Fly Lords of Terra Present

THE BADAB WAR

The Fall of the Astral Claws



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Dedicated to Jervis Johnson, Alessio Cavatore, and Rick Priestley

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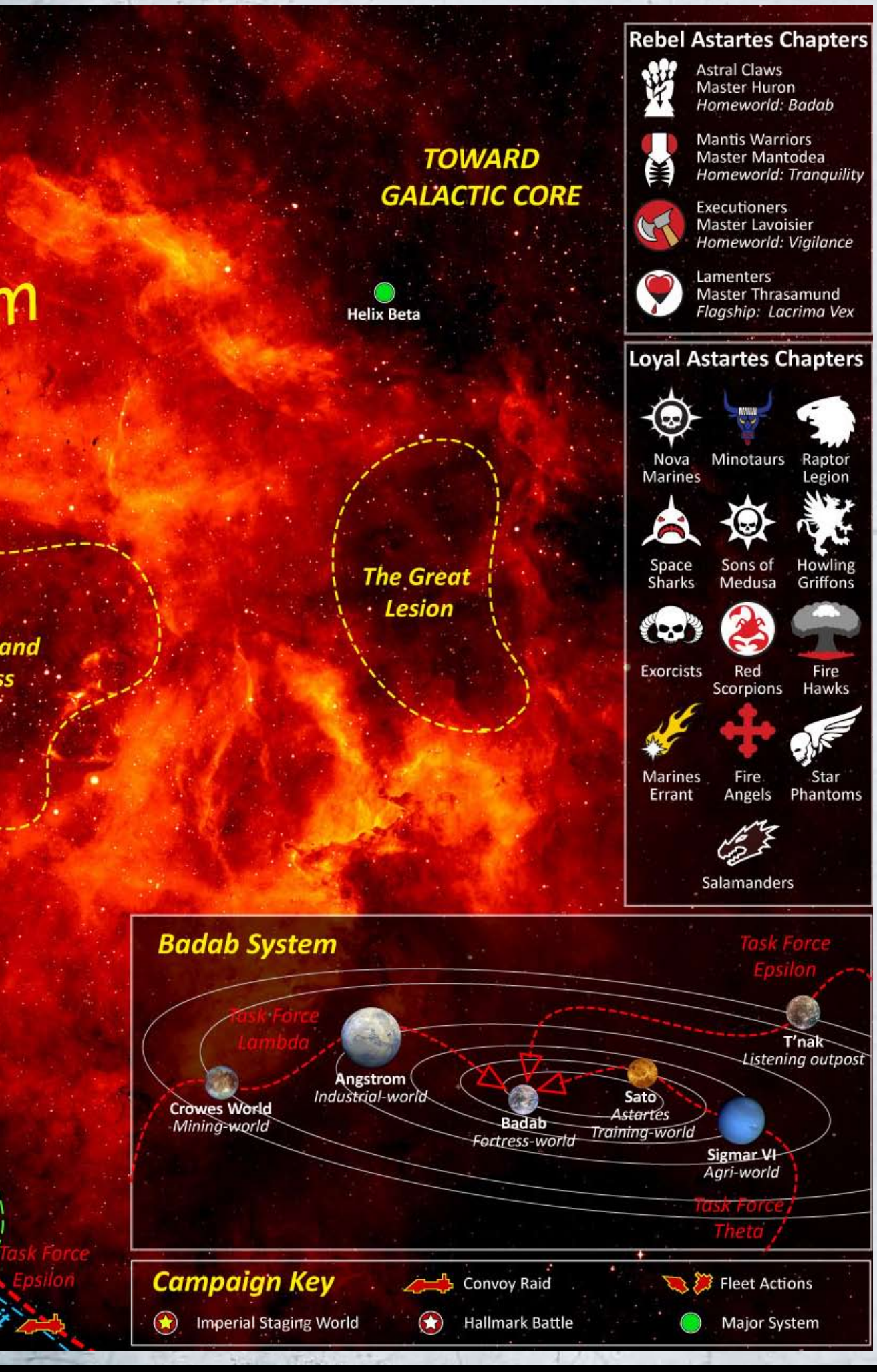
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Guardians of the Maelstrom
Masters Mantodea, Thrasamund, Lavoisier, Huron -810.M41


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INTRODUCTION

Welcome friend, into a tale of grand tragedy and betrayal most foul. Find herein details of the Badab War, the largest inter-Astartes conflict to plague the Imperium since the Horus Heresy. Walk in the footsteps of Huron Blackheart and follow the fall of the Astral Claws, and the war waged against his heresy in the Emperor's name.

FROM THE AUTHOR

We hope this will be an awesome and fun-filled Bell of Lost Souls Warhammer 40,000 campaign supplement. The Badab War is OLD, having made its first appearance way back in White Dwarf #101 in 1988, during the heady early days of Rogue Trader. Since that time, the story has been retold in slightly different detail with each passing Chaos Marine codex.

Huron Blackheart has gone through several changes over the years. He has been at times a frothing madman, foolish dupe, or evil mastermind. We hope you enjoy our own self-conflicted take on his inner nature.

This campaign book will let you walk in the footsteps of the Tyrant of Badab. You will be given a gateway to recreate the war, or even alter its path with a group of like-minded gamers. You will share in the war's greatest victories and darkest tragedies. You will serve alongside the brave and the craven, the faithful and the fallen.

This campaign book has been formatted to match the "new-style" codex layout we have seen out of Games Workshop of late.

The Badab War promises get your creative juices flowing and allow enthusiast gamers and hobbyists a chance to dive into fun games with a host of both exotic and familiar armies.

It has been a labor of love and I hope you enjoy playing the treacherous Astral Claws, their misguided allies, and the Imperial forces sent to bring them to heel. Enjoy!

-bigred

On the use of chapter symbols:
For you old-timers out there you may notice some little changes to several of the Loyalist chapter symbols. Over the last two decades several of the chapters described in the original Badab War article have been updated or had their logos changed. In these cases, we have gone with the current symbols to make the campaign more inclusive for the general 40k modeling community.



THE FALL OF THE ASTRAL CLAWS

In the final balance, the Badab War is about the Space Marines. There are certainly Imperial Guard and other Imperial organizations out there, but if you are a power-armored fanatic who knows no fear you will feel right at home.

HOW THIS CAMPAIGN BOOK WORKS

This campaign book is split into four main sections that deal with different aspects of the Badab War:

History of the Badab War: This section goes over the background and history of the Badab War, from its humble roots to its final conclusion. It describes the details of the individual chapters and how they fared for better or worse throughout the eleven-year war. Finally, it puts the war and the brave marines who fought it in context in light of the current Time of Ending.

Hobby Section: This section shows the campaign in action on the tabletop with an emphasis on painting and modeling the numerous chapters involved.

Badab War Rules: This section covers the special rules, new units and independent characters available to the chapters and presents each playable army in lavish color and detail so you can easily choose an army for your games.

Badab War Campaign Rules: This section covers the rules needed to run a two-month campaign recreating the Badab War from its rocky space-borne beginnings to its climactic end. The campaign supports playgroups from as small as two to as large as 20, so no matter what size your local club is you can get in on the action!

Origins of the Badab War

THE BLACKHEART

Where does evil lie within the heart of man? What forces can twist the noble into the craven, the defender of the just into the ruthless criminal? Does the seed of evil lay within the heart from the beginning, patiently awaiting its time to blossom? Or, is it a deadly shard, twisting like glass into the heart of the pure, tainting it with its horrors?

More than any other, the Badab War is the tale of one man. He is now renounced on billions of rightous Imperial lips as Huron Blackheart, the Blood Reaver, Lord of the Maelstrom, and Master of the Red Corsairs.

While the Ministorum whips up the masses against the Blackheart for their own purposes and the Imperial Guard and Navy step up their vigilance near the Maelstrom, the Masters of the Astartes and Conclaves of the Inquisition brood on a darker question. How did the Badab War ever occur?

For, buried deep in libraries of forbidden knowledge lay the early history of the Astral Claws. It is a history of uncompromising loyalty, benevolence, wisdom, and victory. Moreover, that once mighty chapter was only the merest reflection of their noble leader:

Master of the Astral Claws, Castellan of the Maelstrom, Peer of Imperium, Lufgt Huron.

THE GUARDIANS OF THE MAELSTROM

The Maelstrom is the second largest stable warpstorm in the galaxy, paling only in comparison to the Eye of Terror. Unlike the Eye, the Maelstrom is believed by Mechanicum Magos to be a natural occurance.

From before the time of the Horus Heresy it has attracted brigands, pirates, outcasts, and fugitives who seek refuge within its twisted borders. In the era of the Imperium, it is believed to house several covens of Astartes renegades, and warbands of the Traitor Legions.

The Maelstrom sits near the galactic core, and valuable warp shipping conduits lie to its west and south. To safeguard this flow of materiel, the Senatorum Imperialis decreed a new Space Marine founding in 598.M35 with the express purpose of patrolling the Maelstrom.

A handful of these new chapters established fortress monastaries on the desolate worlds on the Maelstrom's southern and western border.

Farther to the west of these Astartes worlds, Battlefleet Maelstrom patrolled the McGuire Secundus and King's Folly warp conduits from their sector bases of Vercruz, Tarturga IV, and sector command at Morgan's Reach.

By the 40th Millennia four Astartes chapters held back the horrors of the Maelstrom. The Astral Claws based on Badab held the critical southwest border. The Mantis Warriors based on Tranquility stood to the west, and the Executioners to the east, based on the world of Vigilance. By tradition, a spaceborne chapter accompanied these three, working closely with Battlefleet Maelstrom to safeguard valuable Imperial convoys. At this time it was the Lamenters.

By 700.M41 this quartet of chapters was a model of Astartes efficiency and wisdom. Shipping raids were down to the lowest levels in centuries, and countless renegade raids were detected and crushed ruthlessly. The Lamenters worked seamlessly with Battlefleet Maelstrom, and devised ingenious convoy and scheduling procedures that virtually eliminated merchant losses to piracy.

First among equals were the Astral Claws, and their noble Master Lufgt Huron. His three fellow chapter masters looked to him for guidance and council in difficult times. In turn, Huron took great pride in the achievments of his fellow chapters, and encouraged a friendly comraderie and sense of competition that further unified his peers.

THE TOURNAMENT OF FLESH

The time of testing came soon thereafter. After decades of calm, the Maelstrom surged forth with calamatous warpstoms in 705.M41 and at its head came a mighty Warlord of Chaos, Runchard the Unsated.

For ten years Runchard's "Tournament of Flesh" laid siege to Vigilance and Tranquility, and shattered the nearby shipping lanes. Tides of daemons and piratical warbands were beaten back by the Guardians of the Maelstrom, yet for each heretic who fell, two took their place.

Huron, working in tandem with the Lamenters, sallied forth from Badab, broke the Chaos blockades and freed the Mantis Warriors and Executioners for full offensive duties. Runchard was waiting. With so many of the Astartes pulled away from Badab, the Warlord struck at the Astral Claws' homeworld.

Badab was besieged and invaded. The Astral Claws' defenses crumbled and, overwhelmed by casualties, Chief Apothecary Garreon was preparing to detonate the chapter's magazines, when unexpected aid arrived.

From nowhere, a jet black battle-barge hung over Badab, disgorging company after company of ebony drop pods into the heart of Runchard's inner coven. The Astartes fought with the fury of the Emperor and foot by bloody foot forced the Chaos Warlord back.

Merely a hundred meters apart, Chief Apothecary Garreon could only watch as the cloaked Astartes leader hacked his way to Runchard and ended his invasion in a single stroke of his obsidian blade.

Within seconds, hundreds of teleporters activated and the black-clad allies vanished, leaving only the ruined body of Runchard, still chained to to his xenos hound.

Open Rebellion

ROCKS AND SHOALS

With a solid victory behind him, Master Huron decreed that the Guardians of the Maelstrom would never be caught so unaware again.

The Astral Claws and their brother chapters redoubled their previous efforts. They patrolled and trained as if on a war footing for decades. Huron grew ever more perfectionistic and mercurial. He began to delve deeper and deeper into the origins and early history of the Maelstrom, seeking to master it.

By 800.M41 expeditions led by Lamenters strike cruisers penetrated deep into the warpstorms, leading scouting parties on cartographic and archaeological missions. Much lost knowledge was uncovered, and in time, the Astral Claws even came to study the artefacts of xenos races discovered within the Maelstrom.

Many were concerned by Huron's shift in policy, but such officers were sidelined, while obedient allies were moved into positions of power within the chapter.

Over the course of a century, the Guardians of the Maelstrom came to view themselves as its Masters, alone able to hold back its hidden horrors from the Imperium.

THE INVESTIGATIVE FLEET

The Administratum is an organization as large as it is inefficient. While its countless trillions of functionaries are incapable of addressing the organization's sloth, they do ensure its inescapable thoroughness.

By 875.M41 a pattern of incomplete gene-seed submission and planetary tithes was detected from the Astral Claws. The pattern grew worse over time, and reports were seconded to the Inquisition in 880.M41.

It fell to Inquisitor Heironymous Stauff to bring the matter to the Astral Claws' attention. Stauff was an uncompromising Puritan, and lacked the delicate touch of the diplomat. Faced with one of the most daunting tasks an Inquisitor can receive, the investigation of an Astartes chapter, Stauff chose direct confrontation.

He gathered together an Inquisitorial fleet and made best speed for Badab, stopping only at Morgan's Reach to take on supplies. There he received Admiral Orman, who advised caution and patience. Orman had worked alongside the Astral Claws for decades and could not imagine any wrongdoing on the part of Master Huron.

The Inquisitor batted away such talk, and commandeered a Battlefleet Maelstrom escort squadron before departing for Badab. They arrived in system in 901.M41.

The investigation fleet was detected immediately. It would take three days for the fleet to make orbit about Badab, and Stauff wasted no time. He voxed a series of high-handed missives and censures on open channels to Badab. On the planet below, Master Huron flew into a rage. He opened a dialogue with the Inquisitor, accusing him of overstepping his Imperial mandate, and failing to understand the place of Masters of the Astartes within the tapestry of Imperial hierarchy.

Neither man backed down, and as Stauff entered orbit Huron convened a conclave of his inner circle to consider his next move. It is not fully understood what happened next. Huron would later say that Stauff opened fire on his chapter Thunderhawks as they pulled into formation.

In any case, the results were as deadly as they were quick. Battery after battery of Badab orbital defenses blew Stauff's investigation fleet into so much twisted wreckage, slowly burning away in the planet's atmosphere.

"CEASE FIRE! CEASE FIRE! May the Emperor Forgive us."

-Comm traffic fragment, Badab PDF-HQ

THE PUNITIVE EXPEDITIONS

Word reached Admiral Orman in days, and the investigative fleet's fate along with intercepted comm traffic was forwarded to Segmentum Command and the Inquisition. The Astral Claws were declared Excommunicate-Traitoris, and a Punitive Expedition to purge Badab of the rebel chapter was sanctioned.

Within a year, a full invasion fleet jumped in-system, facing stiff resistance. From the moment they arrived, the First Punitive Expedition was harried by Astral Claws attack craft and ships of the line. Over half the Expedition was destroyed as they passed the system's five outer worlds before pulling into Badab orbit.

The expedition's Imperial Guard regiments were mauled during their landing by Astral Claws Thunderhawk and Badab PDF air assets before being destroyed in detail by Astral Claws ground forces. Only a pair of Cobra destroyers fought their way free of the system and reported back to their sector base at Tarturga IV.

In 903.M41 the Second Punitive Expedition was dispatched. As a precautionary measure, the Inquisition ordered Battlefleet Maelstrom to heavily patrol the outer reaches of the Tranquility and Vigilance systems. Some believed that the First Punitive Expedition could only have been destroyed so thoroughly in a combined Astartes operation, and the other three chapters were put under the close observation of the Imperial Navy.

It made no difference. The Second Punitive Expedition

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suffered the same fate as the first. The only change was the outraged missive carried back by the lone surviving vessel to Admiral Orman. It was signed:
-Master Lugft Huron, Tyrant of Badab.

RELUCTANT ALLIES

Huron convened a secret meeting of the Guardians of the Maelstrom. The four chapter masters met onboard the Lamenters' flagship, *Lacrima Vex*, hidden deep within the Maelstrom's warpstorms.

The Executioners, Mantis Warriors, and Lamenters were incensed by what they saw as Battlefleet Maelstrom's sleight upon their honor. They however pushed Huron for an explanation of his actions.

With the skill, wisdom, and trust of an old friend the Tyrant of Badab calmed his comrades. He pressed his case that the four men were facing one of the many schisms within the Inquisition. He appealed to their pride, friendship, and founding chapter mandates.

Were all four chapters not oathbound to do all in their power to protect the Imperium from the predations of the Maelstrom? If a Master of the Astartes must choose between his founding mandate and the ravings of a heretic Inquisitor, what choice did he truly have?

As one, the Guardians of the Maelstrom declared their independence from Inquisitorial and Imperial Navy overview. In 903.M41 they declared the entire western and southern approaches to the Maelstrom a protectorate and alone guaranteed the safety of Imperial shipping within their purview.

THE FORTIFICATION OF BADAB

Master Huron lost no time upon returning to Badab. Fully expecting an escalation in hostilities, he commanded all the Guardians to make preparations for an extended siege and blockade-running operations. Secure comm networks and shielded astropathic relays were established which allowed the chapters to communicate during the course of the entire conflict.

The Mantis Warriors and Executioners focused on stealth, disappearing into their jungle and mountainous worlds, while the Lamenters completely vanished, using their precious stellar charts of the inner Maelstrom.

Huron prepared for a fight. Badab was fortified as never before. Rings of trench lines defended his key military centers and each of Badab's outer worlds was reinforced and assigned contingents of both Badab PDF and Astral Claws garrisons. Decoy targets were built and positioned in pre-sighted kill zones throughout the system's worlds.

The Astral Claws fleet was dispersed and hidden in dozens of disguised docks scattered about the system.

Finally, the outer system and standard approach vectors were mined, and littered with sensor auguries.

THE HOUNDS OF WAR

By the start of 904.M41 Battlefleet Maelstrom was ordered to concentrate Imperial shipping into large convoys, and defend them to the death. Knowing a cat and mouse game against the Astartes fleets was a death sentence, Admiral Orman sent a request for aid up through Navy Segmentum Command at Kar Dunaish.

He received a cryptic reply that "assets are en route."

"Convoys! Let the sheep come and face the true Hounds of the Maelstrom."

-Master Thrasamund, Lamenters 904.M41

The Guardians of the Maelstrom had completed their defenses. With their homes secure, Huron ordered his allies to strike down any traitorous Imperial Navy ship within their space. The hounds of war were unleashed.

The Origins of the Maelstrom

The Maelstrom has been a part of the galaxy since before mankind first ventured forth into space. It is believed to be a naturally occurring phenomenon, unlike the larger and more recent Eye of Terror.

The Astral Claws and their allied chapters conducted a century's worth of exploration in 700-800M41. Many anomalies were uncovered, the main one being the utter stability of the Maelstrom. While the occasional warpstorms expanded outward every few centuries, in general, the Maelstrom is the most static of the galaxy's realspace-warpspace intersections.

Lamenters expeditions discovered a network of stable warp conduits connecting a series of worlds bearing strange obelisks not dissimilar to the pylons of Cadia. A concentration of them on dead worlds formed the perimeter of the so called "Null Bastion".

Many xenos artefacts and prisoners were captured during this period and among them were several ancient steles of the Eldar and Hrud. Partial translations named the Maelstrom as the " Oubliette of the Great Mother" and the "Spoor of the War in Heaven."

The Shipping Raids

BATTLEFLEET MAELSTROM

Admiral Orman set about his daunting task immediately. Battlefleet Maelstrom was responsible for shipping from the far northern system of Olorholis to the eastern Sigma Cluster. At points along the King's Folly and McGuire Secundus shipping conduits, the warp-storm edges of the Maelstrom came within tens of light years, dangerously close for ambushes and pirate raids.

The former safe havens of space surrounding Tranquility, Badab, and Vigilance would now be turned into nail-biting passages with a strong likelihood of Astartes attack. Worse still was the Lamenters' fleet. This space-based chapter had not only worked hand in hand with Orman for years, but devised many of their operational procedures and secret stratagems.

Orman's first orders were to throw out the Battlefleet's book of standard procedures, and destroy the entire Imperial Navy listening and sensor augury network. This would ensure that both sides would be blind.

He next broke up his command into three autonomous operational zones. Rear-Admiral Von Streib patrolled from Olorholis to Verkruz, while Rear-Admiral Heydon covered the space from the Sigma Cluster to Zathatetus Grand.

With his subordinates covering his flanks, Admiral Orman concentrated on the critical Morgan's Reach sector between the two. He now started to call in favors and political debts from across the Segmentum and began his own secret preparations to bring the Guardians of the Maelstrom to heel.

THE MERCHANT CRISIS

Admiral Orman felt that autonomous naval commands would make the job of the renegade Astartes harder, as there would be no master Navy plan for them to crack.

In the Verkruz sector, Von Streib devised a complex decentralized shipping schedule that saw each vessel travel virtually alone, often changing course or even doubling back at times. His Imperial Navy vessels grouped themselves into false convoys and travelled at regular merchant speeds along the King's Folly shipping conduit as bait.

Heydon's Tarturga IV command decided on a fortified convoy approach. Oversized convoys were assembled and traveled with heavy Navy escort. Important convoys always had cruiser or battleship level protection. If the rebels wanted a fight, Heydon would give them one.

Orman's central command would hand off inbound merchantmen into a series of fixed staging points. Once they reached a standard convoy size they would be escorted to Morgan's Reach under heavy Navy protection. His deep space staging areas were strongly defended with not only fixed defensive weapons outposts, but layers of minefields.

Orman's grand plan failed to take one thing into account. At the outset of the hostilities, the target of the rebel Astartes was not the merchantmen, but Battlefleet Maelstrom itself.

Striking from Tranquility, the Mantis Warriors fleet had the easiest task. Von Streib's Navy squadrons were easily located, and began to suffer heavy losses among his escort squadrons, often the first met in combat.

The Executioners had a somewhat more difficult task with Heydon's intermixed convoys. The Astartes used their battle barges to lead brutal attacks directly on the largest Navy ships they could locate, leaving the the Tarturga IV sector with a crippling lack of heavy vessels.

In the Morgan's Reach sector, the Lamenters and Astral Claws worked in tandem. The Lamenters quickly located Orman's staging areas and penetrated their minefields. They began to harass the Navy escorts as they were most vulnerable during the initial staging area convoy embarkations.

Master Huron took a darker path. His men attacked the staging area defensive posts, and turned their weapons on any vessel that came within range. Within weeks, several convoys had been destroyed by their supposed defenders, and Orman was forced to abandon the entire staging program. Shipping losses were mounting, and a stronger response was needed.

THE ASTARTES INCENSED

The response arrived in 904.M41 with two contingents of Astartes who came to the assistance of Battlefleet Maelstrom. First to arrive were the Red Scorpions who reinforced the Morgan's Reach sector, along with the Fire Hawks who began to patrol in the vicinity of Tranquility.

This provoked an attack from the Mantis Warriors who took these patrols as both a violation of sovereignty and a precursor to an invasion of their homeworld. The Fire Hawks strike cruiser *Ajax* was captured, and signaled a major escalation in the war.

In 905.M41, a third chapter, the Marines Errant were recalled from duties on the Eastern Fringe and assigned to assist the Tarturga IV command. All three chapters began to actively seek out and attack the rebel Astartes fleets. For the first time since the Horus Heresy, multiple Astartes chapters found themselves facing off in war.

"We have met the enemy and they are ours."

-Dispatch from Mantis Warriors strike cruiser *Conflict* after the capture of the Fire Hawks strike cruiser *Ajax* -904.M41

BROTHER VERSUS BROTHER

Over the next three years the so called "Shipping Wars" raged in full force. A cat and mouse game mounted with each side hunting the other in silent, deadly fury, leaving the merchantmen caught in the middle.

Strategem was met with counter-strategem, and the level of military action steadily escalated. The loyalist Astartes used a variety of gambits from Q-ships loaded with battle-brothers, to explosive fireships set up as lures to destroy would-be boarders. Their fast, sleek Strike Cruisers and heavy Battle Barges both stood guard over their charges, and mounted aggressive patrols of the rebel's space.

On the rebel side, the Executioners and the Mantis Warriors began to focus their raids on the space near their homeworlds, capturing merchantmen and bringing them to their fortified ports. The Astral Claws captured the most, and destroyed any vessel they could not bring back to Badab.

The Lamenters struck widely across the entire sector from Olorholis to beyond the Sigma Cluster. In 906.M41 they mounted a series of daring raids which crippled the naval maintenance yards at Morgan's Reach and Tarturga IV. The Imperium responded by sending in the Minotaurs, another space-based chapter with specific orders to locate and crush the Lamenters fleet.

HEYDON'S GAMBIT

Rear-Admiral Heydon faced perhaps the most challenging terrain of the war. The warpstorms of the Maelstrom came closest to his assigned shipping channels near the ports of Tarturga IV, making interception of raiders virtually impossible. The Navy had re-established augury networks, but once vessels made the edges of the warpstorms, they were invisible.

Heydon was filled with desperation after a large cruiser squadron was lost to the Lamenters within five light years of making port at Targurga IV. Admiral Orman pleaded for support and was provided a set of series of modified null beacons by the Mechanicum. These mysterious devices were placed onboard merchantmen and allowed to be captured. The Marines Errant volunteered for a series of boarding torpedo operations that affixed a handful to the hulls of Executioners' ships. With the bait taken, Battlefleet Maelstrom waited. Over the next six months, their Astropathic network uncovered faint shifts in the activity within the warpstorms of the Maelstrom. The transit patterns of the Executioners' fleet were uncovered and rudimentary tracking was possible. When they struck in force next, Heydon was waiting.

The battle of Heydon's Gambit was a watershed moment. Elements of the Marines Errant, Minotaurs and Tarturga IV Naval Command fell on the Executioners fleet, crushing them decisively. It marked not only the end of the Executioners' offensive operations, but the beginning of the end of the Shipping Wars. Across the sector, the few remaining null beacons were put into service, and slowly the Imperials began to gain the upper hand.

