinforcements scrambling from the northern and eastern fronts were still some distance out. Until then, the last survivors of the garrison are on their own – they must hold the line against overwhelming numbers and protect the Governor until help can finally arrive.

For the marines, casualties are high and a lack of man power threatens to derail their momentum if they are tied up for too long by these defenders. The treacherous *Malorak* is within touching distance, and the Ultramarines desperately need to land the decisive blow now, or risk losing that chance forever.

And to make matters worse, a priority signal has been received from the fleet in low orbit - long range scans have detected vessels on the outskirts of the system. Has Tau relief arrived at last?



Mission 4.3: 'Undeniable'

2000 pts (+bonuses)

Mission Parameters:

Mission Type: Ambush (Capture *Malorak*/ Destroy the Enemy)
Deployment: Special (see below)
Turn Length: Variable
Deployment: Ultramarines deploy and go first, unless the Tau can seize the initiative. Tau only deploy three units, all other go in reserve (see below)
Setting: A large, flat concrete expanse of ruined cityscape with scattered clusters of defensive fortifications.
Mission Special Rules: Reserves, Night Fighting, Grim resolve (see below), Shattered Ruins (see below), Relief Force (see below), Governor *Malorak* (see below)

- **Grim resolve:** When in possession of Governor *Malorak*, all friendly units within 6" of his model have the fearless special rule.
- **Relief force:** All Tau forces in reserve arrive from T2, and roll on the following table to ascertain when they arrive in battle.

Turn	Reserve Roll required for Defenders to arrive		
	Fast Attack*	Troops, HQ or Elites	Heavy Support
2	4+	5+	6+
3	3+	4+	5+
4	3+	3+	4+
5	Auto	3+	3+
6	-	Auto	3+
7	-	-	Auto

- **Governor *Malorak*:** As the objective in this game, he follows the same rules as 'the relic' in the Eternal War mission of the same name (refer to 40K Rulebook).
- **Shattered Ruins:** As the cavernous palace collapses under the heavy fighting, large chunks of wreckage fall from the ceiling. At the beginning of each players turn, they must roll a die. On the roll of 1, your opponent selects one of your units to receive D6 S7 AP- wounds as it is hit by falling debris.

Force Limitations:

Ultramarine forces:

Single Standard CAD + Single Formation **or** Gladius Strike Force Detachment

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply
- HQ choices exclude 'named characters' in campaign 4.0 (unless previous campaign bonus was earned)

Tau Forces:

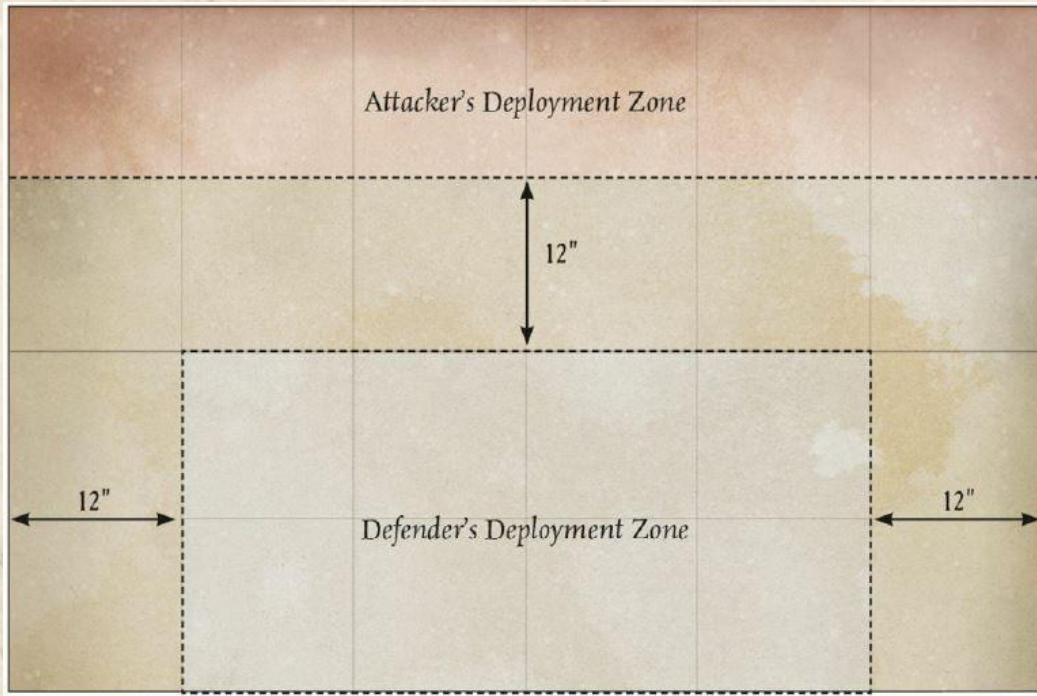
Single Standard CAD + Single Formation **or** Hunter Cadre Contingent Detachment

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply.
- In addition, the Tau player **MUST** take between 1-3 fortifications (no FOC slots required)
- HQ choices exclude 'named characters' in campaign 4.0 (unless previous campaign bonus was earned)

Missions objectives:

Place **1 Objective Marker** - ideally a suitable man sized model - in the centre of the board to represent Governor *Malorak*.

Mission 4.3: 'Undeniable'



Primary Objectives:

- Capture Governor *Malorak*

Ultramarine forces:

- For each enemy unit destroyed by the Ultramarine Forces, **1VP** will be awarded.
- If Governor *Malorak* is captured at the end of the game, a further **5VPs** will be awarded.

Tau Forces:

- For each enemy unit destroyed by the Tau Forces, **1VP** will be awarded.
- If Governor *Malorak* is in Tau possession at the end of the game, a further **5VPs** will be awarded.

Secondary Objectives:

First Blood/Slay the Warlord/Linebreaker

Result Determination:

If neither force is completely destroyed during the mission, the winner will be decided on VPs.