VON STREIB'S BACKHAND

Next to swing into action was Rear-Admiral Von Streib. Verkruz Command had been bled white by incessant Mantis Warriors and Lamenters raids. With only a handful of heavy vessels remaining, the Rear-Admiral would use the rebel's own bloodlust against them.

Mustering the largest formation he could, Von Streib set out from Verkruz making best speed directly for Tranquility. Unable to ignore such a direct assualt, the Mantis Warriors responded in force.

Over half of Von Streib's fleet was destroyed in a lop-sided battle near the Astartes homeworld, and he ordered a general retreat back to Verkruz. The Mantis Warriors were enraged, refusing to give up the chase.

In a series of pre-planned feints and counter-strikes, Von Streib executed a genius rear guard action back to Verkruz that first extended then separated the Mantis Warriors into squadrons. These were lured into dozens of ambushes by Fire Hawks and Minotaurs vessels who were tracking the rebels' every move via previously planted null beacons.

In a week's time, barely a quarter of Von Streib's fleet limped back to Verkruz. Over 80% of the Mantis Warriors vessels would never see Tranquility again. Only the Astral Claws and Lamenters now raided with impunity. The crisis of the Shipping Raids drew to a close.

The Null Beacons

The Null Beacons were one of the mysterious keys to the Badab War, and are credited for advancing Imperial victory in the shipping Raids. These devices are normally designed as short-term navigational and emergency aids, and are manufactured by the Mechanicus for Imperial Navy use. They are modified naval torpedoes incorporating exotic unguents said by some to be waste by-products of the GoldenThrone. Their effect is to dampen psychic activity in their location for a short period of time, before their active ingredients break down.

The beacons provided to Rear-Admiral Heydon had a lifespan of months, rather than hours, The Mechanicus devices were provided in total scerecy, with no clue as to their origin or inner workings. They were smaller in size, appearing as standard Imperial cargo containers, and incorporated potent anti-psyker abilties as well as self-destruct warheads. There are no known Administratum records of such devices, and it is open to debate who wielded such power to sanction their use.

Timeline of the Badab War

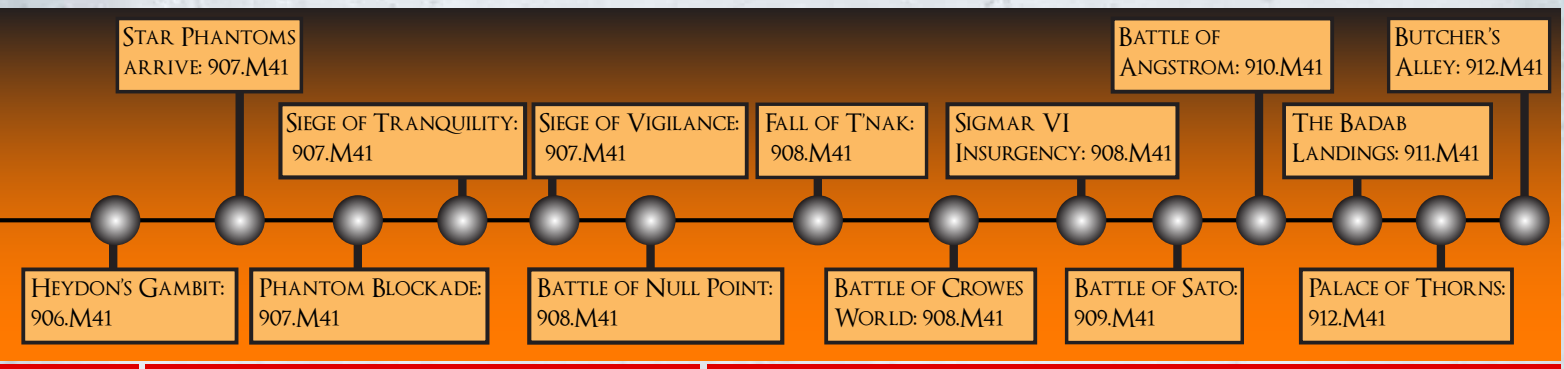
- Tournament of Flesh 705.M41
- Exploratation of the Maelstrom: 800.M41
- Astral Claws geneseed incomplete: 875.M41
- Investigative Fleet Destroyed: 901.M41
- 1st Punitive Expedition Destroyed: 903.M41
- 2nd Punitive Expedition Destroyed: 903.M41
- Guardians of the Maelstrom rebel: 903.M41
- First Astartes arrive: 904.M41
- Capture of the Ajax: 904.M41
- Minotaurs arrive: 906.M41
- Von Streib's Backhand: 906.M41

Buildup to Rebellion

The Shipping Raids



Red Devils platoon Omicron-42 liberating the merchantman *Fireplug* during the battle of Heydon's Gambit 906.M4



The Road to Badab

The Siege of Badab



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The Red Devils

When Battlefleet Maelstrom first recieved orders to quell the Astartes rebellion, Admiral Orman looked to bolster his own fleet's spaceborne defenses.

Each military ship maintained teams of trained fighting men to fend off enemy boarders. These were reinforced with a single regiment of Imperial Guard Stormtroopers assigned to the Badab warzone.

The Stormtrooper officers quickly adapted to their naval surrounding, and began to train for not only defensive but offensive boarding operations. They used the only spaceborne craft available in large numbers, the Arvus Lighter.

The Red Devils were born.

Teams of these brave Imperial assault teams fought constantly in and around the convoys during the days of the Shipping Raids. They trained extensively for stealth insertions and often worked their way aboard rebel vessels off-loading pirated goods hidden in the constant stream of loading traffic.

The Red Devils were out matched in direct firefights with the rebel Astartes, but often liberated captured merchantmen and returned them safely to Imperial space.

The Siege of Badab

THE SIEGE OF TRANQUILITY

In 907.M41 the Imperium began the first direct attacks against the rebel chapters. Their initial target was the Mantis Warriors' homeworld of Tranquility.

The Novamarines had arrived in the Verkruz sector to support the Firehawks and together virtually ended major Rebel raids. The remnants of the Mantis Warriors fleet was isolated to their home system. A new chapter was brought in specifically tasked with the capture of Tranquility; the Space Sharks.

The combined offensive units in the Verkruz sector were dubbed Task Force Theta. Within months, Tranquility was blockaded, its orbital defenses wrecked, and a rain of Space Sharks drop pods and Thunderhawks established a beachhead on the rebel's jungle homeworld.

Tranquility's blistering yellow jungles, myriad rivers, lakes, and streams made a lethal warzone for the two chapters. The Mantis Warriors stalked their prey silently, killing from afar while the Space Sharks were masters of the deadly hand to hand ambush.

Losses were heavy for both sides, but the Imperials controlled the skies and the heavens. It was only a matter of time before the first hidden Mantis Warriors fortress was discovered and overrun. Space Sharks Captain Quintus captured information pinpointing several other outposts and ordered the destruction of one with orbital lance strikes.

He targeted the other fortresses, and offered surrender to his foes. Mantis Warriors Master Mantodea ordered the surrender of all his forces and outposts save his own, and together with his command staff met Quintus in single combat. Mantodea fell in battle. The Mantis Warriors' war was over.

THE SIEGE OF VIGILANCE

In the Tarturga IV sector, the Imperium launched Task Force Epsilon. This force consisted of the Marines Errant backed up by the newly arrived Sons of Medusa. While these two chapters secured the space lanes and outlying Sigma Cluster, the Star Phantoms targeted Badab itself.

Vigilance, homeworld of the rebel Executioners, stood in their path. The Star Phantoms decided on a strategy of containment, followed by invasion. Task Force Epsilon moved on towards Badab, while the Sons of Medusa and Battlefleet Maelstrom dispatched elements to form the "Phantom Blockade." This shadow fleet lay in wait in the outer Vigilance system, and destroyed any Executioners vessel that attempted to leave the system.

After four months, the Phantom Blockade had claimed all but two escort squadrons of the Executioners fleet and moved into Vigilance orbit to pound their orbital shipyards and planetary defenses into dust.

Several capitol ships were crippled by Executioners fire during the campaign, but Vigilance was stripped of its defenses. The Sons of Medusa invaded.

Master Lavoisier offered his chapter a choice: cede to the Sons of Medusa invaders, or to fight for their homeworld. As one, the chapter chose to fight, as much for their sovereignty and honor, as their misplaced loyalty to the Astral Claws.

Lavoisier fought a meticulously planned guerilla war through the mountainous terrain of Vigilance, sapping the Sons of Medusa's numbers. His First Company's attacks were blood-soaked and Lavoisier claimed many Sons of Medusa heads. As a stalemate loomed, the Executioners suddenly stood down. They had fought a year to the day since invasion; the chapter's honor was satisfied.

Politics of War

From the outset of hostilities Admiral Orman did not underestimate the potency of the Guardians of the Maelstrom. Administratum Curators would later say this was his single most important decision of the war. As early as the destruction of the First Punitive Expedition, Orman used every lever of his power to bring the war to a close.

Immediately he reached out to the Inquisition, Navy Segmentum Command, Ministorum, Departmento Munitorum and most importantly the Astartes Chapters. While most of his requests were rebuffed by Imperial agencies who felt his "Badab War" was of no importance, Orman did not give up. Through the long years of the Shipping Raids when all seemed darkest, Orman continued working his political ties relentlessly while managing the day to day command of Battlefleet Maelstrom.

His determination payed off. It was Orman more than any other who secured the support of over a dozen Astartes Chapters who all pledged to end the open stain upon their honor represented by the rebel Astartes. These chapters formed the backbone of the war's Taskforce Theta, Lambda, Epsilon which ultimately won the day at Badab.

BATTLE OF NULL POINT

Next into action were the Minotaurs. Before any extended campaign against Badab could take place, the Lamenters would have to be neutralized. Their incessant naval raids would play havoc on the expected Imperial supply lines.

For two years the Minotaurs had hunted their prey with no success. The Lamenters' naval skills were without peer. Master Thrasamund limited the chapter to lightning attacks on Imperial military vessels and installations within the sector, never falling on merchantmen. Heydon's null-beacons were of no use against his forces.

The Minotaurs turned to other tactics. Captain Minos guessed the other rebel chapters had used the same secret paths through the Maelstrom that the Lamenters fleet did. In 908.M41 he took his chapter into the warpstorms on a extended stellar hunt, using the known safeways obtained from the Mantis Warriors and Executioners fleets.

For months they found nothing, and controversially left Morgan's Reach command vulnerable to attack from the remaining Astral Claws raiders. After five months, the Minotaurs' luck changed. The Lamenters strike cruiser, *Banshee's Cry* was detected moving through a hidden warp conduit. The Minotaurs stalked the ship and it led them into the previously unknown Null Bastion and the Lamenters' secret naval base.

With complete surprise the Minotaurs launched a full fleet assault on the Lamenters, catching many ships at anchor. Both fleets were heavily damaged, and several boarding operations raged on for weeks, but the damage was decisive. Several squadrons of Lamenters led by the most die-hard Astral Claw allies fled deeper into the Maelstrom, while the bulk of the chapter surrendered.

THE INVASION OF BADAB

Badab itself was now vulnerable. With Tranquility and Vigilance secured, Task Forces Theta and Epsilon moved towards Badab.

Admiral Orman readied his own Task Force Lambda and set out for the Badab system, stopping to take on additional supplies at Zathatetus Grand.

In early 908.M41 the invasion of the Badab system began. First in-system were scouting elements of Task Force Epsilon. Star Phantom forces captured the listening post of T'nak in the outermost system, blinding the Tyrant's forces. They reinforced the world and awaited an expected counter-attack.

As the Astral Claws moved in to investigate, Task Forces Theta and Lambda fell upon the Sigmar VI and Crowes World. Faced with a three-front assault the Astral Claws could not maneuver freely and ordered their prepared forces to dig in and sell every one of their lives dearly.

They did so. Across each world, what the Astral Claw defenders could not kill, their sinister automated defenses, traps, minefields and booby traps finished off. Losses here horrific for the attacking Task Forces and additional chapters were requested to relieve the initial wave of Astartes invaders. Elements of the Fire Angels, Exorcists, Howling Griffons, Raptors, and Salamanders were brought into reinforce the existing chapters.

World by bloody world, the attackers closed in on Badab itself, capturing Crowes World, Angstrom, T'Nak, Sigmar VI, and Sato. By 911.M41 the invasion of Badab was imminent.

THE PALACE OF THORNS

For three long years as the other chapters fought, the Star Phantoms prepared and watched. Officers were dispatched from T'nak to study the Astral Claws methods during the fighting for the outer system, and counter-stratagems were devised.

The invasion of Badab began with characteristic Star Phantoms subterfuge. As hundreds of empty drop pods rained down, illuminating the planet's remaining orbital defenses, the Marines slipped onworld through a series of captured shuttles and Badab PDF transports.

"To face the Phantoms is to fight the midnight air itself."

-Captain Androcles, siege of the Palace of Thorns.

Master Huron had not been idle these long years of siege. Throwing himself into the forbidden writings of Perturabo, he had crafted the surface of Badab into the most intricate and deadly fortress outside of Medrengard.

In the 41st Millennia's version of the Iron Cage, the Star Phantoms moved in. It was a test of wills; staunch, blatant defense versus guile and stealth, with no quarter asked nor given. It was said that any man visible for two seconds on Badab was dead, but the Star Phantoms were masters of invisibility. Virtually all actions took place at night, and the war was waged not in large setpiece battles, but between individuals armed with knives and pistols in a thousand silent alleys and muddy redoubts.

With silent fury, the Star Phantoms gutted the infamous Badab PDF, and moved on to their final prize, the Astral Claws' fortress-monastary; The Palace of Thorns.

As the ring of invisible death closed around him, Huron's mind broke. He lashed out at his retainers, killing any who contradicted him. He began to stalk the halls of the palace chained to his beloved hunting beasts, muttering madness. Finally, in late 912.M41 he gave the order to evacuate Badab.

The Astral Claws abandoned their positions and fell back to their emergency landing pads. En route Huron ambushed and mauled a lone Star Phantoms patrol. As he rolled over the body of the patrol leader he discovered who had been truly deceived. The last sight Master Lufgt Huron saw was the flare of Captain Androcles' meltagun firing at point blank into his head.

Aftermath of the Badab War

THE RED CORSAIRS

News of Huron's demise spread like wildfire. In a series of renewed assaults the surviving Astral Claws secured their fallen Master, and fled offworld. The Star Phantoms were unprepared for such a furious counter attack and their dispersed lines broke.

The Astral Claws rendezvoused with several orbital craft hidden away for their last ditch escape and fled deep into the Maelstrom.

Admiral Orman was waiting. A picket of Battlefleet Maelstrom ships backed up by Exorcists vessels waited in the newly discovered warp conduits and took a heavy toll on the fleeing traitors. Barely 200 Astral Claws bearing their Master's body survived the battle of "Butcher's Alley" and escaped into the Grand Abyss; too far gone for any Imperial pursuit.

Whether by incredible luck or darker forces, Huron survived. Within weeks he walked again, horribly mutilated, and began to plot his vengeance.

Even in exile a force of 200 Astartes is overwhelming and the newly renamed Red Corsairs carved out a pirate kingdom deep in the Grand Abyss. Lufgt Huron was gone. He recast himself as Huron Blackheart, and has steadily grown in power, drawing ever more rebel Astartes warbands to his flag. Small bands of Executioners, Mantis Warriors, and Lamenters fled with him into exile and together wield a mastery of the Maelstrom's secret ways that are still unmatched by the Imperium.

In the decades since the end of the Badab War, Huron Blackheart has struck far and wide from his hidden bases. Often times the Red Corsairs choose the path of the patient hunter. Other times they make brazen assaults on well-protected targets, led always by the Blackheart still chained to his hounds of war.

Huron has even been seen operating alongside Traitor Legionnaires, and has a particular hatred for the loyal chapters who took part in the invasion of Badab. Several of these have suffered specific attacks by his forces in recent years.

While Battlefleet Maelstrom has been rebuilt, and new chapters now man the worlds that guard the Maelstrom, their leaders know little sleep. The Red Corsairs grow in power by the day. Worse, the path of Huron Blackheart is open to any man of great power who but drops his vigilance for a moment.

> "The strong are strongest alone."
>
> -Lufgt Huron, At the outset of the Badab War

THE PENITENT CRUSADES

In the aftermath of the war, a conclave of space marine Masters judged their surviving rebel brothers. Debates and reasoned arguments were balanced against foul deeds and testimony of blood and corruption.

In the end, the surviving forces of the Executioners, Mantis Warriors, and Lamenters were forgiven, subject to a century-long penitent crusade of purification.

The rebel homeworlds and fleets were forfeit to the attacking chapters who prevailed against them in mortal combat.

Thus we see the Space Sharks, Star Phantoms, and Sons of Medusa as the current caretakers of the Maelstrom, assisted by elements of the Minotaurs as the 41st millennia comes to a close. Their war against the Blackheart has not yet in truth ended.

The Making of the Tyrant

To this day the nature of Huron Blackheart is a hotly debated subject among the leaders of the Astartes and Inquisition.

Some say Lufgt was a madman bent on wanton destruction from the start. They point to his overly aggressive actions during the war and his subsequent transformations into a paragon of evil as evidence enough.

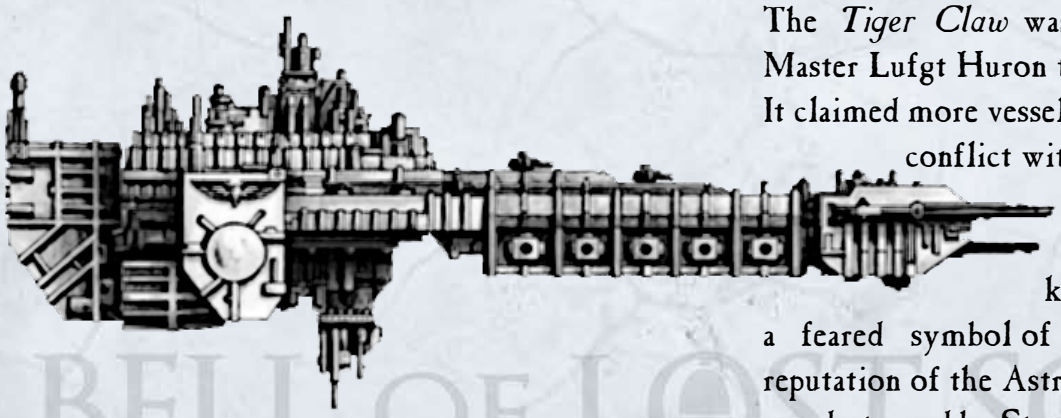
Others point to him as a figure pushed into an untenable situation until he had no path back to loyalty. The high handed actions of Inquisitor Stauff and early transcripts of the fates of the two Punitive Expeditions point to the actions of an Astartes Master wronged, but within his jurisdictional rights.

Still others spin yarns concerning the strange events of the Tournament of Flesh to explain Huron's actions. They point to a manipulative influence acting upon the Tyrant, leading to his fall.

FAMOUS WARSHIPS OF THE BADAB WAR

From the cold terror of the Convoy Shipping Raids to the fiery battles waged during the Siege of Badab, many key vessels, both Loyal and Rebel, made their mark on the history of the war.

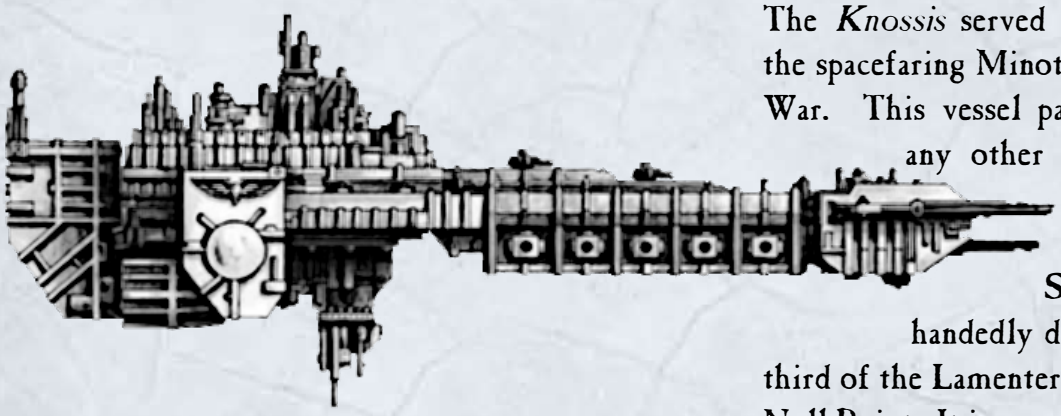
TIGER CLAW: Astral Claws Astartes Battle Barge



The *Tiger Claw* was the personal flagship of Master Lufgt Huron throughout the Badab War. It claimed more vessels than any other during the conflict with over 45 merchantmen, 10 Battlefleet Maelstrom and 3 Astartes Strike Cruiser kills to its credit. It became a feared symbol of the brutal and bloodthirsty reputation of the Astral Claws. The *Tiger Claw* was destroyed by Star Phantom vessels during the Siege of Badab in 911.M41

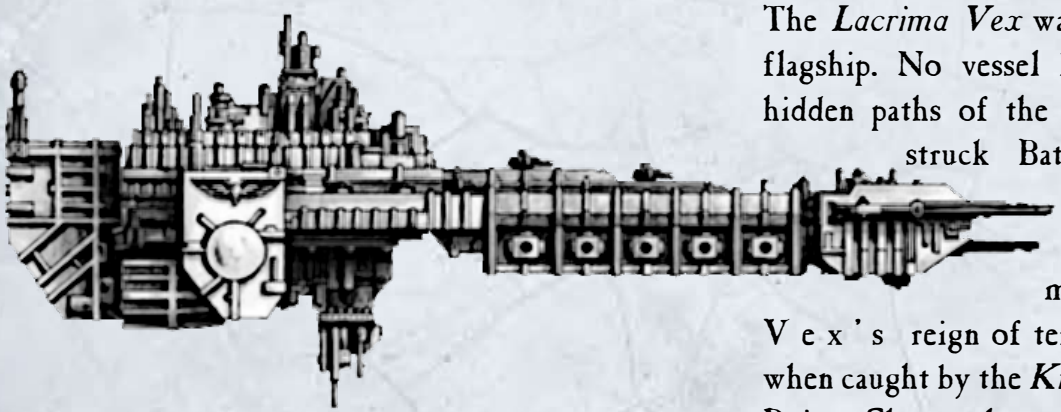
BELL OF LOST SOULS
WWW.BELLOFLOSTSOULS.NET

KNOSSIS: Minotaurs Astartes Battle Barge



The *Knossis* served as the command vessel of the spacefaring Minotaurs during the later Badab War. This vessel patrolled more widely than any other loyalist ship, hunting the slippery Lamenters fleet from Olorholis to the Sigma Cluster. It single-handedly destroyed or crippled over a third of the Lamenters' fleet during the Battle of Null Point. It is currently serving the Minotaurs on duty patrolling the Maelstrom to this day.

LACRIMA VEX: Lamenters Astartes Battle Barge



The *Lacrima Vex* was the Lamenters legendary flagship. No vessel knew the space lanes and hidden paths of the Maelstrom so well. She struck Battlefleet Maelstrom with impunity throughout the War, never once damaging merchantmen. The Lacrima Vex's reign of terror was ended in 908.M41 when caught by the *Knossis* during Battle of Null Point. She was lost with all hands, including her Captain, Master Thrasamund.

BADAB WAR MODELING

The Badab War offers a host of wonderful modeling, converting, and painting opportunities to a Warhammer 40k player. From old standbys like the Salamanders to exotic paintschemes such as the Minotaurs, you are guaranteed to end up with a stunning, unique army.



Captain Androcles:
Star Phantoms Commander



Weapon detail



Hamadrya detail



Shoulderpad detail



Chapter logo



Master Lufgt Huron:
Master of the Astral Claws



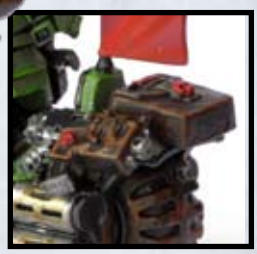
Sons of Medusa engage Lamenters during the cleansing of the Sigma Cluster

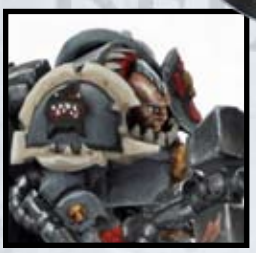
Master Lavoisier: Master of the Executioners

Master Mantodea: Commander of the Mantis Warriors


Helmet detail


Iron Halo detail


Saddlebags


Pauldron detail


Shoulderpad detail


Cloak detail

Captain Quintus: Space Sharks Commander

Captain Minos: Leader of the Minotaurs

The Palace of Thorns





Astral Claws vs **Star Phantoms**

LOYALIST FORCES


Marines Errant


Red Scorpions


Minotaurs


Novamarines


Howling Griffons


Star Phantoms


Exorcists


Fire Angels


Salamanders


Space Sharks


Sons of Medusa


Raptor Legion


Fire Hawks


Red Devils


Navy Ratings


Red Scorpions Razorback


Sons of Medusa Land Raider


Space Sharks Razorback

"Though my guards may sleep and ships may rest at anchor, our foes know full well that big guns never tire."

-Master Lufgt Huron, prior to the invasion of Badab

REBEL FORCES


Astral Claws


Executioners


Lamenters


Mantis Warriors


Badab PDF


Astral Claws Ironclad


Mantis Warriors Rhino


Lamenters Land Raider

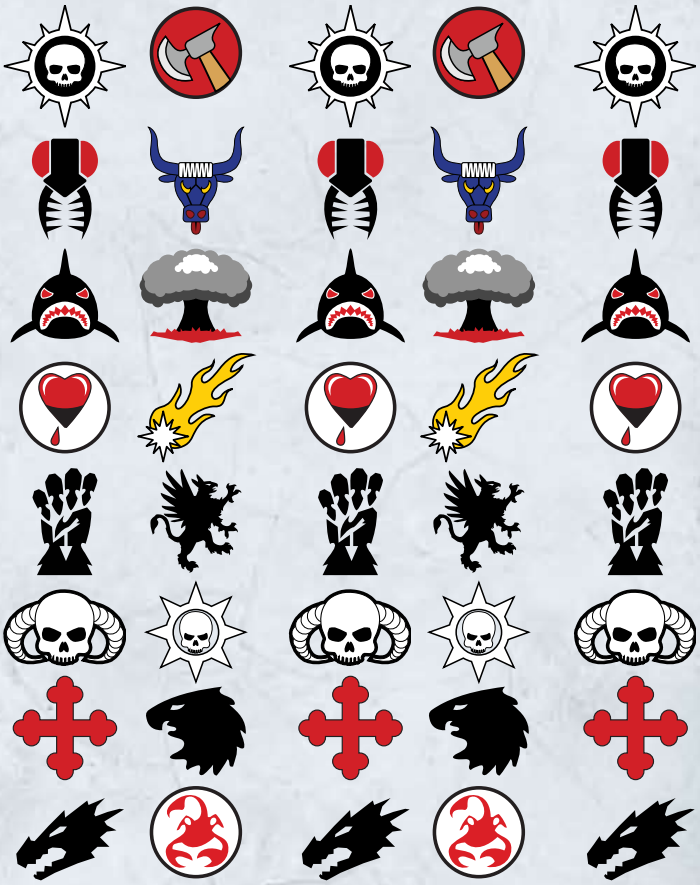
ICONS OF THE BADAB WAR

Logos of the Crusade: One of the easiest ways to enhance your Badab War army is to detail it with the proper iconography. Custom decals are a sure-fire way to take your army to the next level.

You can get the full set of Badab War downloadable logo sheets for all the Space Marine chapters from **Bell of Lost Souls:** *http://belloflostsouls.net*

Logo Sheet Archive:
http://www.belloflostsouls.net/2008/07/bols-logo-sheet-archive.html

Decal Tutorial:
http://www.belloflostsouls.net/2007/07/tutorial-custom-decal-sheets.html



Red Scorpions Squad: This squad has been painted in the red and black camouflage scheme used during the Angstrom Incident in 910.M41.



Lamenters Cursed Knights Squad: These Lamenters veterans gave off an almost palpable aura of grief and despair, often giving pause to their battlefield foes.





Star Phantoms patrol the Palace of Thorns



Space Sharks forces early in the Siege of Tranquility

VEHICLES OF THE BADAB WAR

Salamanders Rhino:
Siege of Badab





Fire Angels Land Raider:
Siege of Badab



Sarcophagus details



Campaign wear



Ancient Perseus:
Commander of Sons of Medusa

SHIPBORNE COMBAT

The Badab War saw years of intensive spaceborne combat. From daring boarding operations to heroic naval defense, the Astartes earned their name of the "Space Marines" time and time again.

About Boarding Actions

A Boarding Action is a 40k mini-game, played in the context of the campaign (see p.67), where a small, elite force attacks the interior of an enemy space craft. Each Boarding Action represents only one of many individual missions against enemy space craft and is just a glimpse of the larger action happening across the ship and the fleet.

While a single Boarding Action itself is small and can be played in a short time, larger battles can be found by combining several Boarding Action boards and forces and optionally linking objectives together.

Boarding Action Force Selection

A Boarding Action has an Attacker and a Defender. Each side has different requirements for selecting their force, but both sides have the same value of points to spend.

General Force Selection

- Forces can be selected up to a value of 350 points.
- Only Infantry and units that move like Infantry (Walkers and Monstrous Creatures) are allowed.
- Only units from type Troops, Elites and Fast Attack on the Force Organization chart can be selected.
- Marines may not have more than 5 models in a squad, but can be equipped like a full squad (so a squad of 5 Tactical Marines can have 1 flamer for free, meltagun for 5 points, etc).

The defender will have a number of Starship crew, based on the scenario.

Imperial Starship Crew
Trooper: WS 3, BS 3, S 3, T 3, W 1, I 3, A 1, Ld 8, Sv 6+

Crew are armed with shotguns. Any Crewman in the squad may trade their shotgun for a laspistol and close combat weapon for free. If numbering 5 models or more, one crewman in a squad may upgrade his shotgun with a flamer for free. Crew ignore difficult terrain and count as having frag grenades in assault.

Crew within 2" automatically join to form a larger squad at any part of the turn. Crew squads have no maximum size.

Boarding Action Mission

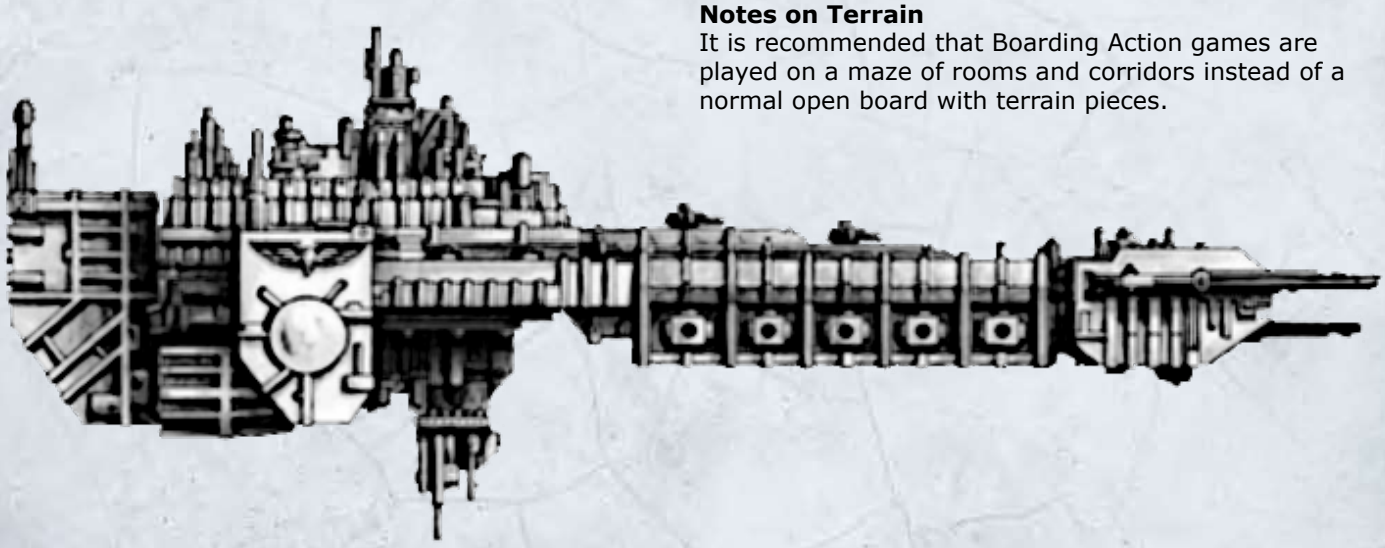
Objectives
Objectives are placed according to the scenario. If you are playing your own scenario, place D3 objectives at least 12" from the Attacker breach (entry) points.

Securing an Objective
An attacker model must move into base-to-base contact with an objective and remain in base-to-base contact with it for the rest of the game turn. A model can not secure an objective if he is engaged in an assault.

Campaign Scenarios
Here are just a few ideas on scenarios for your Boarding Action missions: destroy the generator to lower a force field for another section of the ship; sabotage the engines to prevent interception of an invasion force; blow the power regulator to cause the ship's reactor to overload and explode; kill the Naval commander to disrupt fleet operations, assassinate the Astropath to prevent warp communications; stop a traitor from handing over information to the enemy; retrieve plans from an enemy data terminal; discover and free a captive; determine location of critical systems for later sabotage.

Boarding Action Deployment

Notes on Terrain
It is recommended that Boarding Action games are played on a maze of rooms and corridors instead of a normal open board with terrain pieces.



Stairs count as difficult terrain and other special sections of the ship may count as difficult and dangerous terrain.

Starship walls and bulkheads are impassible terrain. If teleporting models scatter into a wall, bulkhead or other ship terrain piece they suffer a deep strike mishap as detailed in the Warhammer 40k rule book.

Doors open and close automatically behind models. Doors are always considered closed for purposes of shooting and line of sight. A Model may not shoot into a room unless more than half of the model's base is in the room or past the line that marks the door. Doors will not close between members of the same squad, but models may not shoot through open doors unless they are in the room as described above.

Placing Terrain and Objectives
The players place terrain and objectives and mark breach and defense points according to the scenario. If playing your own scenario, objectives should be at least 12" from the attacker breach points, preferably on the other side of a door.

Defender Deploys
The defender deploys six Imperial Starship Crew at each objective. They may be armed in any configuration, but only one may have a flamer. The Defender may replace one Crew squad at an objective with one of the Marine squads from his force.

Attacker Deploys
The Attacker deploys his forces evenly and as close as possible to the breach points specified in the scenario. All of the Attacker's forces must be deployed.

Playing a Boarding Action

The Attacker takes the first turn and moves, shoots and assaults as per the 40k rule-book except for the Boarding Action Special Rules given in the next section.

Defender Reinforcements
Starting on the first turn the Defender has a chance to reinforce his troops. These defending forces enter the board at Defender Entry Points. There should be at least two Defender Entry Points and their location should be specified in the scenario.

Each turn the defender rolls a D6 for each Defender Entry Point. On a 4+ place a Force Token at that point and move it normally.

Force Tokens
A Force Token is moved normally and only revealed when in line of sight of an Attacker. When revealed, turn over the Token. The Token will indicate the composition of the reinforcements to be placed at the location the Token was revealed. Place the appropriate number of models within 2" of the location of the token. Any Crew within 2" of another Crew unit automatically join that unit.

You should use any type of Force Token marker to represent reinforcements and roll on the following table when revealed:

D6	Reinforcement
1-2	Two Imperial Starship Crew
3-4	Three Imperial Starship Crew
5	Two Crew plus one Crewman with flamer
6	A squad of five defending Space Marines

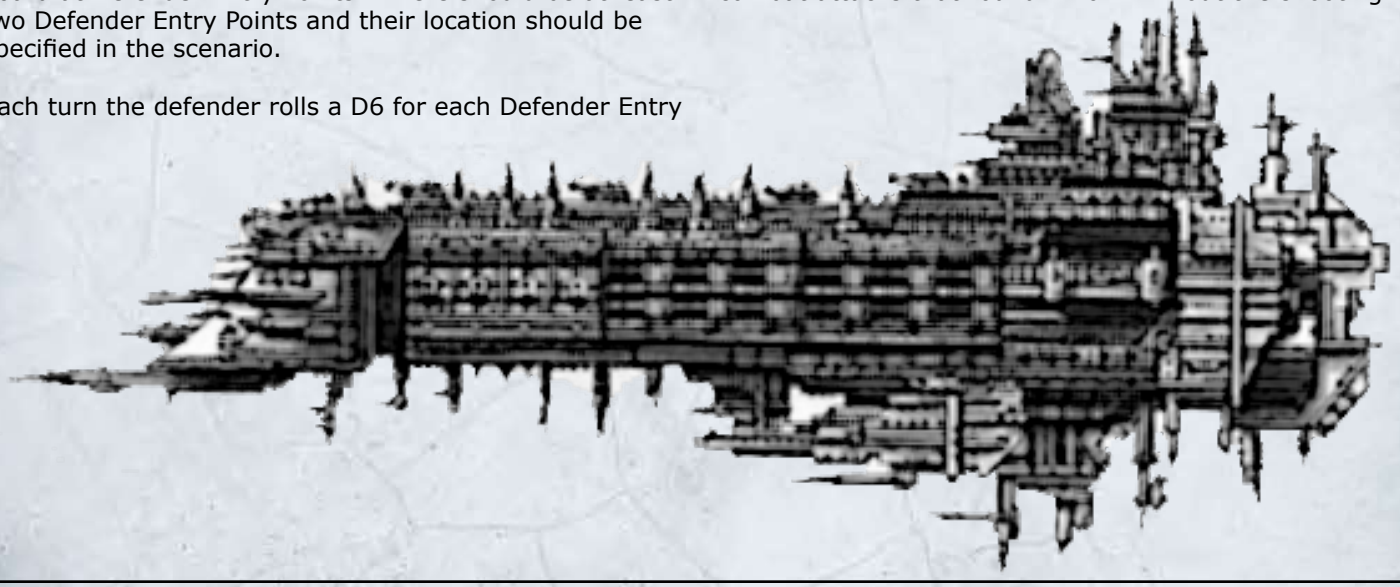
Imperial Starship Crew that appear may be equipped with laspistol and close combat weapon or shotgun at the Defender's choice. Crewman with flamer may optionally be equipped with laspistol and close combat weapon or shotgun.

Attacker Reinforcements
Attackers enter the board from one of the breach points, starting their move from the board edge and moving onto the board normally. If the scenario specifies Attacker reinforcements, they enter via breach points and count as moving for purposes of firing heavy weapons.

Boarding Action Special Rules

Fighting inside a space ship is much different than fighting on the surface of a planet. For this reason the following special rules are in effect for all Boarding Actions.

Guns Blazing!
Fighting within the labyrinthine passages of a star ship is done almost exclusively at close quarters. A unit being assaulted (and not already locked in close combat) may elect to shoot with their guns rather than make close combat attacks that round. Work out the shooting



at double the model's Initiative. Casualties do not count towards combat resolution. Any unit that attacks a unit Guns Blazing! re-rolls misses to hit in assault as the defenders are shooting rather than bracing for close combat.

Suicide Mission
All models in a Boarding Action are Fearless.

Rush of Bodies
The tight passageways of a starship can easily be clogged by close combat. Sometimes the best way to clear the path is to simply fight and smash your way through.

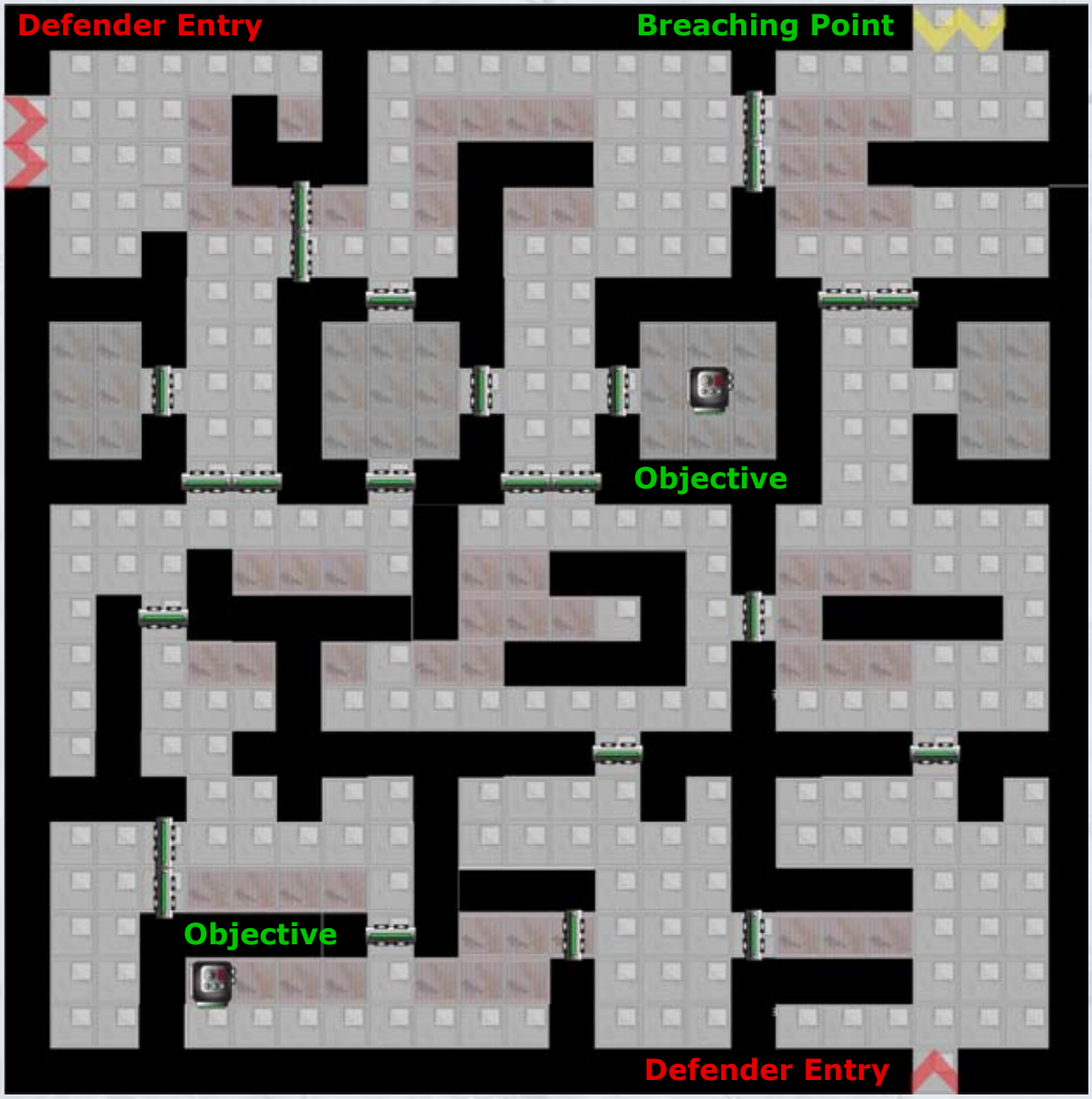
Instead of normal combat resolution, the winner may (but is not required to) move the entire combat up to the difference of wounds inflicted plus D3 to a maximum of 6". If the one side wins by 2 wounds, then roll a D3 and add 2. This is the number of inches the entire combat is moved towards the loser. If the Attacker is not fighting Space Marines and the difference of wounds inflicted is zero, the Attacker rolls only a D3 to move the combat.

Tight Quarters
Models may not move down passages narrower than their base. All Template weapons count as twin-linked. You may move within 1" of an enemy model, but the models are not locked in combat unless the movement is done as part of an assault.

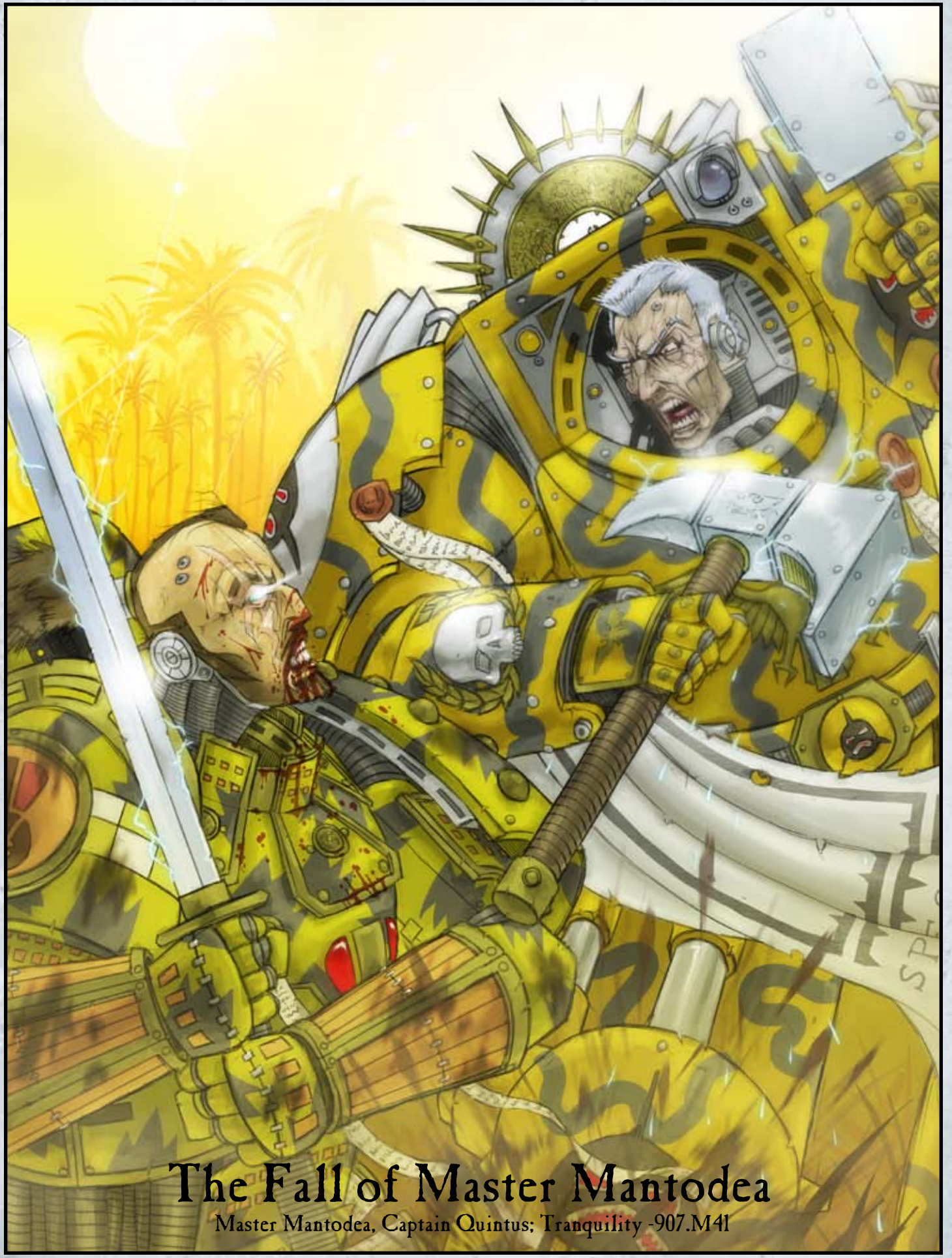
Familiar Ground
All Defenders (Marines and Crew) ignore difficult terrain and count as having frag grenades for assault.

One For All
Imperial Starship Crew always join together to repel invaders. ISC within 2" of each other automatically form a single unit with no limit on size.

Scale: Square=1" (2'x2' map)



Example Spaceborne Combat map with entryways and objectives marked



The Fall of Master Mantodea

Master Mantodea, Captain Quintus; Tranquility -907.M41

ASTRAL CLAWS/RED CORSAIRS

aka "Tiger Claws"

The Astral Claws originate from an unknown founding, but are believed to be part of the Maelstrom Defensive Decree of M35. For five thousand years, they served with distinction before being stationed at Badab in 587.M41. Master Lugft Huron was a brilliant commander, but many believe he fatally placed his pride before temperance.

Huron's 11 year war against the Imperium was the largest Astartes rebellion in ten thousand years. Even in defeat and exile, the renamed Red Corsairs are a cause for alarm in the Inquisition due to the shocking speed of their downfall. With little obvious reason for their rebellion, the Inquisition had to increase their vigilance on the Astartes as a whole.

Badab Order of Battle

COMPANIES	
Terminator Company	105 Marines
Battle Companies	4 Companies
Tactical Companies	2 Companies
Assault Company	1 Company
Devastator Company	1 Company
Scout Company	95 Initiates

FLEET ASSETS	
FLAGSHIP	
Tiger Claw	Marine Battle Barge
ASTRAL CLAWS FLEET	8 Strike Cruisers
	9 Escort Squadrons

ARMORY	
Land Raider	12
Predator	25
Vindicator	10
Whirlwind	8
Land Speeder	30
Rhino	80+



CHAPTER SCHEME

The Hounds of Huron

Master Huron was famed for his love of hunting beasts. He viewed one of the primary traits of his chapter as being expert hunters of their rebel and pirate prey, and spent long hours on hunts through the Badab wilderness.

Huron always kept a large collection of exotic hounds and hunting beasts from the far corners of the galaxy at his side. He invariably entered combat with them, releasing them to run fleeing enemies to ground or to finish off the crippled and wounded. Even in exile, his collection grows, centered around the bizarre "Hamadrya" obtained near the end of the Tournament of Flesh in 715.M41

Master Lufgt Huron

COST: 190 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Huron	6	5	4	4	3	5	4	10	3+



An Astral Claws army may include Master Huron. If you decide to take him, he counts as one of the army's HQ choices.

"The only antidote to mental anguish is pain."
-Lufgt Huron, to Inquisitor Heironymous Stauff

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Power armor
- Power weapon (axe)
- Power fist
- Frag and krak grenades
- Iron halo
- *Hamadrya*

Special Rules
- Independent Character
- And They Shall Know No Fear
- Orbital Bombardment
- Chapter Tactics
- *Ambition*

***Chapter Tactics**: If you include Huron then all Astral Claws units in your army lose the Combat Tactics special rule, but gain the Stubborn special rule. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.*

***Hamadrya**: Huron's xenos hound makes him a psyker and grants him:* The Quickening *psychic power.*

***Ambition**: Lufgt Huron had an infamous temper, and often flew into battle on any perceived slight. An army led by Huron Seizes the Initiative on a roll of 5-6.*

Corsair Squad

COST: 100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Corsair Sergeant	4	4	4	4	1	4	2	9	3+
Corsair	4	4	4	4	1	4	1	8	3+

An Astral Claws army replaces Tactical Squads with Corsair Squads. They count as one of the army's TROOPS choices.

"Every brother is tempted, at times, to spit on his hands, hoist the black flag, and begin slitting throats."
- Astral Claws Corsair saying

Unit Composition
- 1 Corsair Sergeant
- 4 Corsairs

Unit Type:
- Infantry

Special Rules
- And They Shall Know No Fear
- Combat Tactics

Wargear:
- Power armor
- Bolt gun
- Bolt pistol
- Frag and krak grenades
- Close combat weapon

Options
- The squad may include up to 10 additional Corsairs for +16 points per model.
- The Corsair Sergeant may replace his bolt pistol and/or bolt gun with
  -a combi-melta, -flamer or -plasma.....+10 points
  -a storm bolter.....+10 points
  - a plasma pistol.....+15 points
  - a power weapon....+15 points
  - a power fist.....+25 points
- The Corsair Sergeant may take:
  - meltabombs.....+5 points
  - teleport homer.....+15 points
- One Corsair may replace his bolt gun with:
  - a flamer.....+5 points
  - a meltagun.....+10 points
  - a plasmagun.....+15 points
- If the squad numbers ten or more models, a second Corsair may replace his bolt gun with:
  - a flamer.....+5 points
  - a meltagun.....+10 points
  - a plasmagun.....+15 points
  - a multi-melta, missile launcher, or heavy bolter.....+15 points
  - a plasma cannon, or lascannon .....+30 points

Dedicated Transport:
- If the squad numbers ten or less models, may select a Drop pod, Rhino, or a Razorback

LAMENTERS

21st Founding

The Lamenters are a product of the "Cursed Founding" of M36. Their gene-seed is believed to be derived from the Blood Angels, with measures taken to weed out the impurities that afflict the Sons of Sanguinius. While they show no signs of the Black Rage, the chapter has suffered from recurring bouts of ill-fortune and tragedy.

The space-based chapter rebelled alongside the Astral Claws and fought an 8-year raiding war against Battlefleet Maelstrom and the loyalist Astartes chapters who reinforced them. They were defeated by the Minotaurs and sentenced to a 100 year penitent crusade.

Badab Order of Battle

COMPANIES

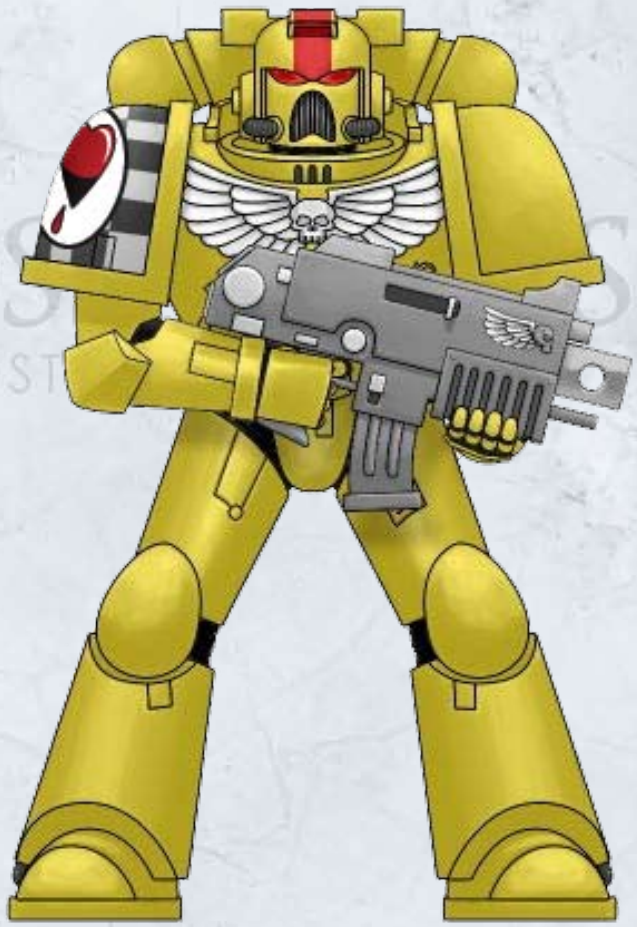
Terminator Company	80 Marines
Battle Companies	4 Companies
Tactical Companies	2 Companies
Assault Company	1 Company
Devastator Company	1 Company
Scout Company	75 Initiates

FLEET ASSETS

FLAGSHIP	
Lacrima Vex	Marine Battle Barge
LAMENTERS FLEET	1 Battle Barge
	10 Strike Cruisers
	12 Escort Squadrons

ARMORY

Land Raider	9
Predator	21
Vindicator	4
Whirlwind	10
Land Speeder	35
Rhino	80+



CHAPTER SCHEME

The Ministry of Chaplain Athaloc

Master Thrasamund led the Lamenters during the Badab War. He was an accomplished naval commander and was responsible for the Lamenter's deadly reputation among the Imperial Navy. With Thrasamund devoted to grand strategy, it fell to Chaplain Athaloc to inspire the battle-brothers and lead their many offensive actions.

Athaloc cast the war in the light of Astartes sovereignty and considered the actions of the Inquisition during the Punitive Expeditions to be dubious if not illegal under the mandate of the chapter's founding charter. As zealous as Athaloc was on the pulpit, he was obedient on the battlefield. He led countless raids and brutal boarding attacks against Battlefleet Maelstrom and the loyal Astartes vessels who stood in their assigned spacelanes, yet not once destroyed merchant shipping. Athaloc survived the Badab War, falling to the Tyranids of Hivefleet Kraken decades later during the Lamenters penitent crusade.

Chaplain Athaloc

COST: 145 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Athaloc	5	4	4	4	2	4	2	10	3+

A Lamenters army may include Athaloc. If you decide to take him, he counts as one of the army's HQ choices.



"The Emperor hath covered Himself with a cloud, that our lamentations should not pass through."
-Chaplain Athaloc, Battle of Null Point

Unit Type:
- Jump Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Power armor
- Bolt pistol
- Frag and krak grenades
- Rosarius
- Crozius Arcanum
- Jump pack
- *Book of Lamentations*

Special Rules:
- Independent Character
- And They Shall Know No Fear
- Liturgies of Battle
- Honor of the Chapter
- Heroic Intervention
- Chapter Tactics

***Chapter Tactics**: If you include Athaloc then all Lamenters units in your army lose the Combat Tactics special rule, but count as being armed with defensive grenades. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.*

***Book of Lamentations**: This chapter tome radiates a palpable aura of despair and depression. At the end of the Lamenters' movement phase, select any enemy unit within 6". It must take an immediate pinning check at -2 Leadership. Units without a Leadership value are immune.*

Cursed Knights Veteran Squad

COST: 135 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Cursed Duke	4	4	4	4	1	4	2	9	3+
Cursed Knight	4	4	4	4	1	4	2	9	3+

A Lamenters army replaces Sternguard Veteran Squads with Cursed Knight Veteran Squads. They count as one of the army's ELITES choices.

"We are stripped bare by our curse of victorious grief." --Cursed Knight saying

Unit Composition
- 1 Cursed Duke
- 4 Cursed Knights

Unit Type:
- Infantry

Special Rules
- And They Shall Know No Fear
- Combat Tactics
- Combat Squads
- *Aura of Doom*

Wargear:
- Power armor
- Bolt gun
- Bolt pistol
- Special issue ammunition
- Frag and krak grenades

Options
- The squad may include up to 5 additional Cursed Knights for +25 points per model.
- The Cursed Duke may replace his bolt pistol and/or bolt gun with
  - a chainsword.....free
  - a powerweapon or lightning claw.....+15 points
  - a plasma pistol.....+15 points
  - a power fist.....+25 points
- The Cursed Duke may take:
  - meltabombs.....+5 points
- Any model may replace his boltgun with:
  - a storm bolter, combi-melta, -flamer or -plasma.....+5 points
- Two Cursed Knights may replace their bolt gun with:
  - a flamer, meltagun, heavy bolter, a multi-melta, or a missile launcher.....+5 points
  - a plasma gun, plasma cannon, or heavy flamer.....+10 points
  - a lascannon.....+15 points

Dedicated Transport:
- May select a Drop Pod, Rhino, or a Razorback

***Aura of Doom:** Enemy units must pass a Leadership test at -2 in order to declare a charge versus the Cursed Knights unit.*

MANTIS WARRIORS

Unknown Founding

The Mantis Warriors were created during the Maelstrom Defence Decree of M35. Of the Guardians of the Maelstrom, they stood apart as the patient hunters. Mantis Warriors battle brothers were famed for their cunning ambushes and deadly fire that left most opponents dead or crippled before they even knew they were in combat.

Their rebellion came to a close with their defeat and loss of their chapter master at the hands of the Space Sharks during the Siege of Tranquility in 907.M41. The wayward chapter was sentenced to a 100 year penitent crusade from which they have yet to emerge.

Badab Order of Battle

COMPANIES

Terminator Company	80 Marines
Battle Companies	4 Companies
Tactical Companies	2 Companies
Assault Company	1 Company
Devastator Company	1 Company
Scout Company	90 Initiates

FLEET ASSETS

FLAGSHIP	
Eternal Sovereignty	Marine Battle Barge
MANTIS WARRIORS FLEET	7 Strike Cruisers
	8 Escort Squadrons

ARMORY

Land Raider	10
Predator	20
Vindicator	6
Whirlwind	10
Land Speeder	35
Rhino	80+



CHAPTER SCHEME

The Siege of Tranquility

The Mantis Warriors are masters of the kill from afar. The chapter equips its lst company veterans not with traditional special issue ammunition, but Stalker pattern silenced shells, and they train relentlessly with their weapons. The Veteran Sniper Squads are capable of setting up a firing position, acquiring a target, and firing in the time it takes most Astartes snipers to simply sight in their scopes.

Through the yellow jungles of their homeworld, these "Tranquility Veterans" took a terrible toll on the Space Sharks. They littered the jungles with dozens of Space Sharks dead, and specialized in picking out leaders and weapon specialists. The Mantis Warriors might well have repelled their invaders had they not previously lost most of their fleet and the ability to guard their world from constant orbital attack and surveillance.

Master Mantodea

COST: 175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Mantodea	6	5	4	4(5)	3	5	3	10	3+

A Mantis Warriors army may include Master Mantodea. If you decide to take him, he counts as one of the army's HQ choices.



"The Astartes care not for the taunts and barbs of others; the only thing is victory."
-Captain Mantodea; Siege of Tranquility

Unit Type:
- Bike

Number/Squad:
- 1 (Unique)

Wargear:
- Power armor
- Bolt pistol
- Frag and krak grenades
- Relic blade
- Space marine bike
- Iron halo

Special Rules
- Independent Character
- And They Shall Know No Fear
- Chapter Tactics

***Chapter Tactics**: If you include Mantodea then all Mantis Warriors units in your army lose the Combat Tactics special rule, but gain the Scout special rule. Only Mantis Warriors TROOPS units may outflank however. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.*

Tranquility Veteran Sniper Squad

COST: 135 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Tranquility Sgt.	4	4	4	4	1	4	2	9	3+
Tranquility Veteran	4	4	4	4	1	4	2	9	3+

A Mantis Warriors army replaces Sternguard Veteran Squads with Tranquility Veteran Sniper Squads. They count as one of the army's ELITES choices.

"Fear is the worst of pain, and pain is the worst of fear." -Tranquility Veteran sniper motto

Unit Composition
- 1 Tranquility Sergeant
- 4 Tranquility Veterans

Unit Type:
- Infantry

Special Rules
- And They Shall Know No Fear
- Combat Tactics
- Combat Squads
- Infiltrate

Wargear:
- Power armor
- Bolt gun
- Bolt pistol
- Special issue ammunition
- *Stalker silenced shells*
- Frag and krak grenades

Options
- The squad may include up to 5 additional Tranquility Veterans for +25 points per model.
- The Tranquility Sergeant may replace his bolt pistol and/or bolt gun with
  - a chainsword.....free
  - a powerweapon or lightning claw.....+15 points
  - a plasma pistol.....+15 points
  - a power fist.....+25 points
- The Tranquility Sergeant may take:
  - meltabombs.....+5 points
- Any model may replace his boltgun with:
  - a storm bolter, combi-melta, -flamer or -plasma.....+5 points
- Two Tranquility Veterans may replace their boltgun with:
  - a flamer, meltagun...+5 points
  - a plasma gun.....+10 points

Dedicated Transport:
- May select a Drop Pod, Rhino, or a Razorback

***Stalker silenced shells**: Models may fire their boltgun with the following profile:*
R:36" S:x AP:5 Assault 1, Sniper, No cover saves allowed.

EXECUTIONERS

Unknown Founding

The Executioners hail from an unknown founding. Of the four rebel chapters, the Executioners were the most recently assigned to duties guarding the Maelstrom. Under Master Lavoisier, the chapter joined the rebellion not out of deep-seated philosophical arguments, but simple loyalty to their brothers in arms.

For seven years, the Executioners defended Vigilance and fought a war that they believed was warranted for the mutual defense of their brother's homeworlds. While they displayed the least capable naval operations, they were never bested in surface combat. The chapter stood down voluntarily when they believed their honor had been satisfied, and even now have performed with aplomb on their penitent crusade.

Badab Order of Battle

COMPANIES

Terminator Company	90 Marines
Battle Companies	4 Companies
Tactical Companies	2 Companies
Assault Company	1 Company
Devastator Company	1 Company
Scout Company	75 Initiates

FLEET ASSETS

FLAGSHIP

Tallyman	Marine Battle Barge

ASTRAL CLAWS FLEET	6 Strike Cruisers
	12 Escort Squadrons

ARMORY

Land Raider	14
Predator	22
Vindicator	8
Whirlwind	6
Land Speeder	20
Rhino	80+



CHAPTER SCHEME

The Siege of Vigilance

The primary characteristic fostered by the Executioners was a mix of swagger and daring. The chapter's battle-brothers were both exceedingly brave and willing to take extraordinary battlefield risks. During the siege of Vigilance these qualities were brought to bear on the Sons of Medusa.

Fighting in the rugged mist-shrouded mountainous terrain of their homeworld, the chapter performed at peak efficiency. Time and time again, the Executioners would hold surrounded positions for weeks, only to mount aggressive counter-assaults at a moment's notice sapping their foe's will to fight. Faced with the futility of further battle Lavoisier stood down voluntarily after a year of siege, his chapter's honor served.

Master Lavoisier

COST: 170 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Lavoisier	7	5	4	4	3	5	3	10	3+



An Executioners army may include Master Lavoisier. If you decide to take him, he counts as one of the army's HQ choices.

"It takes more courage to suffer than to relent."
-Master Lavoisier, siege of Vigilance

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Power Armor
- Relic blade (axe)
- Bolt pistol
- Frag and krak grenades
- Iron halo

Special Rules
- Independent Character
- And They Shall Know No Fear
- Chapter Tactics
- *Executioner*

***Chapter Tactics**: If you include Lavoisier then all Executioners units in your army lose the Combat Tactics special rule, but count as being Fearless in assault, and inflict double the standard number of no-retreat wounds on enemies. Additionally, any Executioners squad may elect in the assault phase to strike as I:1 in exchange for +1 S. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.*

***Executioner**: Lavoisier was famed for beheading opponents with a single stroke of his relic-axe. Lavoisier's close combat attacks cause Instant Death on any to-wound roll of 6.*

Axe Bearers Veteran Squad

COST: 180 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Axe Bearer Sgt.	4	4	4	4	1	4	2	9	3+
Axe Bearer Vet.	4	4	4	4	1	4	2	9	3+

An Executioners army replaces Vanguard Veteran Squads with Axe Bearers Veteran Squads. They count as one of the army's FAST ATTACK choices.

"March or die!"
-Axe Bearer Motto

Unit Composition
- 1 Axe Bearers Sergeant
- 4 Axe Bearers Veterans

Unit Type:
- Infantry

Special Rules
- And They Shall Know No Fear
- Combat Tactics
- Combat Squads
- Heroic Intervention

Wargear:
- Power armor
- Bolt pistol
- Power weapon
- Frag and krak grenades

Options
- The squad may include up to 5 additional Axe Bearer Veterans for +35 points per model.
- The Axe Bearers Sergeant may replace his power weapon with
  - a lightning claw .....free
  - a powerfist.....+10 points
  - a thunderhammer or relic blade .....+15 points
- Any Axe Bearers Veteran may replace his power weapon with:
  - a lightning claw .....free
  - a powerfist.....+10 points
  - a thunderhammer...+15 points
- The entire squad may replace their bolt pistols with storm shields: ... +15 points per model
- The entire squad may have jump packs: ..... +10 points per model

Dedicated Transport:
- If the squad does not have jump packs, it may select a Drop Pod, Rhino, or a Razorback



FIRE HAWKS

21st Founding



The Fire Hawks originated from the 21st "Cursed Founding." The spaceborne chapter had lost their homeworld during the Age of Apostacy and were well equipped for naval duties. They were the first chapter to come to the aid of Battlefleet Maelstrom during the war.

Sweeping into the Verkruz sector, the Firehawks fought for 4 years during the height of the Shipping Raids. Their fleet engaged Lamenters, Astral Claws, and their pledged nemesis, the Mantis Warriors. The Fire Hawks were instrumental in the destruction of the Mantis Warriors fleet, and provided minor assistance to the Space Sharks during the siege of Tranquility before being reassigned to other duties in 907.M41.

Badab Order of Battle

COMPANIES

Terminator Company	45 Marines
Battle Companies	2 Companies
Tactical Company	1 Company
Assault Company	5 Squads
Devastator Company	6 Squads
Scout Company	45 Initiates

FLEET ASSETS

FLAGSHIP	
Raptorus Rex	Marine Battle Barge
FIRE HAWKS FLEET	5 Strike Cruisers
	8 Escort Squadrons

ARMORY

Land Raider	4
Predator	8
Vindicator	2
Whirlwind	4
Land Speeder	6
Rhino	35



CHAPTER SCHEME

The Fate of the *Ajax*

The Fire Hawks Strike Cruiser *Ajax* marked the first action between Astartes chapters during the Badab War. In 904.M41 the Mantis Warriors Strike Cruiser *Conflict* caught the *Ajax* in an ambush near Tranquility and boarded the vessel. Fighting was fierce, but in the end the ship was taken. En route to the Mantis Warriors port, a group of Fire Hawks holdouts and engineering ratings managed to retake the engine room and initiated a blind jump, in spite of their sure knowledge that the *Ajax*'s Geller fields were offline.

The vessel was declared lost with all hands, sparking a major escalation of the Badab War, and the assignment of many more chapters to put down the rebels. The *Ajax* was discovered orbiting Crowes World in the Badab system by Exorcists clearance teams in 908.M41. It was an empty derelict. The *Ajax* was eventually returned to the Fire Hawks, but some warned against its acceptance, saying it was forever tainted by the Maelstrom.

Master Archeron

COST: 195 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Archeron	6	5	4	4	3	5	3	10	2+

A Fire Hawks army may include Master Archeron. If you decide to take him, he counts as one of the army's HQ choices.



"Never fight a battle that bears no fruit from victory."
-Master Archeron; Shipping Raids 905.M41

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Artificer armor
- Storm shield
- Thunder hammer
- Frag and krak grenades
- Iron halo

Special Rules
- Independent Character
- And They Shall Know No Fear
- Combat Tactics
- Orbital Strike
- *Master of Ordnance*

***Master of Ordnance**: Archeron rose through the ranks commanding first Whirlwind then Vindicator squadrons. He is an exacting coordinator of heavy firepower. As long as Archeron is alive, you may reroll any Fire Hawk scatter dice when firing ordnance weapons.*

0-2 Siegeguard

COST: 100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Sgt.	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

A Fire Hawks army may include 0-2 Siegeguard units. They counts as TROOPS choices, but do not use up FOC slots.

"Ever first!"
-Fire Hawks Siegeguard Motto

Unit Composition
- 1 Space Marine Sergeant
- 4 Space Marines

Unit Type:
- Infantry

Special Rules
- And They Shall Know No Fear
- Combat Squads
- Combat Tactics
- *Tank Aces*

Wargear:
- Power Armor
- Bolt pistol
- Bolt gun
- Frag and krak grenades
- Signum (Sergeant only)
- Meltabombs

Options
- Two Space Marines may replace their bolt guns with:
  - a meltagun .....+10 points
  - a multi-melta, or heavy flamer +15 points

Dedicated Transport:
- May select a Drop Pod, Rhino, or a Razorback

***Tank Aces:** Siegeguard units have the Tankhunters special rule, and automatically pass tank shock leadership tests.*



BELL OF LOST SOULS

MARINES ERRANT

Unknown Founding

The Marines errant are a space-borne chapter of an unknown founding. They were assigned to the Badab War from their normal expeditionary duties far in the galactic east. The chapter arrived to support the Tarturga IV sector in 905.M41.

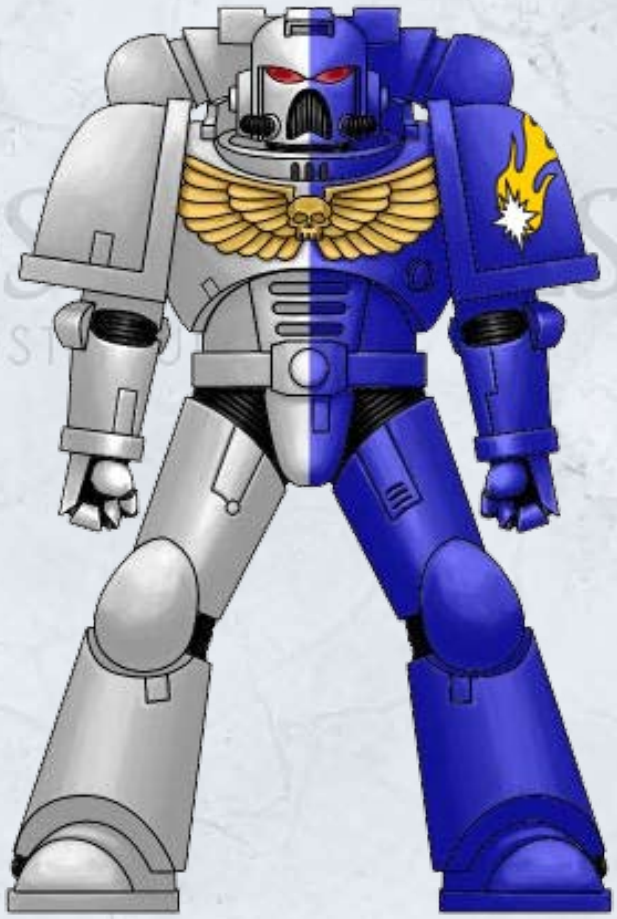
The chapter fought off Executioners, Lamenters, and Astral Claws vessels during the Shipping Raids. The Marines Errant were instrumental in the application of Heydon's Null Beacons and the later destruction of the Executioners fleet. The chapter was relieved by the Sons of Medusa, and returned to the eastern rim in 907.M41.

Badab Order of Battle

COMPANIES	
Terminator Company	15 Marines
Battle Company	1 Company
Tactical Company	4 Squads
Assault Company	3 Squads
Devastator Company	3 Squads
Scout Company	25 Initiates

FLEET ASSETS	
FLAGSHIP	
Gloria Del Cielo	Marine Strike Cruiser
MARINES ERRANT FLEET	2 Strike Cruisers
	3 Escort Squadrons

ARMORY	
Land Raider	2
Predator	3
Vindicator	2
Whirlwind	2
Land Speeder	3
Rhino	15



CHAPTER SCHEME

The Battle of Heydon's Gambit

The most famed action of the Marines Errant was the Battle of Heydon's Gambit in 906.M41. Previously, the chapter had introduced a series of Null Beacons into the Executioners fleet via trojan horse cargo containers, and several direct installations via stealth insertion operations.

When the Executions gathered en masse to attack a large convoy nearing Zathatetus Grand, the Marines Errant were waiting. Running silent, Captain Jermanus only activated his fleet's drives and shields at ranges of less than 100 kilometers after the Executioners had passed within visual sighting range. Across each Executioners vessel, spreads of boarding torpedoes and Marines Errant Thunderhawks blasted aboard and disgorged scores of marines. Within hours, two thirds of the Executioners fleet was in loyalist hands or scuttled by their crews.

Captain Jermanus

COST: 150 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Jermanus	6	5	4	4	3	5	3	10	3+

A Marines Errant army may include Jermanus. If you decide to take him, he counts as one of the army's HQ choices.



"Some things are best left to the Emperor; nothing is sure in naval engagements."
-Captain Jermanus; Battle of Heydon's Gambit

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Relic blade
- Plasma pistol
- Frag and krak grenades
- Iron Halo

Special Rules
- Independent Character
- And They Shall Know No Fear
- Combat Tactics
- *Rites of Battle*

Rites of Battle: *If Jermanus is on the table, all other Marines Errant units may use his leadership for any Morale or Pinning tests.*

BELL OF LOST SOULS
WWW.BELLOFLOSTSOULS.NET

UNIFORMS OF THE BADAB WAR
TRANQUILITY

The bright yellow jungles of the Mantis Warriors homeworld of Tranquility were one of the more exotic environments of the Badab War. Both the Mantis Warriors and Space Sharks, adopted the camouflage patterns seen below to increase their combat effectiveness.



RED SCORPIONS

Unknown Founding

The Red Scorpions are a puritanical and zealous chapter of an unknown founding. They were assigned to the Badab War, from their homeworld of Zaebus Minorus. The chapter arrived to support the Morgan's Reach sector in 904.M41.

The chapter fought off Lamenters, Executioners, and Astral Claws vessels during the Shipping Raids. The Red Scorpions were relieved by the Howling Griffons in 907.M41 and most of their fleet assets left the warzone. At the personal request of Admiral Orman, a small contingent led by Commander Culln stayed on to support Task Force Lambda and the invasion of Badab. They famously achieved victory in the battle for Angstrom.

Badab Order of Battle

COMPANIES

Terminator Company	35 Marines
Battle Companies	2 Companies
Tactical Company	1 Company
Assault Company	4 Squads
Devastator Company	5 Squads
Scout Company	30 Initiates

FLEET ASSETS

FLAGSHIP	
Auel's Bane	Marine Battle Barge
RED SCORPION FLEET	3 Strike Cruisers
	2 Escort Squadrons

ARMORY

Land Raider	4
Predator	6
Vindicator	2
Whirlwind	3
Land Speeder	6
Rhino	42



CHAPTER SCHEME

The Angstrom Incident

The battle for the industrial world of Angstrom was a brutal bloody affair on a nocturnal, arctic world. At the campaign's climax, the last remaining Astral Claws and Badab PDF officers were isolated to the capitol city's atomic factorum and planned to detonate it, leveling half the continent.

In a complex operation, Red Scorpion Terminators teleported into the heart of the reactor core and disabled it. They moved to secure the factorum, sweeping forth the rebels in a rout towards any path offworld. Culln rolled into action. Illuminated by the red glow of the atomic stacks reflecting off the city's smog layer, his Red Scorpions pursued and captured every last rebel officer; a treasure trove of intelligence on Badab's defenses.

Commander Culln

COST: 185 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Culln	6	5	4	4	3	5	3	10	2+



A Red Scorpion army may include Commander Culln. If you decide to take him, he counts as one of the army's HQ choices (a Captain).

"Do everything you ask of those you command."
-Commander Culln, Red Scorpions

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Terminator armor
- Master-crafted storm bolter
- Relic blade
- Locator beacon
- Iron halo

Special Rules
- Independent Character
- And They Shall Know No Fear
- Combat Tactics
- Eternal Warrior

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1st Company Command Squad

COST: 250 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator Apoth.	4	4	4	4	1	4	2	9	2+
Terminator	4	4	4	4	1	4	2	9	2+



A Red Scorpions army may include a 1st Company Command Squad. If you decide to take them, they counts as an HQ unit, but do not use a FOC slot. You may take one of these units per Red Scorpions Captain in your army.

"Experto Crede." *(trust one who has experience)*
-Red Scorpions First Company Motto

Unit Composition
- 1 Terminator Apothecary
- 4 Terminators

Unit Type:
- Infantry

Special Rules
- And They Shall Know No Fear
- Combat Tactics

Wargear:
- Terminator Armor
- Storm bolter
- Power fist
- Power sword (Apothecary only)
- Narthecium (Apothecary only)
- One Terminator carries the Company Standard

Options
- One Terminator may choose one of the following options:
  - replace his storm bolter with a heavy flamer for .....+5 points
  -replace his storm bolter with an assault cannon .....+30 points
  -take a cyclone launcher .... +30 points

MINOTAURS

21st Founding

The Minotaurs were another result of the "Cursed Founding." They are a highly aggressive space-based chapter renowned for their unshakable assault operations. The Minotaurs arrived in 906.M41 after a series of crippling raids on Battlefleet Maelstrom facilities. The chapter was assigned a specific mission, the location and destruction of the Lamenters fleet.

For years they hunted across the sector, until they destroyed their quarry in the Battle of Null Point in 908.M41. The Minotaurs stayed on to clear the space lanes during the Siege of Badab, and serve to this day as a Guardian of the Maelstrom.

Badab Order of Battle

COMPANIES

Terminator Company	50 Marines
Battle Companies	2 Companies
Tactical Company	1 Company
Assault Company	6 Squads
Devastator Company	4 Squads
Scout Company	35 Initiates

FLEET ASSETS

FLAGSHIP	
Knossis	Marine Battle Barge
MINOTAURS FLEET	5 Strike Cruisers
	7 Escort Squadrons

ARMORY

Land Raider	6
Predator	15
Vindicator	4
Whirlwind	8
Land Speeder	22
Rhino	50+



CHAPTER SCHEME

The Battle of Null Point

The Battle of Null Point almost never occurred. Only chance brought the Lamenters Strike Cruiser *Banshee's Cry* into detection range deep within the secret warp conduits of the Maelstrom. While his officers suggested an immediate attack, the hunter within Captain Minos decided to lay in wait, pursuing the ship from afar. Minos understood that the Lamenters had mastered the Maelstrom and only through their knowledge could he come to uncover them.

When the rebel base was discovered in the Null Bastion, Minos wasted no time. He ordered boarding after boarding, leading several himself. The Lamenters fought back with skill and dedication but only managed to scuttle a handful of their vessels. It is said that once a vessel's master has allowed Minotaurs onboard, he is merely leasing the ship from its true owners.

Captain Minos

COST: 170 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Minos	6	5	4	4	3	5	3	10	3+

A Minotaurs army may include Captain Minos. If you decide to take him, he counts as one of the army's HQ choices.



"The only order worth noting is CHARGE!"
-Captain Minos; Battle of Null-Point

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Power armor
- Relic blade
- Bolt pistol
- Frag and krak grenades
- Iron Halo

Special Rules
- Independent Character
- And They Shall Know No Fear
- Hit and Run
- Counter Attack
- Chapter Tactics
- *Berzerker*

***Chapter Tactics**: If you include Minos then all Minotaurs units in your army lose the Combat Tactics special rule. Instead, Minotaurs Tactical Squads with no heavy weapons may replace their boltguns with close combat weapons at no charge. These squads gain the Hit and Run and Counterattack special rules. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.*

***Berzerker**: Minos gains +2 attacks when charging.*

Taurus Guard

COST: 210 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator Sgt.	4	4	4	4	1	4	2	9	2+
Terminator	4	4	4	4	1	4	2	9	2+

A Minotaurs army replaces Terminator Assault Squads with Taurus Guard Squads. They count as one of the army's ELITES choices.

"Daring and Tenacious."
-Taurus Guard motto

The Lacrima Vex

The Battle of Null Point culminated with a daring boarding action aboard the Lamenter's flagship Lacrima Vex. The entire contingent of Taurus Guard teleported aboard and ruthlessly cleared the ship of all defenders, save the command deck. Master Thrasamund succeeded in destroying his vessel, as the Taurus Guard teleported to safety in the nick of time.

Unit Composition
- 1 Terminator Sergeant
- 4 Terminators

Unit Type:
- Infantry

Special Rules
- And They Shall Know No Fear
- Counterattack

Wargear:
- Terminator armor
- Lightning claws

Options
- The squad may include up to 5 additional terminators for +42 points per model.
- Any model may replace his lightning claws with a thunder hammer and storm shield: . free



NOVAMARINES

2nd Founding

The Novamarines are proud 2nd founding scions of the Ultramarines. A task force from this noble chapter was assigned to the Badab War from their normal patrolling duties in the Ultima Segmentum. The chapter arrived to relieve the Fire Hawks in the Verkruz sector in 907.M41.

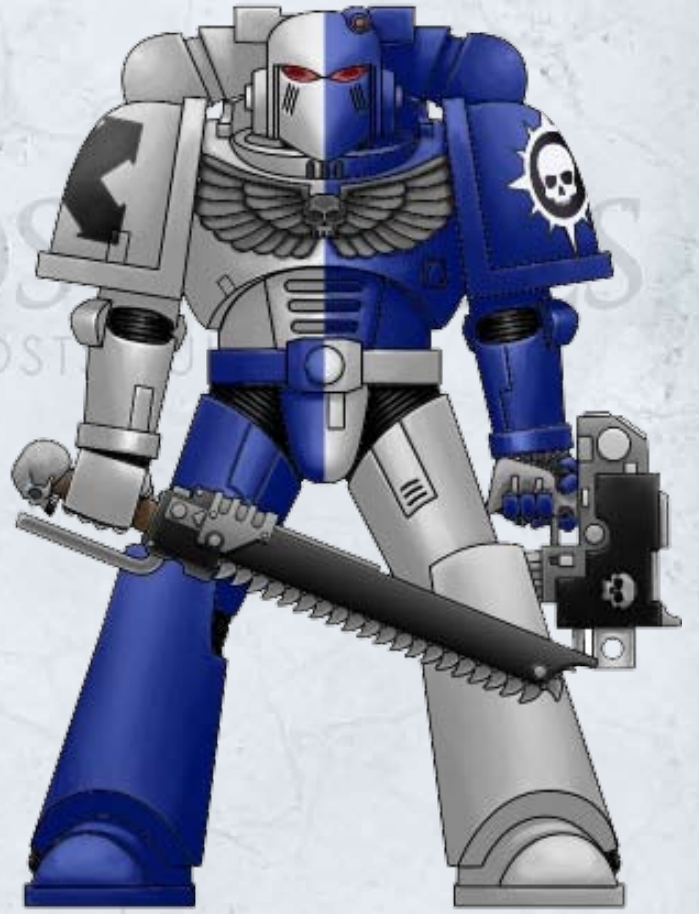
The chapter stabilized the space lanes during the Siege of Tranquility, and joined Task Force Theta in the invasion of Badab System. They fought most famously on the Astartes training world of Sato, before returning home at the Badab War's conclusion in 912.M41.

Badab Order of Battle

COMPANIES	
Terminator Company	15 Marines
Battle Company	1 Company
Tactical Company	6 Squads
Assault Company	3 Squads
Devastator Company	3 Squads
Scout Company	20 Initiates

FLEET ASSETS	
FLAGSHIP	
Gladius Rex	Marine Strike Cruiser
NOVAMARINES FLEET	1 Strike Cruiser
	2 Escort Squadrons

ARMORY	
Land Raider	2
Predator	6
Vindicator	2
Whirlwind	2
Land Speeder	4
Rhino	15



CHAPTER SCHEME

The Battle of Sato

Sato was the primary training world of the Astral Claws and their PDF forces before the Badab War. As the closest world to Badab, Master Huron fortified it heavily and stationed a strong garrison of Astral Claws and PDF forces. In 910.M41 the Novamarines moved in.

To their lament, the Novamarines' Captain was lost in the initial landings. Battle by battle, the chapter dismembered the Sato command structure, and killed its isolated military arms. Facing miles of minefields, open killing grounds, hidden underground tunnels, and fortified bastions, the grieving chapter would not be cowed. Chief Librarian Durja took the world with not only impeccable battlefield skill, but a minimal loss of life. Sato cost the Novamarines 9 months and 67 battle brothers, but was the grave for over 19,000 rebels.

Chief-Librarian Mahabala Durja

COST: 190 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Durja	5	4	4	4	2	4	2	10	2+/3+i

A Novamarines army may include Durja. If you decide to take him, he counts as one of the army's HQ choices.



"Through communion with the Emperor will our foes know absolution."
-Chief Librarian Durja, Battle for Sato 910.M41

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Force weapon
- Psychic hood
- *Brahmin Armor*

Special Rules
- Independent Character
- And They Shall Know No Fear
- Combat Tactics

Psychic Powers
- Quickening
- *Nemesis Curse*

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***Brahmin Armor**: This ornate suit of Terminator armor is the staff of office of the Novamarines Chief-Librarian. It counts as a standard suit of Terminator armor, but confers a 3+ Invulnerable save in addition to the standard 2+ armor save.*

***Nemesis Curse**: Entering a deep trance, the librarian projects a fraction of the Emperor's Grace onto nearby enemies, weakening their bond with reality. If the psychic test is successful, target a single enemy unit within 18" and line of sight. Until the start of the next Novamarines turn, Novamarines may reroll failed to-wound rolls against the target unit if its models have a toughness value. It grants Tank-hunters to any Novamarines unit who fires at the target if it has an Armor Value.*

UNIFORMS OF THE BADAB WAR

THE ANGSTROM INCIDENT

The capitol city of Angstom is Tritium-23. It is an icy industrial labyrinth, illuminated by the crimson light of its atomic stacks, reflecting off the 200 meter corrosive smog layer enwreathing the city.

In preparation for combat operations, Red Scorpions Commander Cullnselected a Codex Astartes approved camouflage pattern most fitting to the environment.



HOWLING GRIFFONS

Unknown Founding



The Howling Griffons were founded in M33 from Ultramarines geneseed. A task force from these proud crusaders was dispatched to the Badab War, from their homeworld of Mancora in the southern Ultima Segmentum. The chapter arrived to relieve the Red Scorpions in the Morgan's Reach sector in 907.M41.

The chapter worked the space lanes along with Battlefleet Maelstrom, and joined Task Force Lambda in the invasion of Badab System. They fought most famously in the Imperial- initiated insurgency of the agricultural world of Sigmar VI. They continued to support the war effort until their return home in 912.M41.

Badab Order of Battle

COMPANIES	
Terminator Company	30 Marines
Battle Companies	2 Companies
Tactical Companies	2 Companies
Assault Company	2 Squads
Devastator Company	6 Squads
Scout Company	40 Initiates

FLEET ASSETS	
FLAGSHIP	
Conquistador	Marine Battle Barge
HOWLING GRIFFONS FLEET	3 Strike Cruisers
	2 Escort Squadrons

ARMORY	
Land Raider	3
Predator	7
Vindicator	2
Whirlwind	4
Land Speeder	5
Rhino	45



CHAPTER SCHEME

The Sigmar VI Insurgency

The Howling Griffons are famed for their boastful oaths, taken on the eve of battle. The chapter takes these oaths seriously and it brings deep dishonor to leave one unfulfilled. The agri-world of Sigmar VI was the first challenge of Task Force Theta. With the Space Sharks occupied with clearance operations on Tranquility, and the Novamarines preparing for assaults on Sato, the Howling Griffons volunteered to pacify Sigmar VI with a small diversionary force. Chaplain Delgado swore to tie down as large a rebel force as possible with the tiniest number of battle brothers. With merely 80 men, Delgado fomented and led a 5 year insurgency that hamstrung large elements of the Badab PDF and Astral Claws forces before the fall of Badab.

Chaplain Delgado

COST: 145 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Delgado	5	4	4	4	2	4	2	10	3+



A Howling Griffons army may include Chaplain Delgado. If you decide to take him, he counts as one of the army's HQ choices.

"We will fight with the citizenry as a hawk hunts on the wind."-Chaplain Delgado, Sigmar VI Insurgency

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Power armor
- Bolt pistol
- Frag and krak grenades
- Rosarius
- Crozius Arcanum

Special Rules
- Independent Character
- And They Shall Know No Fear
- Liturgies of Battle
- Honor of the Chapter
- *Oathtaker*
- Chapter Tactics
- *Blessed Armor*

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Chapter Tactics*: If you include Delgado then all Howling Griffons units in your army lose the Combat Tactics special rule. Instead all Howling Griffons scoring units count as Fearless when they are claiming any mission objective. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.*

Oathtaker*: Before deployment, select a single enemy unit. The entire Howling Griffons army gains Preferred Enemy versus this unit. The selected enemy unit becomes scoring, but is worth 0 killpoints if destroyed.*

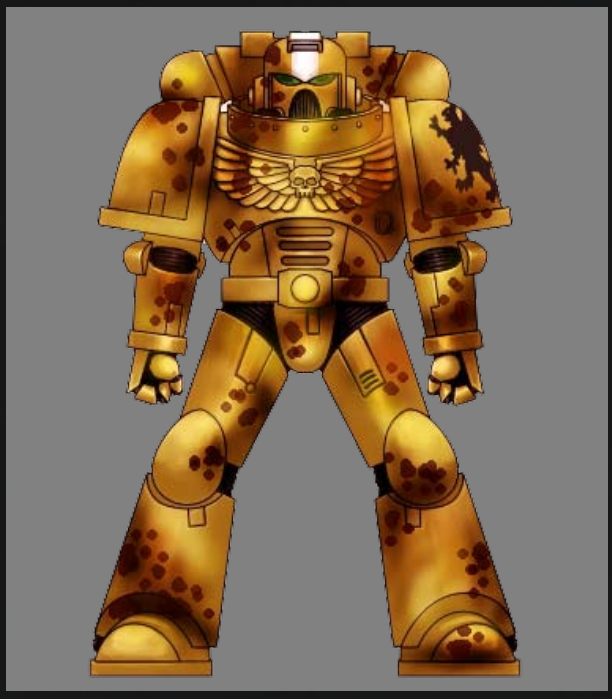
Blessed Armor*: Delgado anoints his chapter's Honor Suits in rituals alongside the Howling Griffons' techmarines. If Delgado is attached to a Howling Griffons terminator squad, they may reroll failed 5+ invulnerable saves (this does NOT apply to the 3+ invulnerable save provided by storm shields).*

UNIFORMS OF THE BADAB WAR

THE SIGMAR VI INSURGENCY

Sigmar VI is a large agri-world with isolated settlements scattered throughout its endless plains and myriad farms and crop fields.

The Howling Griffons adopted a camouflage pattern that blended in with the Sigmar's wheat and barley crops, allowing their small teams of battle brothers to move with relative safety through the environment.



STAR PHANTOMS

"The Dead Watch Over and Guide Us"

The Star Phantoms are a rarely seen chapter shrouded in mystery, hailing from an unknown founding. The chapter was assigned en masse to assault and destroy the Astral Claws. As distinct from the small contingents sent by most other chapters, the entire Star Phantoms chapter arrived to begin their silent inexorable drive towards Badab in 907.M41.

The Star Phantoms took no part in the Shipping Raids and focussed exclusively on the study and destruction of their prey. The chapter purged Badab in 912.M41, and still holds the world, considering their mission unfinished until Huron Blackheart is brought to justice.

Badab Order of Battle

COMPANIES

Terminator Company	95 Marines
Battle Companies	4 Companies
Tactical Companies	2 Companies
Assault Company	1 Company
Devastator Company	1 Company
Scout Company	80 Initiates

FLEET ASSETS

FLAGSHIP	
Angelus Ex Tempestus	Marine Battle Barge
STAR PHANTOMS FLEET	1 Battle Barge
	7 Strike Cruisers
	11 Escort Squadrons

ARMORY

Land Raider	6
Predator	12
Vindicator	10
Whirlwind	20
Land Speeder	35
Rhinos/Razorbacks	80+



CHAPTER SCHEME

The Passion of Captain Androcles

One man more than any other was responsible for the hunt for Lufgt Huron. Captain Galen Androcles headed the Star Phantom's First Company. He led the major operations that broke the back of the Astral Claws and isolated the Palace of Thorns. It was Androcles who fought through every devious trap of the Astral Claws, with his own trademark mix of guile, misdirection, and stealth.

When Master Huron ordered the retreat from Badab, Androcles realized his careful feints and ploys were useless. Gathering his most trusted veterans, he offered himself as bait to Huron. He walked into his fate stoically. Three times was Androcles shot, mauled by hounds, and hacked down brutally by the Tyrant, yet each time, he rose again, blood seeping from every plate of his ornate armor. With his last breath, Androcles steadied his combi-melta, offered his soul to the Emperor, and ended the heresy of Master Lugft Huron.

Captain Androcles

COST: 175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Androcles	6	5	4	4	3	5	3	10	3+

A Star Phantoms army may include Captain Androcles. If you decide to take him, he counts as one of the army's HQ choices.



"The enemy fights not what he knows, but what he sees."
-Captain Androcles; Palace of Thorns

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Power armor
- Power sword
- Digital weapons
- Combi-melta
- Frag and krak grenades
- Iron halo

Special Rules
- Independent Character
- And They Shall Know No Fear
- Chapter Tactics
- *Ambush*

Chapter Tactics*: If you include Androcles then all Star Phantoms units in your army lose the Combat Tactics special rule. Instead all Star Phantoms Tactical and Sternguard Veteran Squads gain the Infiltrate special rule, but may not outflank. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.*

Ambush*: Androcles was the master of the hidden strike. He may always choose to Deepstrike into a piece of area terrain. His scatter may not move him out of the terrain, and he ignores the dangerous terrain test. Androcles may assault the turn he deepstrikes in this manner.*

Androcles' Spectres

COST: 140 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Company Chpn.	5	4	4	4	1	4	2	9	3+
Apothecary	4	4	4	4	1	4	2	9	3+
Veteran	4	4	4	4	1	4	2	9	3+

A Star Phantoms army replaces Command Squads with Androcles' Spectres. Androcles' Spectres function in every way as a standard Space Marine Command Squad which has the *Ambush* special rule:

Ambush*: Masters of the hidden strike. The Squad may always choose to Deepstrike into a piece of area terrain. Their scatter may not move them out of the terrain, and they ignore the dangerous terrain tests. Androcles' Spectres may assault the turn they deepstrikes in this manner.*

UNIFORMS OF THE BADAB WAR: EXECUTIONERS

The Executioners use a unique set of shoulderpad colors to denote their squad's mission category. The rebel chapter does not use any other traditional squad symbology, making identification by the enemy more difficult.



EXORCISTS

13th Founding

The Exorcists are a unique chapter that was the sole creation of 13th Founding in M35. It It is whispered their geneseed may be partially derived from the Grey Knights. A task force of these grim hammers of the empyrian was assigned to the Badab War from their homeworld of Banish in the Segmentum Obscurus. The chapter arrived to support Task Force Lambda in the Siege of Badab 908.M41.

They fought most famously on the Warp-tainted space surrounding Crowes World. Here they achieved total victory, yet could find no conclusive evidence of the Astral Claw's consorting with the Ruinous Powers. They left the warzone in 912.M41

Badab Order of Battle

COMPANIES	
Terminator Company	35 Marines
Battle Companies	2 Companies
Tactical Company	1 Company
Assault Company	5 Squads
Devastator Company	1 Squads
Scout Company	30 Initiates

FLEET ASSETS	
FLAGSHIP	
Punisher	Marine Battle Barge
EXORCISTS FLEET	3 Strike Cruisers
	2 Escort Squadrons

ARMORY	
Land Raider	4
Predator	8
Vindicator	4
Whirlwind	3
Land Speeder	5
Rhino	40



CHAPTER SCHEME

The Cleansing of Crowes World

For centuries the space surrounding Crowes World was considered tainted. Several warp-rifts had vomited daemonic invasions upon the planet when the Maelstrom grew engorged with powerful storms. Huron kept a strong garrison of PDF forces supported by Primaris Psykers and an adjunct Astral Claws Librarium on-world.

The Exorcists immediately suspected the Ruinous Powers at work and their discovery of the Fire Hawks cruiser *Ajax* only hardened their opinions. They fought a two year war for the stormy, nocturnal world from 909-910 that saw them fight a game of cat and mouse against the potent psykers among the rebels. Utterly incorruptible in body and spirit, the Exorcists crushed their prey battle by bloody battle, expending time only to ensure the capture of every last psyker they faced. At the war's conclusion, these were taken in chains to an uncertain fate.

Chief Librarian Merrin

COST: 210 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Merrin	5	4	4	4	2	4	2	10	2+



An Exorcists army may include Merrin. If you decide to take him, he counts as one of the army's HQ choices.

"He who has not mastered the Daemon within, cannot stand against the Daemon without."
Chief Librarian Merrin, Crowes World 909.M41

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Terminator Armor
- Storm bolter
- *Hunter*

Special Rules
- Independent Character
- And They Shall Know No Fear
- Chapter Tactics

Psychic Powers
- Vortex of Doom
- Null Zone

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***Hunter**: This chapter artefact is crafted in the form of a massive halberd. It counts as a +2 Strength Force Weapon.*

***Chapter Tactics**: If you include Merrin then all Exorcists units in your army lose the Combat Tactics special rule, but Exorcists Tactical and Assault squads gain the Furious Charge special rule. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.*

Daemonguard Veteran Squad

COST: 155 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Daemonguard Sgt.	4	4	4	4	1	4	2	9	3+
Daemonguard	4	4	4	4	1	4	2	9	3+



An Exorcists army replaces Sternguard Veteran Squads with Daemonguard Veteran Squads. They count as one of the army's ELITES choices.

"Let the Catechism of Detestation burn away all heresy. Sing Brothers!" -Daemonguard saying

Unit Composition
- 1 Daemonguard Sergeant
- 4 Daemonguard

Unit Type:
- Infantry

Special Rules
- And They Shall Know No Fear
- Combat Tactics
- Combat Squads
- Furious Charge

Wargear:
- Power armor
- Bolt gun
- Bolt pistol
- Special issue ammunition
- Frag and krak grenades
- Thunderhammer (sergeant)

Options
- The squad may include up to 5 additional Daemonguard for +25 points per model.
- Up to 2 Daemonguard may replace their boltguns with
  - a psycannon .....+15 points

Dedicated Transport:
- May select a Drop Pod, Rhino, or a Razorback

FIRE ANGELS

Unknown Founding

The Fire Angels are a rarely seen chapter of unknown origin. They have a love of maneuver warfare based on bikes and landspeeders, leading some to speculate of White Scars geneseed influence. The chapter arrived to support Task Force Theta in the Siege of Badab 908.M41.

The Fire Angels took no part in naval operations. They fought with bravery and speed across the campaign, but were most famed for operations on Badab herself. The chapter fought a merciless war of ambush and maneuver across the planet that tied down and defeated the forces of the Badab PDF, allowing the Star Phantoms to focus solely on the Astral Claws.

Badab Order of Battle

COMPANIES

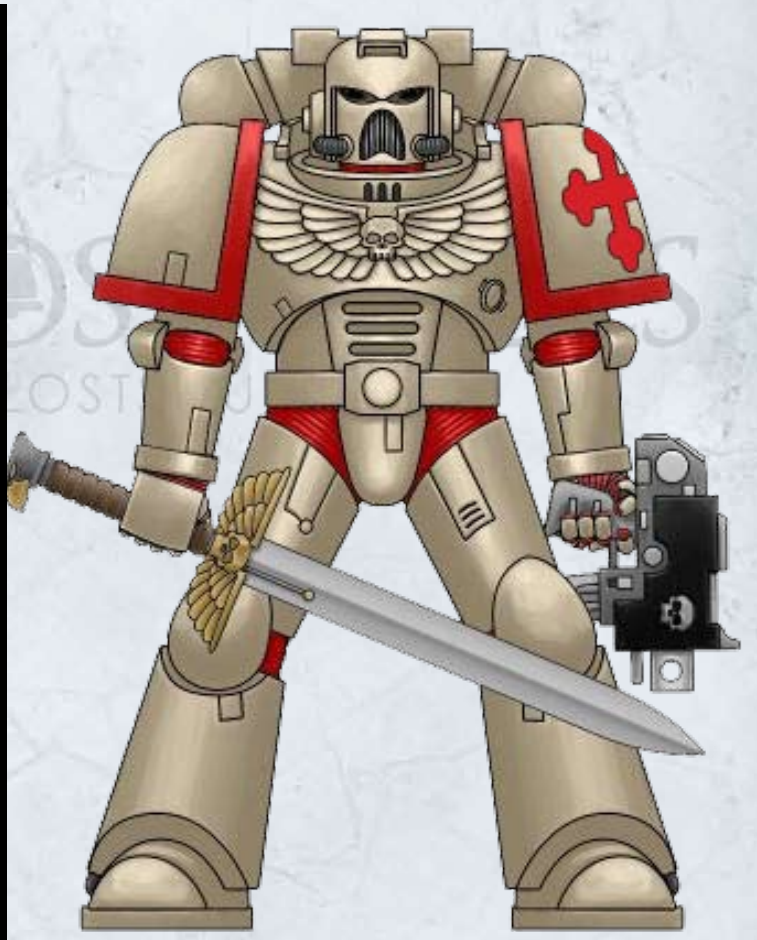
Terminator Company	15 Marines
Battle Company	1 Company
Tactical Company	3 Squads
Assault Company	5 Squads
Devastator Company	2 Squads
Scout Company	25 Initiates

FLEET ASSETS

FLAGSHIP	
Seraphim	Marine Strike Cruiser
FIRE ANGELS FLEET	1 Strike Cruiser
	2 Escort Squadrons

ARMORY

Land Raider	2
Predator	4
Vindicator	1
Whirlwind	1
Land Speeder	12
Rhino	16



CHAPTER SCHEME

Sagan's Moon

Sagan's Moon orbits Badab herself, and housed the Astral Claw's battlefleet armory. As Task Force Theta moved against Badab to create a clear invasion path for the Star Phantoms, the armory's capture was assigned to the Fire Angels. In typical fashion, they prepared a high-speed assualt on the lunar facility. A force of Thunderhawks delivered every Fire Angels assault marine and terminator, quickly securing the armory.

Huron sensed the danger and immediately ordered a massive counterattack from Badab. Fire Angels reinforcements sped to the armory as the initial attackers held the line in the face of two Astral Claws strike cruisers which approached to point blank range, turrets blazing and disgorging over 100 Astartes. The Astral Claws fought with the ferocity of the damned, successfully set off the armory's magazine of life-eater warheads. Not one living thing emerged from the armory. Sagan's Moon marked the Fire Angels greatest loss of the war.

Captain Infernos

COST: 185 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Infernos	6	5	4	4(5)	3	5	3	10	2+



A Fire Angels army may include Captain Infernos. If you decide to take him, he counts as one of the army's HQ choices.

"I choose victory over persistence. Leave such bloody fruit for the Imperial Guard."
-Captain Infernos, Prior to operations on Sagan's Moon -911.M41

Unit Type:
- Bike

Number/Squad:
- 1 (Unique)

Wargear:
- Artificer armor
- Power weapon
- Bolt pistol
- Frag and krak grenades
- Space Marine bike
- Hellfire rounds
- Iron Halo

Special Rules
- Independent Character
- And They Shall Know No Fear
- Scout (confers to attached squad)
- Chapter Tactics

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***Chapter Tactics**: If you include Infernos then all Fire Angels units in your army lose the Combat Tactics special rule. Instead, all Fire Angel bike units gain Skilled Rider, and Fire Angel infantry units gain Move Through Cover. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.*

Erelim Veteran Squad

COST: 130 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Erelim Sergeant	4	4	4	4(5)	1	4	2	9	3+
Erelim Veteran	4	4	4	4(5)	1	4	2	9	3+

A Fire Angels army replaces Sternguard Veteran Squads with Erelim Veteran Squads. They count as one of the army's ELITES choices.

"Certa Cito" *(swift and sure)*
-Erelim Veterans motto

The Flame of Fate

The chaplains of the Fire Angels preach of a terrible burden upon the chapter. They say the Emperor has ordained that the greatest among them are marked to die horribly in flames at the hands of mankind's foes, each according to the number of foes consigned to the grave. The chapter's Erelim Veterans embrace their terrible fate as a blessed rite of purification from the Master of Mankind.

Unit Composition
- 1 Erelim Sergeant
- 2 Erelim Veteran

Unit Type:
- Bikes

Special Rules
- And They Shall Know No Fear
- Combat Tactics
- Combat Squads

Wargear:
- Power armor
- Bolt pistol
- Frag and krak grenades
- Space Marine bike w/ special issue ammunition

Options
- The squad may include up to 7 additional Erelim Veterans for +43 points per model.
- The Erelim Sergeant may replace his bolt pistol with
  - a powerweapon or lightning claw.....+15 points
  - a plasma pistol.....+15 points
  - a power fist.....+25 points
- The Erelim Sergeant may take:
  - meltabombs.....+5 points

SALAMANDERS

"Sons of Vulkan"

The Salamanders were the only First Founding chapter to serve in the Badab War. With such a long and distinguished honor roll, it was fortuitous that Admiral Orman managed to have any Salamanders support his war efforts at all. The single strike cruiser that arrived in the Badab system in 909.M41 served more as strategic advisors than combatants. Unfortunately for Huron, the Salamanders combat and technical skills far outweighed their meager numbers.

Master of the Forge Kr'Sar quickly probed the Badab defense grid and was the man behind both the orbital insertions of the Star Phantoms, and the breaching of the Palace of Thorns.

Badab Order of Battle

COMPANIES	
Terminator Company	10 Marines
Battle Company	1 Company
Tactical Company	2 Squads
Assault Company	1 Squads
Devastator Company	3 Squads
Scout Company	10 Initiates

FLEET ASSETS	
FLAGSHIP	
Hammerblow	Marine Strike Cruiser
SALAMANDERS FLEET	1 Strike Cruiser
	1 Escort Squadron

ARMORY	
Land Raider	3
Predator	4
Vindicator	2
Whirlwind	2
Land Speeder	4
Rhino	20



CHAPTER SCHEME

The Badab Landings

Master of the Forge Kr'Sar dedicated himself to the breaking of Badab's defenses. He was determined to not lose a single Space Marine during the initial orbital landings. Over a year he kept his chapter's forces completely secret from everyone save the Star Phantoms. Kr'Sar cracked the Badab defense codes, and patiently fell upon and secured a number of Badab PDF transports, veiling each attack as an accident.

When the Badab landings began, Kr'Sar used decoy-augeries to project his ships as Marine Battle Barges, and announced their presence on all frequencies. He pulled into high orbit, raining down lance barrages and over 400 deathwind dropods. These were tipped with chemical loadouts and tore into the heart of the Tyrant's exposed PDF forces, inflicting punishing casualties. As Kr'Sar left orbit hours later, he smiled knowing that every last Star Phantom was already on-world, having slipped in with standard traffic over the previous day. Not one was lost.

Master of the Forge Kr'Sar

COST: 135 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Kr'sar	4	5	4	4	2	4	2	10	2+



A Salamanders army may include Kr'Sar. If you decide to take him, he counts as one of the army's HQ choices.

"Battles are won by slaughter and maneuver. The the more one maneuvers, the less one demands in slaughter."
-Master of the Forge Kr'Sar

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Artificer armor
- Servo-harness
- Bolt Pistol
- Power sword
- Frag and krak grenades

Special Rules
- And They Shall Know No Fear
- Independent Character
- Chapter Tactics
- Blessing of the Omnissiah
- Bolster Defences
- *Expert Artisan*

Expert Artisan*:Salamanders Vanguard Sergeants, Sternguard Sergeants, and Command Squad Apothecaries gain Artificer Armor.*

Chapter Tactics*: If you include Kr'Sar then all Salamanders units in your army lose the Combat Tactics special rule. Instead, all thunder hammers in your army count as master crafted. All Salamander flamers, meltaguns and multi-meltas count as twin-linked. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.*

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UNIFORMS OF THE BADAB WAR

SAGAN'S MOON

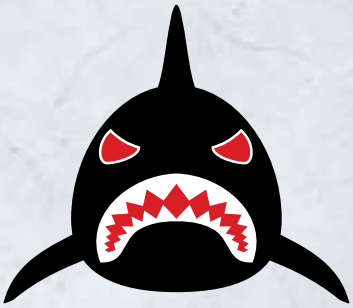
Sagan's Moon is a airless rock with an elliptical orbit around Badab. This orbit exposes the moon to dynamic gravitational and magnetic forces, contributing to its high volcanic activity.

The Fire Angels' initial assault force on the Sagan's Moon armory wore this unusual camouflage scheme to approach the facility from the lunar surface, before fighting their way inside.



SPACE SHARKS

2nd Founding



The Space Sharks are a proud chapter of the Second Founding. A large task force of these cunning warriors was dispatched to the Badab War, with the express mission of besieging Tranquility and bringing the Mantis Warriors to heel. The chapter arrived in the Verkruz sector and led the initial operations of Task Force Theta.

The Space Sharks swept away the last elements of the Mantis Warriors fleet and fought a bitter jungle battle for the fate of Tranquility. They were successful and went on to offer support in the Siege of Badab. The chapter was granted the Mantis Warrior's homeworld as spoils of war, and serve as a Guardian of the Maelstrom to this day.

Badab Order of Battle

COMPANIES

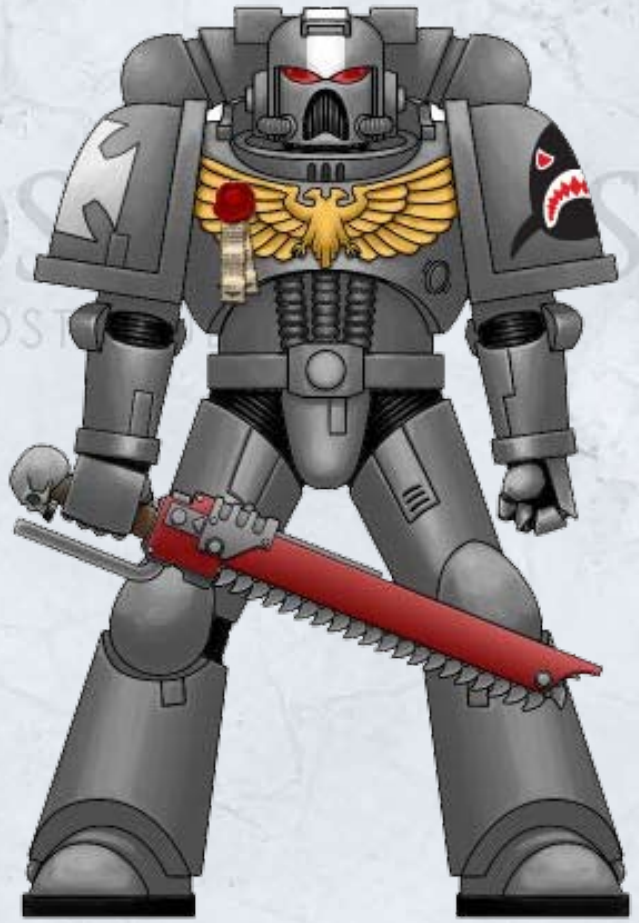
Terminator Company	85 Marines
Battle Companies	2 Companies
Tactical Company	1 Company
Assault Company	1 Company
Devastator Company	4 Squads
Scout Company	65 Initiates

FLEET ASSETS

FLAGSHIP	
Orca	Marine Battle Barge
SPACE SHARK FLEET	5 Strike Cruisers
	6 Escort Squadrons

ARMORY

Land Raider	6
Predator	15
Vindicator	4
Whirlwind	8
Land Speeder	22
Rhino	50+



CHAPTER SCHEME

Siege of Tranquility

With a reputation as masters of the sudden shatter attack, the Space Sharks were hard pressed on Tranquility. Here they faced an endless faceless jungle world teeming with the Mantis Warrior's silent killers lurking within. Captain Quintus ordered camouflage operations and distributed as wide a search net as he could, to try to uncover rebel installations. His initial casualties during this phase were appalling, but the Space Sharks earned their prize.

With the information gleaned from a single overrun Mantis Warriors bastion, Quintus was able to bring his fleet to bear. This forced the Mantis Warriors' surrender, and the final duel which cost Master Mantodea his life.

Captain Quintus

COST: 210 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Quintus	6	5	4	4	3	5	3	10	2+



A Space Sharks army may include Captain Quintus. If you decide to take him, he counts as one of the army's HQ choices.

"The Space Shark is the perfect machine. We hunt, we strike, we kill, nothing more."
-Captain Quintus, Siege of Tranquility -907.M41

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Terminator armor
- Two Thunderhammers
- Auxiliary grenade launcher
- Iron halo

Special Rules
- Independent Character
- And They Shall Know No Fear
- Chapter Tactics
- *First Captain*

***Chapter Tactics**: If you include Quintus then all Space Sharks units in your army lose the Combat Tactics special rule. Instead, all Space Sharks wearing power armor are subject to the **Feeding Frenzy:** Any close combat attacks which roll a "6" to hit generate additional attacks which are rolled immediately. Continue rolling until no more "6"s are rolled. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.*

***First Captain**: Quintus commands the mighty 1st Company of the Space Sharks and may call on his chapter's Honor Suits at a moment's notice. A Space Sharks army led by Quintus may select a single Terminator or Terminator Assault Squad as a TROOPS choice, in addition to the standard ELITES choices.*

Hammerhead Veteran Squad

COST: 140 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Hammerhead Sgt.	4	4	4	4	1	4	2	9	3+
Hammerhead Vet.	4	4	4	4	1	4	2	9	3+

A Space Sharks army replaces Sternguard Veteran Squads with Hammerhead Veteran Squads. They count as one of the army's ELITES choices.

"There is blood in the water!"
-Hammerhead Veteran Motto

Unit Composition
- 1 Hammerhead Sergeant
- 4 Hammerhead Veterans

Unit Type:
- Infantry

Special Rules
- And They Shall Know No Fear
- Combat Tactics
- Combat Squads
- *Scout*
- *Move through cover*

Wargear:
- Power armor
- Bolt gun
- Bolt pistol and CCW
- Special issue ammunition
- Frag and krak grenades

Options
- The squad may include up to 5 additional Hammerhead Veterans for +25 points per model.
- The Hammerhead Sergeant may replace his bolt pistol and/or bolt gun with
  - a powerweapon or lightning claw.....+15 points
  - a plasma pistol.....+15 points
  - a power fist.....+25 points
- The Hammerhead Sergeant may take:
  - meltabombs.....+5 points
- Any model may replace his boltgun with:
  - a storm bolter, combi-melta, -flamer or -plasma.....+5 points
- Two Hammerhead Veterans may replace their bolt gun with:
  - a flamer, meltagun...+5 points
  - a plasma gun, heavy bolter, or heavy flamer.....+10 points

Dedicated Transport:
- May select a Drop Pod, Rhino, or a Razorback

SONS OF MEDUSA

2nd Founding

The Sons of Medusa are a proud chapter of the Second Founding. Scions of the Iron Hands these grim unrelenting warriors were dispatched to the Badab War with the express mission of besieging Vigilance and bringing the Executioners to justice. The chapter arrived in the Tarturga IV sector and took part in operations with Task Force Epsilon.

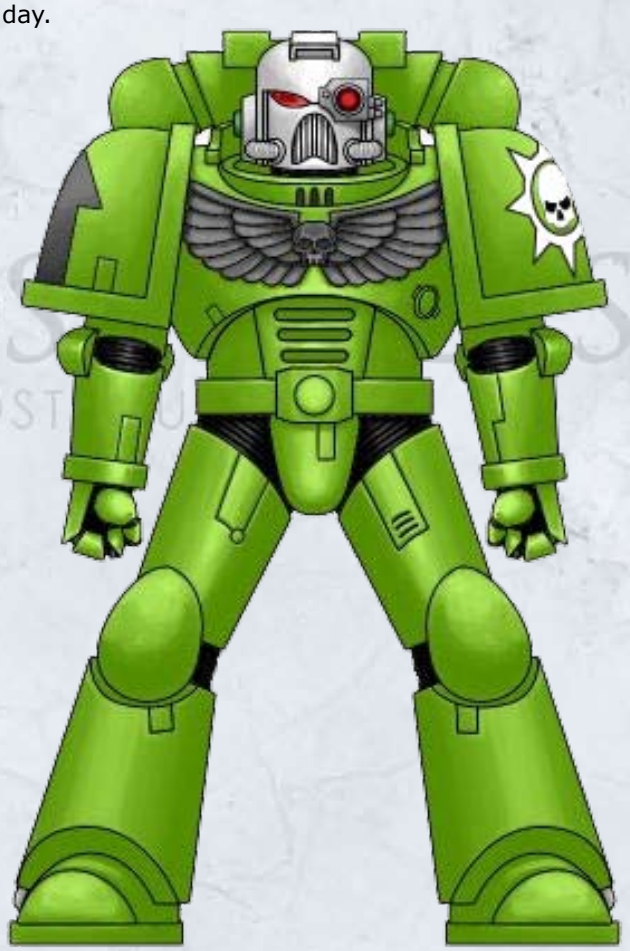
The Sons of Medusa shattered Vigilance's orbital defences and landed en masse to begin combat operations. The chapter fought bravely, but were stalemated for a year, until the Executioners voluntarily stood down. The Sons of Medusa were granted the Executioner's homeworld as spoils of war, and serve as a Guardian of the Maelstrom to this day.

Badab Order of Battle

COMPANIES	
Terminator Company	45 Marines
Battle Companies	3 Companies
Tactical Company	4 Squads
Assault Company	3 Squads
Devastator Company	6 Squads
Scout Company	45 Initiates

FLEET ASSETS	
FLAGSHIP	
Might of Heracles	Marine Strike Cruiser
SONS OF MEDUSA FLEET	4 Strike Cruisers
	3 Escort Squadrons

ARMORY	
Land Raider	4
Predator	6
Vindicator	3
Whirlwind	6
Land Speeder	5
Rhino	45



CHAPTER SCHEME

Siege of Vigilance

The Sons of Medusa were a fitting inheritor of their Iron Hands geneseed. They fought with a characteristic grim, remorseless demeanor, and clinically destroyed their foes with no hint of mercy, or even humanity. During the siege of Vigilance they were tested versus the Executioners - a foe as full of vigor as they had ever faced.

Fighting in rugged mist-shrouded mountainous terrain, the chapter found their foe refused to play their game. Time and again, Ancient Perseus' intricate killzones and siegelines were penetrated by Executioners veterans who could endure back-breaking hardship for months, then spring into action with the energy of fresh reserves. The Sons of Medusa pressed on, but were forced to engage in more risky operations as their attritional casualties began to mount. Their reprieve in the midst of bloody stalemate was the honor of Master Lavoisier, who surrendered to his stunned foes a year to the day after the Sons of Medusa set foot on their homeworld.

Ancient Perseus (Ven. Dread)

COST: 200 POINTS

	WS	BS	S	Front	Side	Rear	I	A
Perseus	5	5	6	12	12	10	4	3

A Sons of Medusa army may include Perseus. If you decide to take him, he counts as one of the army's HQ choices.



"Grind them to dust. So it was in the beginning, so it ever shall be."
-Ancient Perseus, Siege of Vigilance -907.M41

Unit Type:
- Vehicle (Walker)

Number/Squad:
- 1 Venerable Dreadnought (Unique)

Wargear:
- Twin-linked autocannon
- Chainfist (strikes at I:4) w/built in heavy flamer
- Smoke launchers
- Searchlight

Special Rules
- Venerable
- *Lord of the Armory*
- *Battle Hardened*

***Lord of the Armory**: If you include Ancient Perseus in your army, Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts may be taken as Heavy Support choices as well as Elites choices.*

***Battle Hardened**: Perseus ignores stunned and shaken vehicle damage results.*

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Gorgon Veteran Squad

COST: 125 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Gorgon Sergeant	4	4	4	4	1	4	2	9	3+
Gorgon	4	4	4	4	1	4	2	9	3+

A Sons of Medusa army replaces Sternguard Veteran Squads with Gorgon Veteran Squads. They count as one of the army's ELITES choices.

"What the enemy does not see, WILL kill them."
-Gorgon Veteran saying

The Sigma Cluster

The first campaign of the Sons of Medusa was the purging of the Sigma Cluster in the far eastern edge of the Tarturga IV sector. A force of Lamenters and Badab PDF had established fortified listening stations to monitor convoy traffic. The Gorgon Veteran squads fought as "Desert Support Squads" on the dusty worlds, completely routing their opposition.

Unit Composition
- 1 Gorgon Sergeant
- 4 Gorgons

Unit Type:
- Infantry

Special Rules
- And They Shall Know No Fear
- Combat Tactics
- Combat Squads
- *Scout*
- *Stealth*

Wargear:
- Power armor
- Bolt gun
- Bolt pistol
- Special issue ammunition
- Frag and krak grenades

Options
- The squad may include up to 5 additional Gorgons for +28 points per model.
- Any model may replace his boltgun with:
  - a storm bolter, combi-melta, -flamer or -plasma .....+5 points
- Two Gorgons may replace their bolt gun with:
  - a flamer, meltagun...+5 points
  - a plasma gun .....+10 points
- Up to 2 Gorgons may replace their boltguns with
  - a heavy bolter with additional hellfire shells.....+15 points

Dedicated Transport:
- May select a Drop Pod, Rhino, or a Razorback

RAPTOR LEGION

2nd Founding

The Raptor Legion are a 2nd Founding chapter of Raven Guard origin. A small contingent was assigned to the Badab War, from their homeworld of Cortiz-Pol. The chapter arrived to support Task Force Lambda during the Siege of Badab in 907.M41.

The chapter worked with Battlefleet Maelstrom and hunted down many Astral Claws vessels and hidden outposts in the outer Badab system. The Raptor Legion was famed for their long winter campaign for Angstrom, and were the chapter most responsible for breaking the morale of the infamous "Dogboys", the Badab PDF under the rebel General Rydel. The chapter fought to the war's end, returning home 912.M41.

Badab Order of Battle

COMPANIES	
Terminator Company	10 Marines
Battle Company	1 Company
Tactical Company	3 Squads
Assault Company	4 Squads
Devastator Company	3 Squads
Scout Company	20 Initiates

FLEET ASSETS	
FLAGSHIP	
Golden Talon	Marine Strike Cruiser
RAPTOR LEGION FLEET	1 Strike Cruiser
	2 Escort Squadrons

ARMORY	
Land Raider	2
Predator	4
Vindicator	1
Whirlwind	1
Land Speeder	6
Rhino	17



CHAPTER SCHEME

The Battle of Angstrom

Angstrom is an ice covered industrial world. While the Red Scorpions garnered much fame for their operations at the climax of the campaign, it was the slow inexorable determination of the Raptor Legion that made victory possible. Captain Monthai ordered his men onworld, and house by house, block by block, city by city and region by region, wrested the world from Huron's "Dogboys" PDF under General Rydel.

Raptor Squads lived for months in their Rhinos, each a mobile shelter against the merciless cold. Monthai wielded the lethal winter of Angstrom as a weapon, cutting vital supply lines, and condemning thousands of Dogboys to an icy grave cut off from all support. After 19 months of grinding winter combat, the Raptors had surrounded Angstrom's capitol of Tritium-23, setting the conditions for the campaign's dramatic conclusion.

Captain Monthai

COST: 195 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Monthai	6	5	4	4	3	5	3	10	3+

A Raptors army may include Monthai. If you decide to take him, he counts as one of the army's HQ choices.



"My Raptors have only to wound our foe; the winter suffers not traitors to live."
-Captain Monthai; Battle of Angstrom

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Power armor
- Plasma pistol
- Frag and krak grenades
- Iron Halo
- *Raptor Talon*

Special Rules
- Independent Character
- And They Shall Know No Fear
- Chapter Tactics
- Battleforged Heroes (C:SM p.85)
- Inspiring Presence (C:SM p.90)

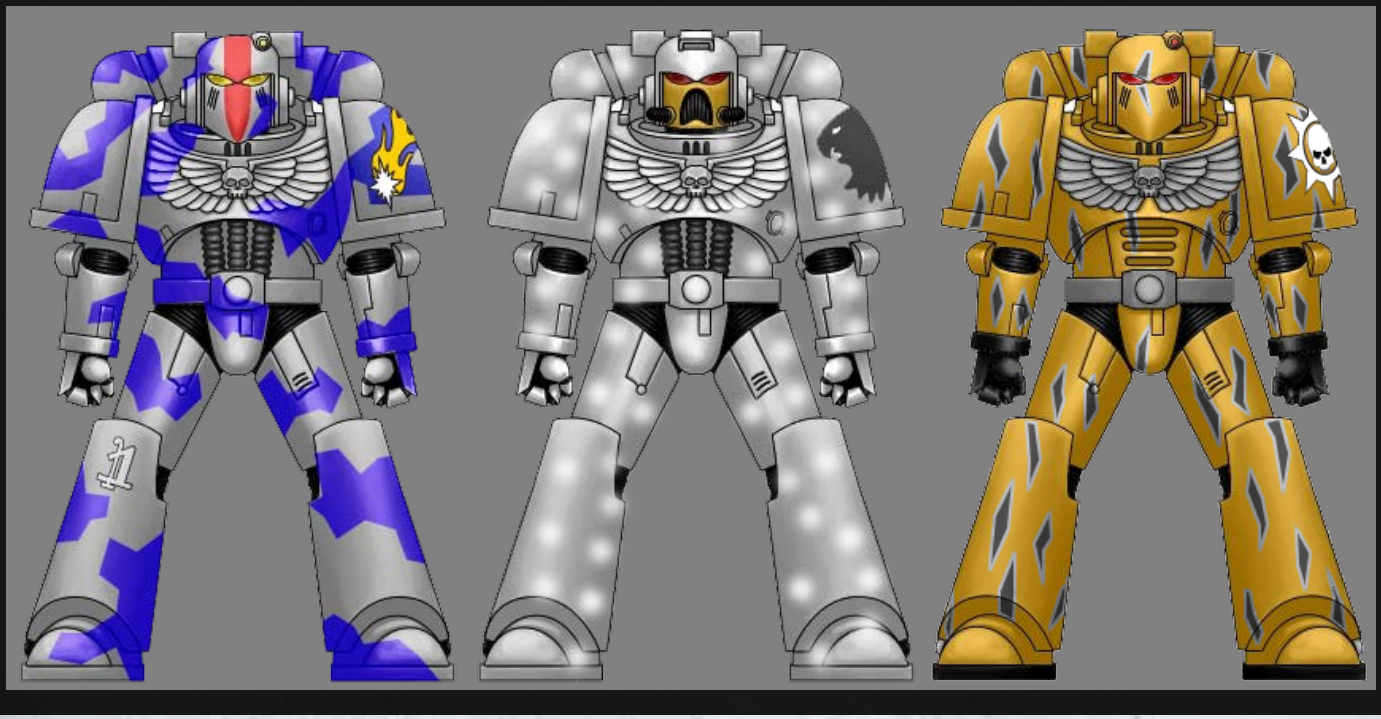
***Raptor Talon**:This chapter relic is a master work of the Raptor's Master of the Forge. It is a relic blade that rolls 2d6 armor penetration versus vehicles.*

***Chapter Tactics**: If you include Monthai then all Raptors units in your army lose the Combat Tactics special rule. Instead, all Raptors units gain the Fleet USR.*

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UNIFORMS OF THE BADAB WAR
CHAPTER VARIANTS

The Badab War was one of the most varied warzones in recent history. Facing a wide range of environments and fellow Astartes brothers as foes, many chapters turned to Codex Astartes approved camouflage to gain advantage. *Marines Errant* (Expeditionary Forces), *Raptor Legion* (Angstrom), *Sons of Medusa* (Sigma Cluster Deserts)



BADAB PDF

"The Tyrant's Dogboys"

The Badab PDF are nicknamed the "Dogboys" after Huron's hunting beasts. They were led by the infamous General Rydel who was handpicked by Master Huron to lead the PDF in 880.M41. His armed forces consist of a hardened core of five infantry divisions and a single armored division. The Dogboys contained a large number of veterans for a PDF force due to their proximity to the Maelstrom and its never-ending raids and brigands.

They served as the brute force that performed the grueling defensive work during the Badab War, leaving the Astral Claws free to maneuver freely.

Badab Order of Battle

REGIMENTS	
Badab PDF	6 Divisions (1 armored)
FLEET ASSETS	
FLAGSHIP	
Black Lance	Lunar Class Cruiser
BATTLEFLEET BADAB	2 Cruiser Squadrons 4 Escort Squadrons





PDF FATIGUE SCHEME

The Dogs of War

As the Badab War developed, it fell to General Rydel to whip his forces into a fighting force that could hope to hold off the Astartes attackers. He instituted harsh discipline and a culture of bravado and rage directed at the attackers. He cast the Dogboys as the last defenders of the Maelstrom, who would rather die than let any invader step foot on their homeworlds.

When the Siege of Badab came, Rydel's forces inflicted terrible damage on the first waves of Astartes invaders. Many campaigns which were expected to end in weeks, dragged on for months, until at last the Dogboys were crushed under the sheer weight the reenforcing chapters brought to bear against them. General Rydel was never captured, and fled with his Master into the Maelstrom, where he commands the Blackheart's non-Astartes rebel forces to this day.

General Rydel

COST: 75 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Rydel	4	4	3	3	3	3	3	9	4+

One Imperial Guard Company Command Squad may replace its Company commander with General Rydel.



"Lieutenant, you WILL execute my orders."
General Rydel; Siege of Badab

Unit Type:
- Infantry

Number/Squad:
- 1 (Unique)

Wargear:
- Hot-shot laspistol
- Carapace armor
- Lightning claw
- Frag and krak grenades
- Meltabombs

Special Rules
- Senior Officer
- *Stand or Die*

***Stand or Die**: Any Badab PDFs infantry unit with a model within 12" of Rydel's command squad is Stubborn. If any of these Stubborn units fails a morale check, the unit immediately receives a round of shooting from Rydel's command squad and any survivors then reroll their morale test.*

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UNIFORMS OF THE BADAB WAR
ASTRAL CLAWS - RED CORSAIRS

The distinctive tiger stripes pattern of the Astral Claws was a dreaded sight for thousands of loyal Imperial citizens who suffered their brutal attacks. In the aftermath of the Badab War, the few surviving Astral Claws painted over their Imperial heraldry, recasting themselves as the Red Corsairs.



The Passion of Captain Androcles

Master Huron, Captain Androcles -Palace of Thorns -912.M41



FAMOUS FORMATIONS OF THE BADAB WAR

STAR PHANTOMS 1st BATTLE GROUP (The "Spectres")



Captain
Galen Androcles



Terminator Squad Nico "The Black Hands"[1]



Terminator Squad Epeus "The Reapers"



Chaplain
Neritus Cilo



Tactical Squad Actoris "The Ravens"



Tactical Squad Atreus "The Shroud"



Command Squad
"The Spectres"



Tactical Squad Pytho "The Bulwarks"



Tactical Squad Medon "The Blades"



Ancient Hylax



Tactical Squad Leto "The Invisibles"



Tactical Squad Ossa "The Gravediggers"[2]



Ancient Iasus



Assault Squad Irus "The Scythes"



Assault Squad Tyro "The Death Rattle"

NOTES

The Siege of the Palace of Thorns required the Star Phantoms to emphasize individual initiative and decentralized command. Captain Androcles organized his forces into mixed "Battle Groups" that were mainly composed of experienced Tactical, Assault, and Terminator squads, led by Veteran-Sergeants able to sieze the initiative, or fall back to safety at a moment's notice.

[1] The Black Hands achieved over an 8:1 kill ratio versus the Astral Claws.

[2] Nicknamed "Gravediggers" from their skill at trench fighting.

"When night darkens the streets, wander forth brothers and do His Holy work."

Chaplain Cilo,
-Siege of the Palace of Thorns 912.M41

CAMPAIGN INTRODUCTION

Herein discover the path to glory or the ignoble road to oblivion. This road is measured in blood, and deeds of battle; the true currency of heroes and villians alike. Walk if you dare in the footsteps of the Guardians of the Maelstrom, or stand against their heresy in the blinding light of the Emperor. Your actions will determine the fate of worlds.

GENERAL CAMPAIGN GOALS

Eight Week Campaign: This set of suggested missions and rules is designed for a two-month league, taking a group of players from the start of the Shipping Raids through the siege of Tranquility and Vigilance ending with the final battle of the Palace of Thorns.

Narrative Battles: The goal of this campaign setting is to provide Badab War Era gamers the opportunity to re-create the desperation of the war against the Guardians of the Maelstrom, building up kinships and friendly rivalries with their fellow Space Marine players, while battling against a coordinated Rebel team trying their hardest to successfully defend their homeworlds and lay claim to the Maelstrom.

Campaign Play vs. Tournament Play: With a heavy emphasis on narrative and historical games, this campaign is not designed for a tournament-style environment. A simple set of rules is provided to give players creative control over some of their actions during the campaign with the emphasis staying firmly on playing fun narrative games. Leave your tournament hat at home and make sure that you make "fun" your number one consideration.

Glory and Battle Honors: Instead of a tightly controlled competitive setting, players are invited to re-create a series of small actions set within a much larger context. They will be keeping score from week-to-week to track their side's progress and memorialize both their stunning victories and their humbling losses. As the campaign pushes forward, each player will have earned through his battlefield performance strategic assets that will aid his side in key hallmark battles.

ARMY CONSTRUCTION

The following rules are used for army construction during the Badab War. These rules override any conflicting text found in individual army codices.

Codices: All Loyalist and Rebel chapter's armies use Codex: Space Marines. In the spirit of fun campaign play, the organizer may allow a broader range of army lists.

Legendary Heroes: During the Badab War, a host of powerful figures on both sides of the conflict defined the events that were to unfold. Except for Codex Chaos Daemons, no named characters may be used except for those listed in this campaign book. In most cases, only one campaign character per army is allowed.

Force Organization Charts: The standard FOC is in use for all missions unless specified otherwise. No allies are allowed unless called for in the mission.



Mantis Warriors Tranquiliy Sniper takes aim.

PLAYING THE CAMPAIGN

The campaign is designed as a two-month series of games for a playgroup of almost any size. Here are the suggested rules to get your campaign going.

BRANCHING MISSION TREES

The Badab War campaign is a branching tree campaign that allows players to alter the fate of the conflict. It is primarily organized from the Rebel Chapter's point of view, and is fought in four sequential stages.

Each branching tree will follow the path of battle for a set of Rebel chapters for three weeks, followed by a large campaign-wide Apocalypse game. This cycle is repeated twice, for a grant total of eight weeks worth of games.

SELECTING GAMES

Each week the team members will select the mission on their current branching tree based on the results of their last game. Begin at the top of the tree, and follow the missions laid out, working down one level each week based on whether the Rebel or Loyalist side won in the previous week.

APOCALYPSE GAMES

At the conclusion of each branching tree, all Badab War players will play in a large Apocalypse game. This game will be altered by strategic assets earned by the players during their weekly branching tree games. This is the only way to gain strategic assets for the Apocalypse game.

PLAYING GAMES

Once you have decided on a battle, arrange a time with the designated foe listed in the mission details and have fun! Use the listed mission and roll for deployment as normal, unless otherwise specified.

If you win a weekly game you earn the listed strategic asset to use in your next Apocalypse game.

SIDE GAMES

In addition to each of your weekly games, you may play a single Battlefleet Gothic or Shipborne Combat (p.24) game versus your opponent. Victories gain 2 points, while losses earn you 1. If you earn 3 points, roll once on the table below for your Apocalypse Reward, to be used in the next Apocalypse Badab game.

APOCALYPSE REWARD CHART

1. You may move d6 terrain pieces up to 12" after deployment.
2. gain D3 Orbital Strike strategic assets
3. you may place a single enemy non-superheavy into reserve.
4. Your infantry models gain a 6+ invulnerable save.
5. Your infantry models gain the infiltrate USR.
6. You gain a Thunderhawk for turn 1.

VETERAN SKILLS

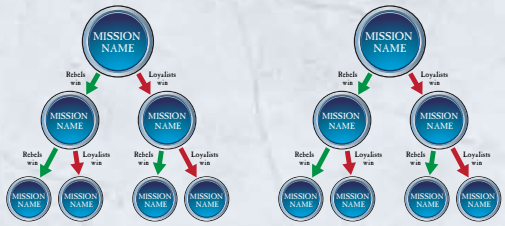
The Badab War uses the Veteran Skills rules found on p.263 of the BGB, so have fun watching your key units grow in strengh and power during the campaign.

FINISHING THE CAMPAIGN

The campaign is designed for eight weeks of play. At the conclusion, you will have set your own conclusion for the Badab War, with either the Rebels in full retreat into the Maelstrom, or holding back their Imperial attackers against all odds. When the eight weeks are up compare how you did versus the "real historical" Badab War results and let the friendly jabs and ribbing begin!

Week: 1-3 (Phase 1)

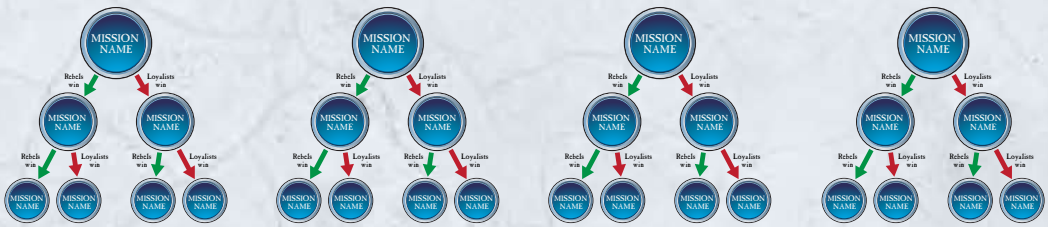
Week: 4



APOCALYPSE GAME 1 (Morgan's Reach)

Week: 5-7 (Phase 2)

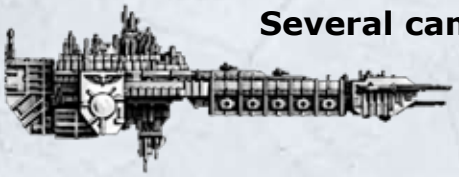
Week: 8



APOCALYPSE GAME 2 (Palace of Thorns)

Badab War Campaign Structure

CAMPAIGN MISSION OBJECTIVES



Several campaign missions uses some "new" mission objectives taken from the age of yore, to provide for fresh tabletop challenges.



Cleanse

Both sides are attempting to sweep the area clean of enemy troops. This is achieved by controlling table quarters. To control a table quarter you must have no enemy units and at least one scoring unit of your own in the quarter. At the end of the game the player who controls more quarters wins.

Sabotage

In this mission your troops are trying to destroy or disable a valuable enemy asset. The Defender places an objective in his deployment zone. This objective is immobile, armour 14 on all sides, and ignores all damaged results besides destroyed. It can be represented by a key building, ammo reserve, or something similar. The Attacker wins if the objective is destroyed.

Breakout

The Attacker's forces have been surrounded and are facing annihilation unless they can break through the enemy lines. The Attacker must get as many units off the board as he can. If the Attacker manages to get half or more of his scoring units off the table via the enemy board edge, the Attacker wins.

Rearguard

The Attacker is pushing the Defender back along all fronts. The Attacker must sweep aside any pockets of resistance as quickly as possible. Rearguard is a Capture and Control mission with the following amendments. Both objectives begin in the Defender's deployment zone. Before deployment the defender divides his army into two parts, each with a minimum of two units. He then randomly determines which half is used for the battle.

Blitz

Your forces must quickly smash the foe aside so the units behind can drive deep into enemy territory. This an annihilation game with the following amendments. Players get kill points added to their total for their units fully within the enemy deployment zone at the end of the game. Players are urged to use buildings and fortifications for this mission.

Meatgrinder

The Attacker has been ordered to annihilate enemy forces, crushing them entirely. Meatgrinder is an annihilation mission with the following amendment. The Defender adds any of his surviving troops kill points back onto his kill point total. The Attacker's units are placed into reserve when they are destroyed, and constantly recycle onto the board.

CUSTOMIZING YOUR CAMPAIGN

The campaign is designed as a narrative setting for a series of linked games for a playgroup of two to 20 players. Here are a set of additional rules to customize the campaign to your local group.

Not Enough (or Too Many) Rebel Marines!
The Badab War involved many chapters and it is very unlikely that you will have a single player to represent each major one.

You should begin by breaking up your Rebels across the four chapters, then adding additional players into each of them based upon the size of your playgroup. This will give you a decent pool of Rebels and allow you to play all parts of the campaign branching trees.

If your campaign is missing key Rebel chapters then play through the campaign scenarios using the chapters that you have, substituting where you wish. For example, both the Astral Claws and Mantis Warriors are key players but if no one in your gaming group has them, it doesn't have to stop the campaign. Swap them out for another Rebel chapter you have available.

Also don't shy away from re-writing history if it suits the players in your campaign. No Executioners playing, but you want to try out the siege of Vigilance? Feel free! Also don't worry about skipping entire sections of the campaign if your group wishes – many players may want to jump to the exciting parts. Again, it's ***your*** campaign. Make it fun!

Too many players using the same famous chapter may not seem like a problem, but, if they all want to play the same mission it may be.

There are two ways to handle this. You can either allow the players to form a team (and carry that team through the entire campaign). This can be a lot of fun, especially if both players have small armies. Alternatively, you can allow both players to play key missions with their own army. Each of them want to experience the Battle of Tranquility? That's fine! It was a big battle!

Not Enough Loyalists!
If you don't have enough Loyalist armies, then simply assign one player per branching tree. The Rebel players can play team games against larger Loyalist armies played by the Imperial players. In general though, its a good idea to try to divide up both sides equally.

Multi-player Games
Many of the patrol sectors of the Badab War and the most famous battles involved several chapters fighting side-by-side with their brother marines.

Several of the missions included in the campaign involve multiple players per side. To minimize confusion in these large and complicated games, we've included some guidelines.

1. Team Captain: Each team must nominate a captain who is responsible for rolling any dice required for mission set-up. The captain is responsible for keeping the game moving and minimizing any time delays caused by his team.

2. Reserves: Team members must take turns deploying their Reserves on the table.

3. Army Abilities: Unless otherwise specified, powers that affect friendly units will only work on teammates that meet the power's chapter specific requirements (e.g., Marine Chapter Tactics abilities would only affect their specific chapter).

4. Character abilities which affect an enemy's army must be targeted against a single enemy player's force.

5. An army with Preliminary Bombardment (or a similar broadly-worded ability) must select a single opposing army as the target.

6. A player which must leave a game early for any reason must remove all his models from the table at the end of the current turn. If Victory Points are used, only units which were destroyed or falling back at the time of departure wil count.



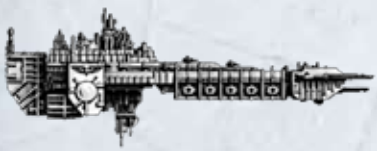
"Battlefleet Maelstrom hath ever been our greatest defense. It is an ancient and natural strength; a floating bulwark against the darkness."

-Admiral Orman, to Master Thrassamund of the Lamenters
896.M41 (Five years before the outbreak of hostilities)

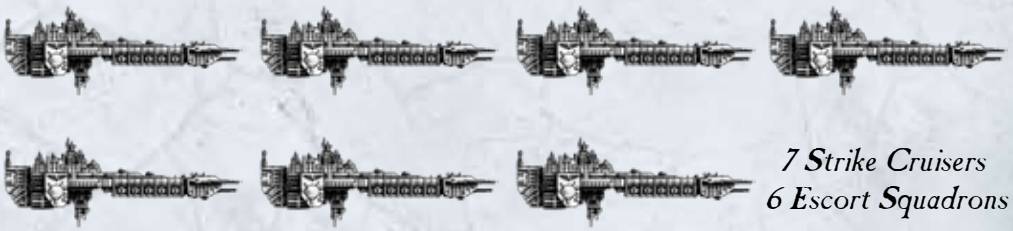
The Loss of the *Lacrima Vex*

Master Thrasamund, Battle of Null Point -908.M41





Lacrima Vex

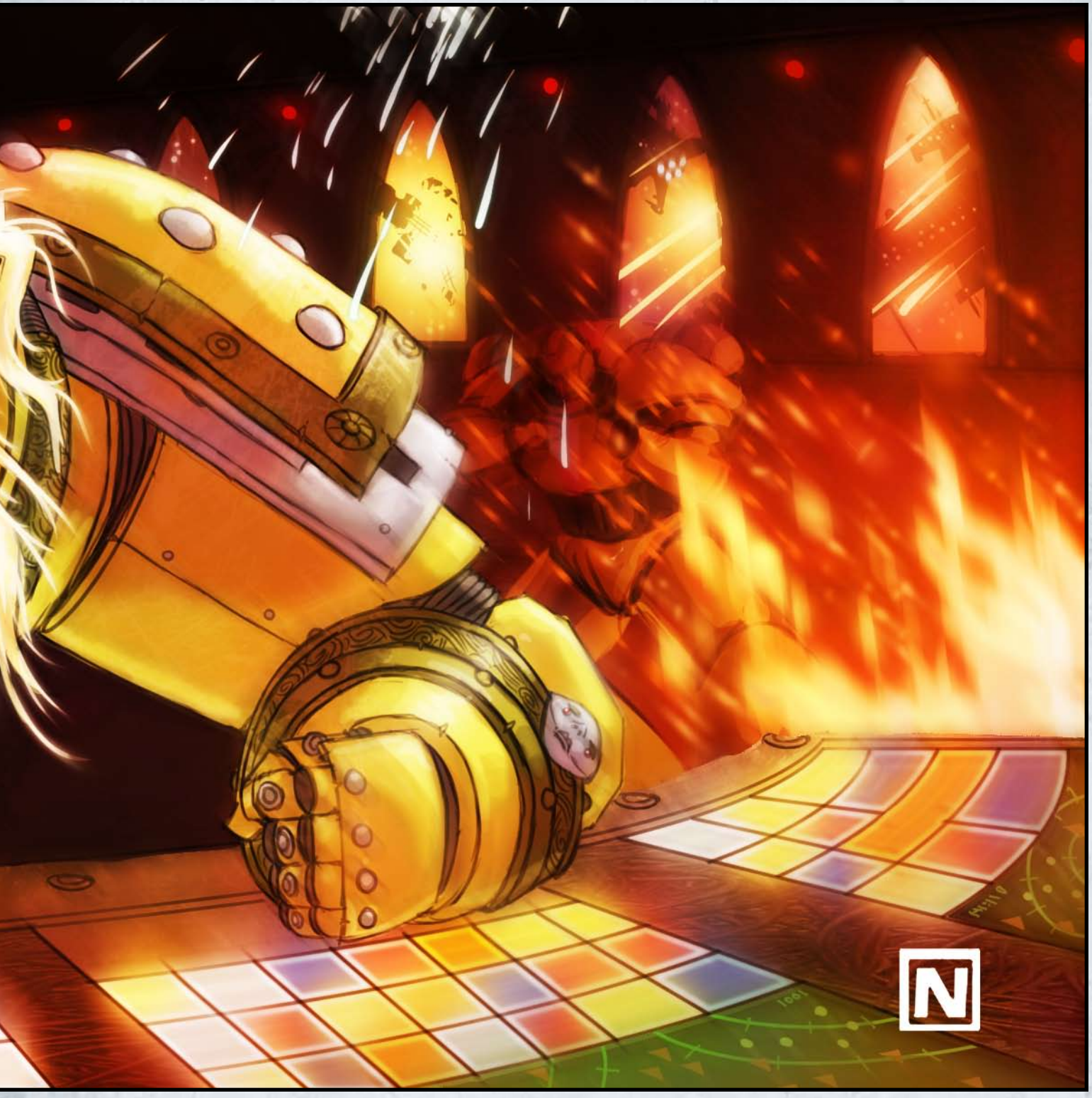


7 Strike Cruisers
6 Escort Squadrons

Lamenters Losses

Battle of Null Point









Minotaurs Losses

Battle of Null Point

2 Strike Cruisers
4 Escort Squadrons

"They had no right to win, yet they did and in doing so, changed the course of war."

Lamenters Chaplain Athaloc, Regarding the Battle of Null Point

PHASE I: THE SHIPPING RAIDS

"The Blackheart Strikes"



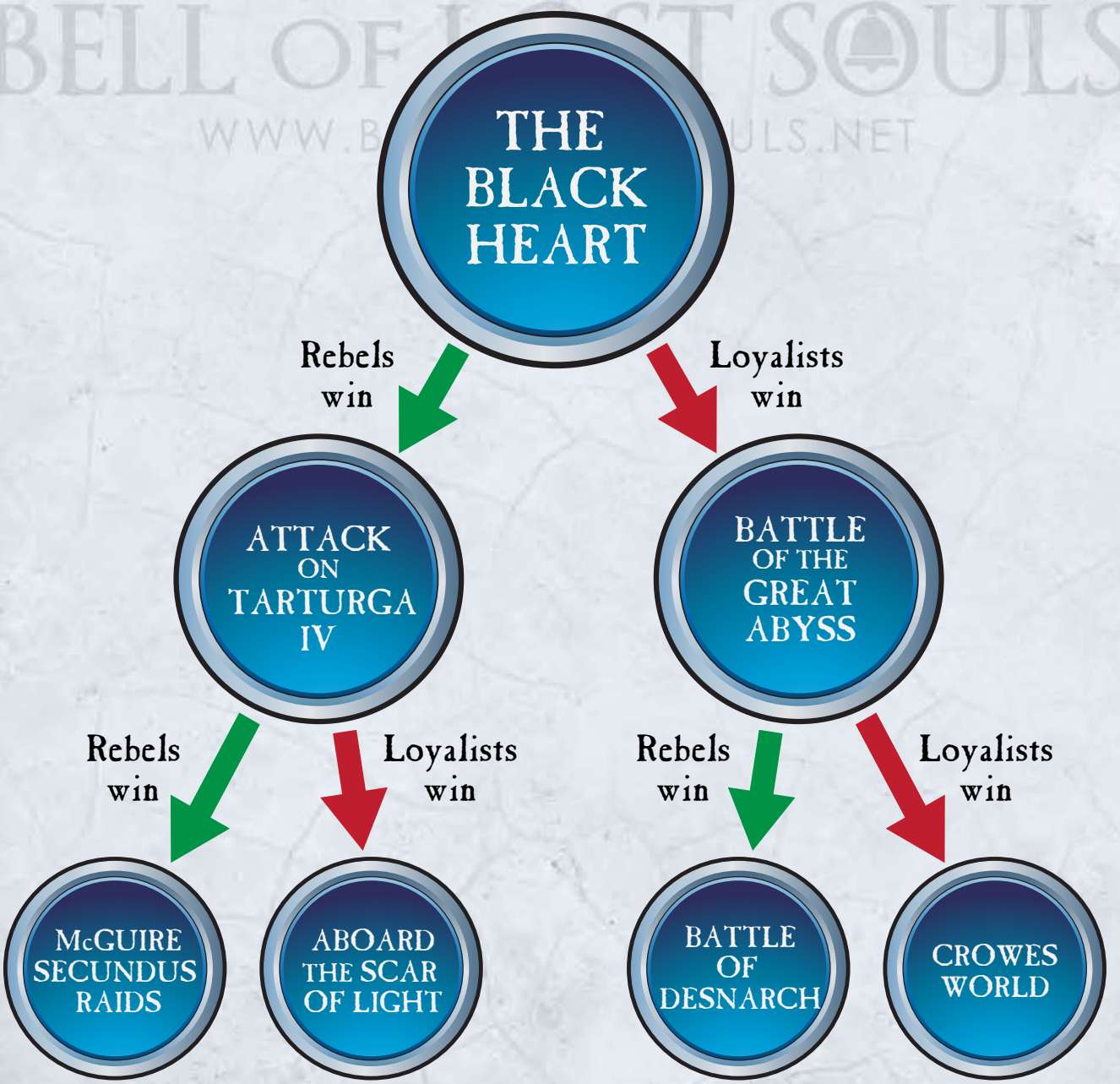
This campaign branching tree charts the course of the Astral Claws and the Executioners. It covers the chapter's exploits during the days of the Shipping Raids from 903-906.M41.

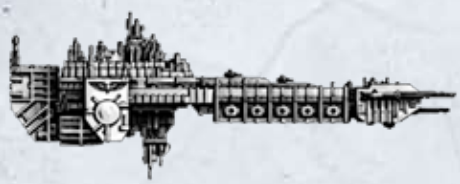
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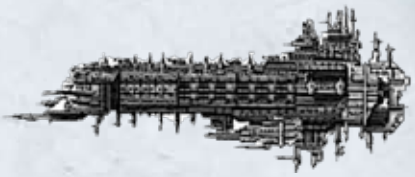


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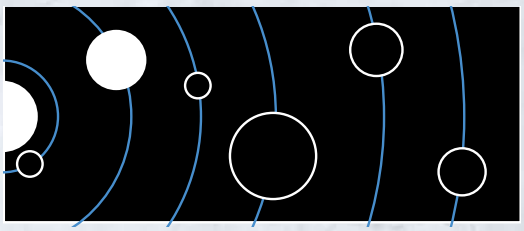
MISSION DETAILS



THE BLACKHEART
ash waste

Mission: Annihilation
Rec. Loyalists: Red Scorpions
Apoc. Assets: Trophy Kill
Points: 1500

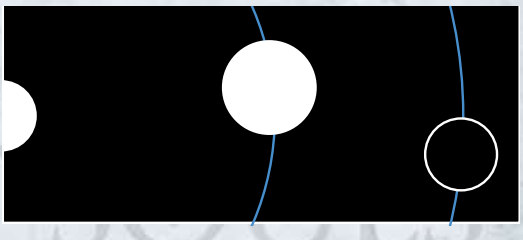




ATTACK ON TARTURGA IV
spaceport assault

Mission: Cities of Death (Firesweep)
Rec. Loyalists: Sons of Medusa
Apoc. Assets: Blind Barrage
Points: 1000

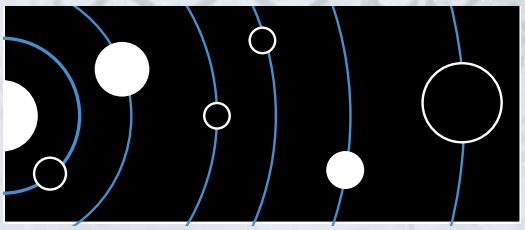




BATTLE OF THE GREAT ABYSS
maelstrom world

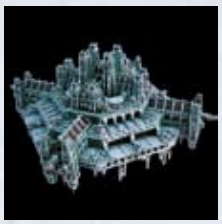
Mission: (see special mission)
Rec. Loyalists: Minotaurs
Apoc. Assets: (see special mission)
Points: 1500

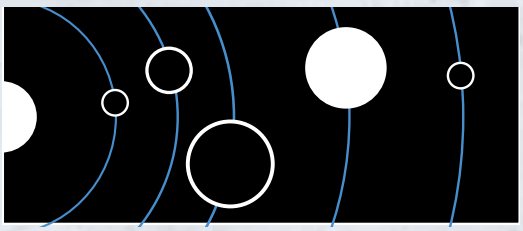




MCGUIRE SECUNDUS RAIDS
pirate outpost

Mission: Seize Ground
Rec. Loyalists: Salamanders
Apoc. Assets: Recon
Points: 1500

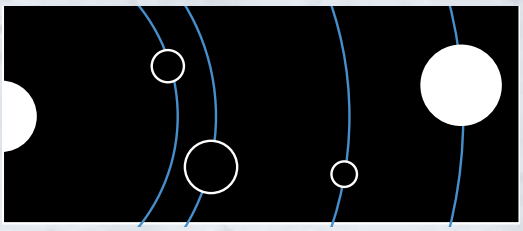




ABOARD THE SCAR OF LIGHT
space hulk boarding

Mission: (see special mission)
Rec. Loyalists: Space Sharks
Apoc. Assets: (see special mission)
Points: 1500

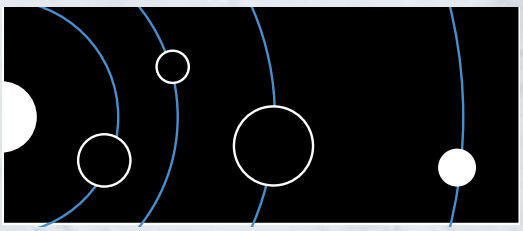




BATTLE OF DESNARCH
maelstrom world

Mission: Ambush (p.268)
Rec. Loyalists: Novamarines
Apoc. Assets: Legion Relic
Points: 1500

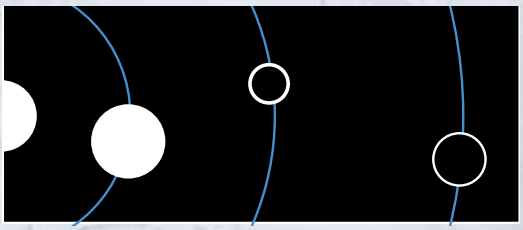




CROWES WORLD
ash waste

Mission: (see special mission)
Rec. Loyalists: Exorcists
Apoc. Assets: (see special mission)
Points: 1500





PHASE I: THE SHIPPING RAIDS

"Brother vs Brother"



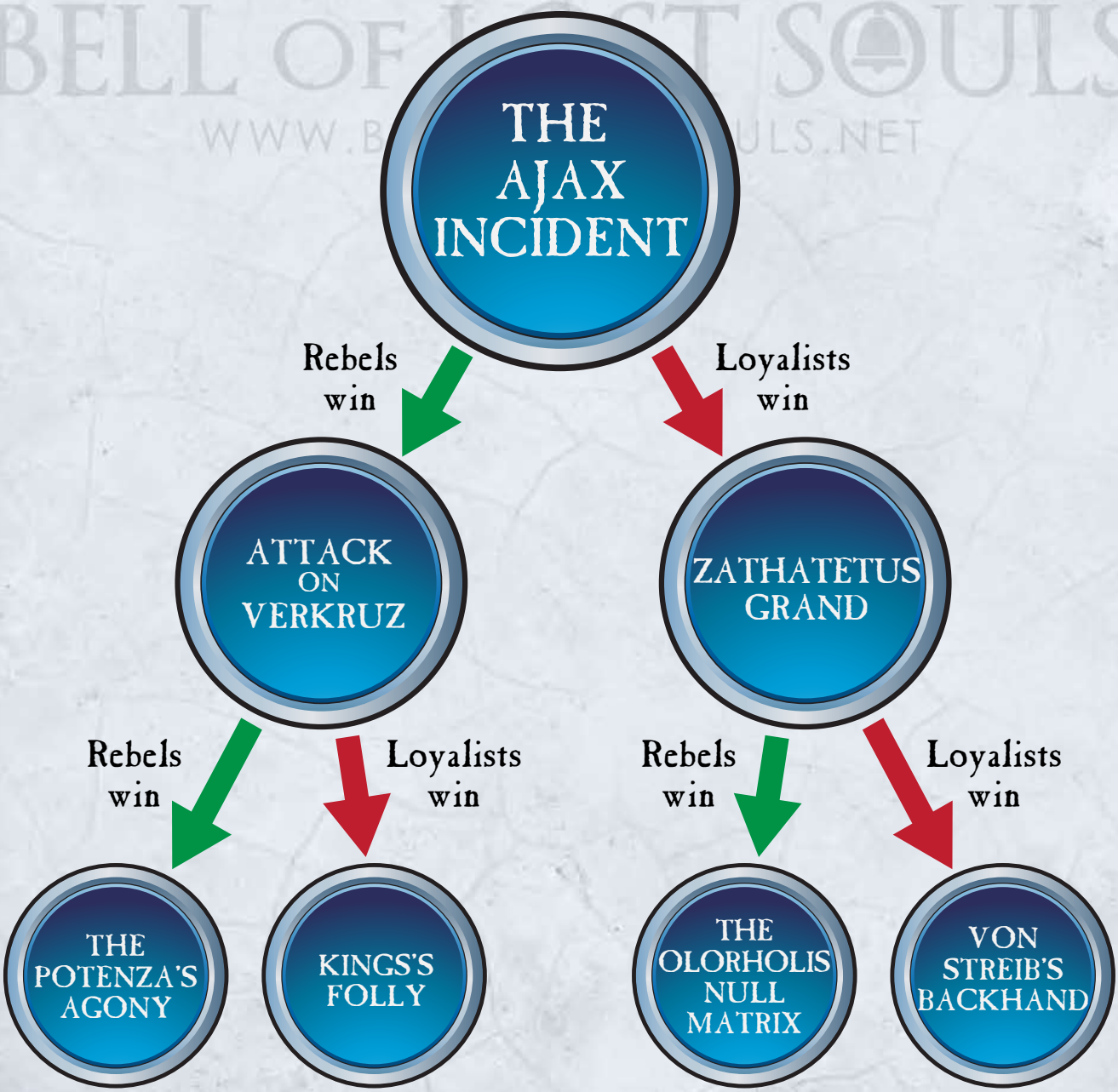
This campaign branching tree charts the course of the Mantis Warriors and the Lamenters. It covers the chapter's exploits during the days of the Shipping Raids from 903-906.M41.

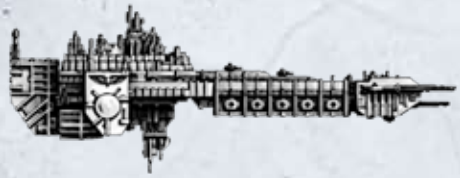
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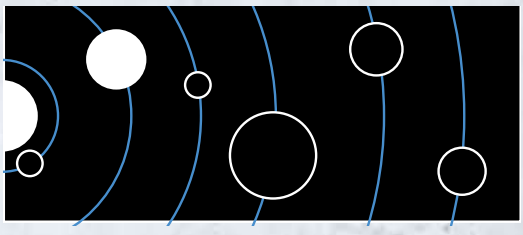


MISSION DETAILS

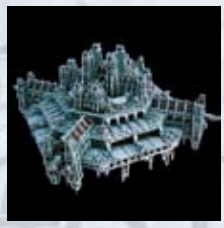


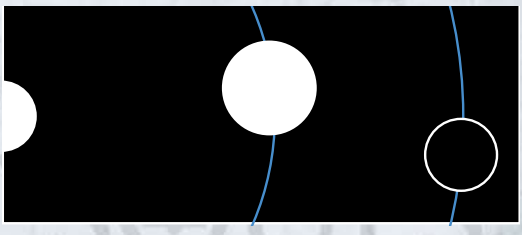
THE AJAX INCIDENT
space-borne boarding
Mission: (see special mission)
Rec. Loyalists: Fire Hawks
Apoc. Assets: (see special mission)
Points: 1500





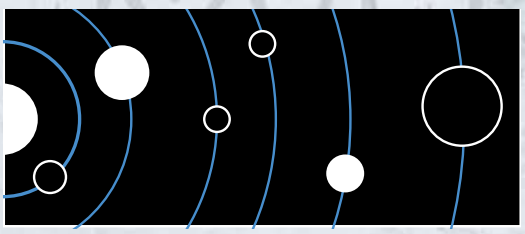
ATTACK ON VERKRUZ
spaceport assault
Mission: Planetstrike; Rebels Attack
Rec. Loyalists: Novamarines
Apoc. Assets: Heroic Stand
Points: 1500





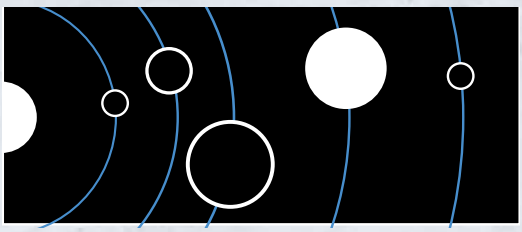
ZATHETETUS GRAND
spaceport assault
Mission: Capture and Control
Rec. Loyalists: Red Scorpions
Apoc. Assets: Careful Planning
Points: 1500



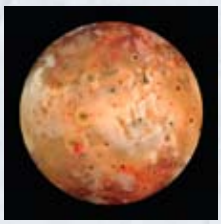


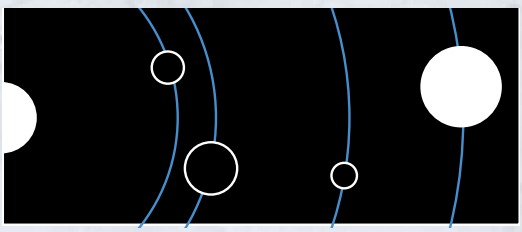
THE POTENZA'S AGONY
space-borne boarding
Mission: (see special mission)
Rec. Loyalists: Marines Errant
Apoc. Assets: (see special mission)
Points: 1500



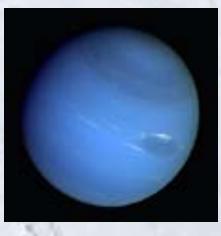


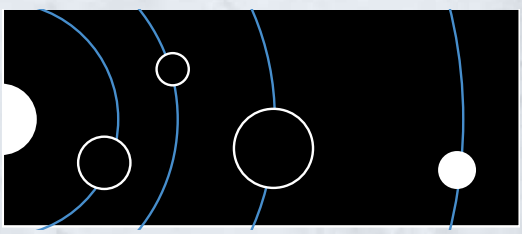
KING'S FOLLY
light industrial
Mission: Sabotage; Rebels Attack
Rec. Loyalists: Howling Griffons
Apoc. Assets: Replacements
Points: 1500





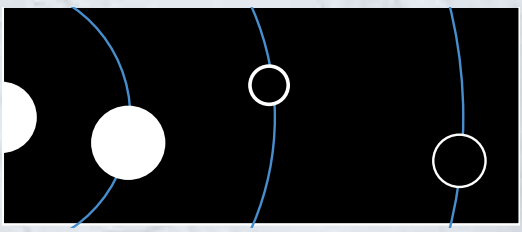
THE OLORHOLIS NULL MATRIX
agri-world
Mission: (see special mission)
Rec. Loyalists: Minotaurs
Apoc. Assets: (see special mission)
Points: 1500





VON STRAUB'S BACKHAND
space-borne boarding
Mission: Annihilation; Cities of Death
Rec. Loyalists: Fire Hawks
Apoc. Assets: General Staff
Points: 2000





PHASE II: THE ASTRAL CLAWS

"The Siege of Badab"



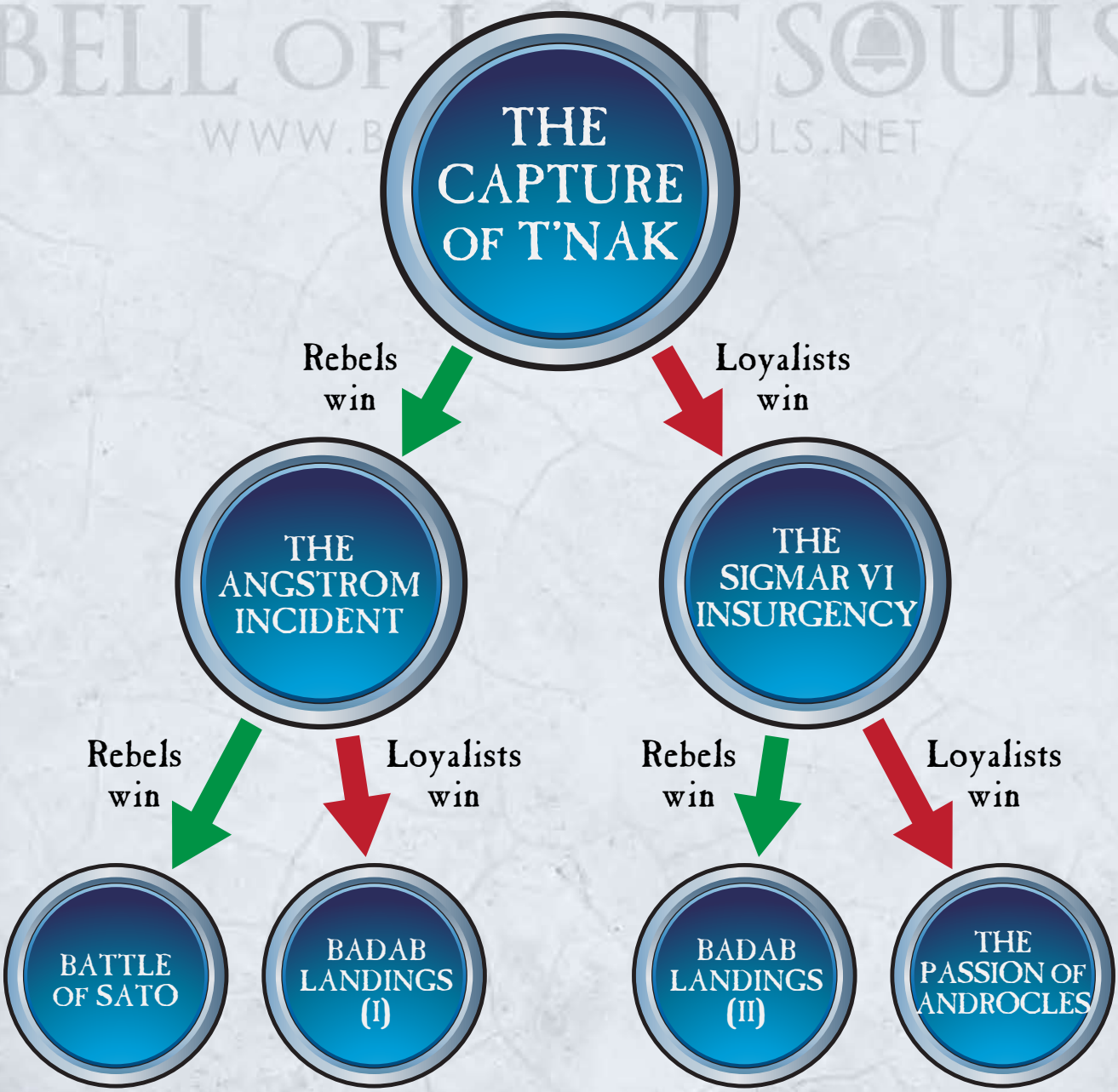
This campaign branching tree charts the course of the Astral Claws and Badab PDF. It covers the chapter's exploits during the days of the Siege of Badab from 908-912.M41.

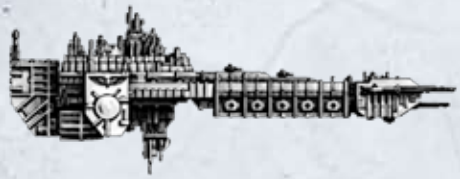
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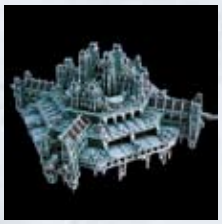


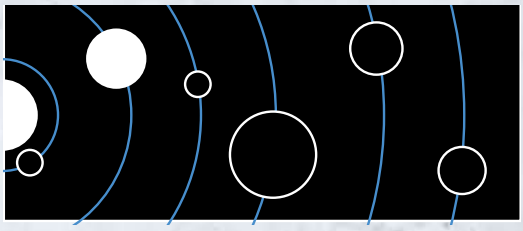
MISSION DETAILS



THE CAPTURE OF T'NAK
spaceport assault

Mission: Planetstrike; Loyalists Attack
Rec. Loyalists: Raptors
Apoc. Assets: Camouflage
Points: 2500

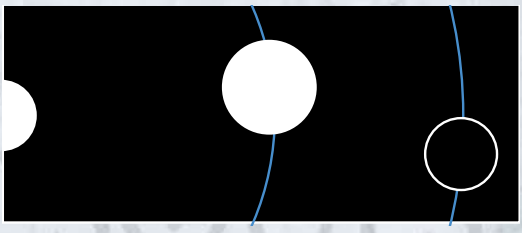




THE ANGSTROM INCIDENT
industrial tundra

Mission: Breakout; Rebels Attack
Rec. Loyalists: Red Scorpions
Apoc. Assets: Shield Generator
Points: 2000

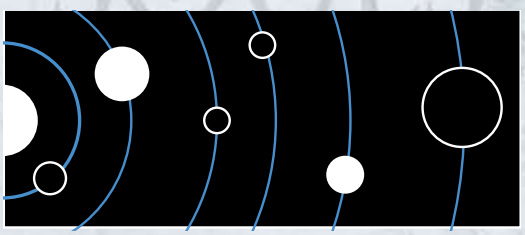




THE SIGMAR VI INSURGENCY
agriworld

Mission: Rearguard; Loyalists Attack
Rec. Loyalists: Howling Griffons
Apoc. Assets: Vital Objective
Points: 2000

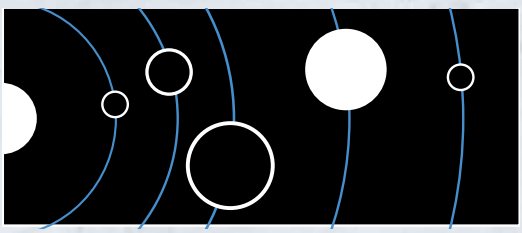




BATTLE OF SATO
astartes training world

Mission: Ambush; Rebels Attack
Rec. Loyalists: Novamarines
Apoc. Assets: Bunkers
Points: 2000

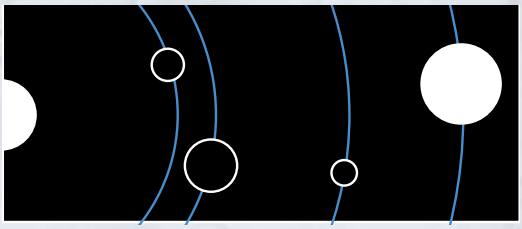




BADAB LANDINGS (I)
light industrial

Mission: Seize Ground
Rec. Loyalists: Salamanders
Apoc. Assets: Crusade Banner
Points: 2000

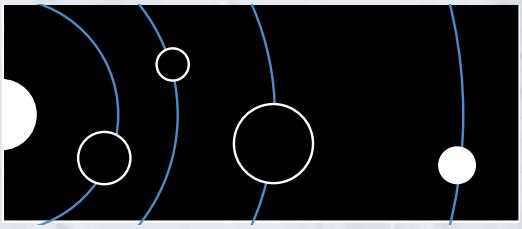




BADAB LANDINGS (II)
industrial

Mission: Capture and Control
Rec. Loyalists: Fire Angels
Apoc. Assets: Vortex Grenade
Points: 2000

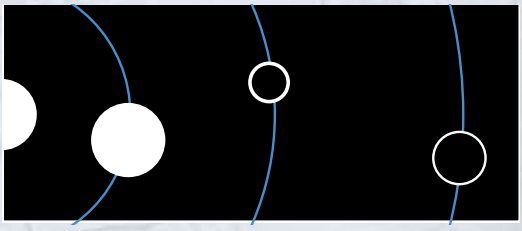




THE PASSION OF ANDROCLES
dense urban

Mission: Yarrick's Stand (p.267)
Rec. Loyalists: Star Phantoms
Apoc. Assets: Legion Relic
Points: 2500





PHASE II: THE LAMENTERS

"The War in the Heavens"

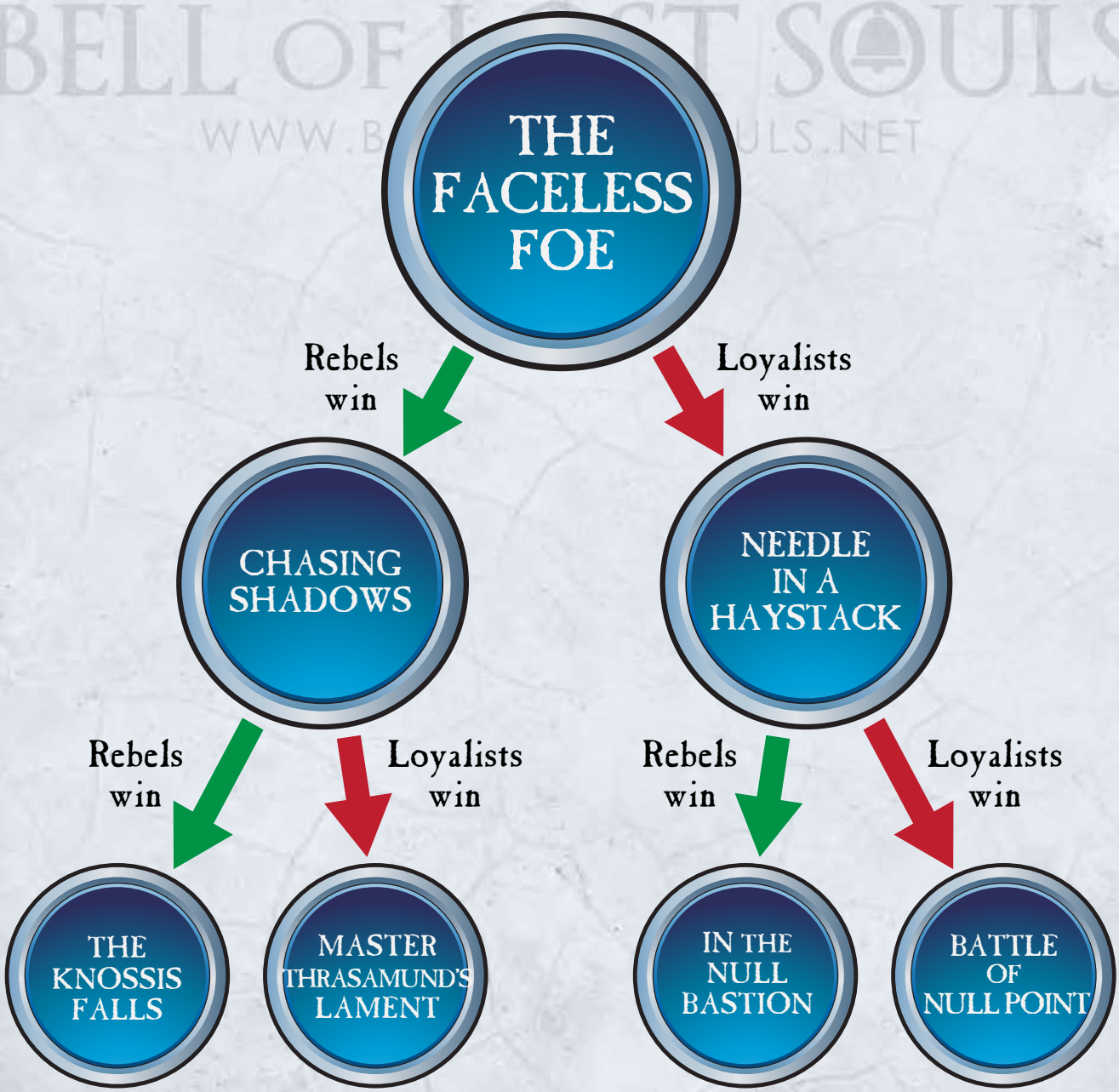
This campaign branching tree charts the course of the Lamenters. It covers the chapter's exploits after the days of the Shipping Raids from 906-908.M41.

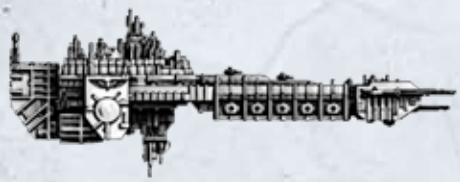
This is a branching tree that allows the players to play out events both good or bad for the forces involved and possibly change the course of the Badab War.

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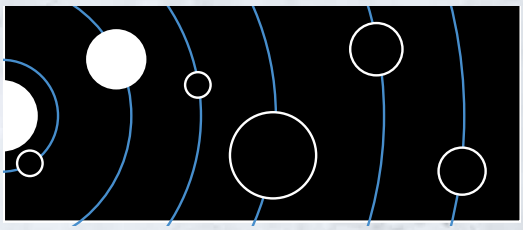
MISSION DETAILS



THE FACELESS FOE
space-borne boarding

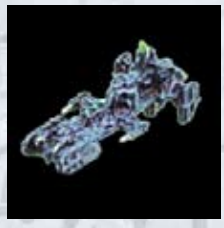
Mission: Annihilation
Rec. Loyalists: Fire Angels
Apoc. Assets: Precision Strike
Points: 2500

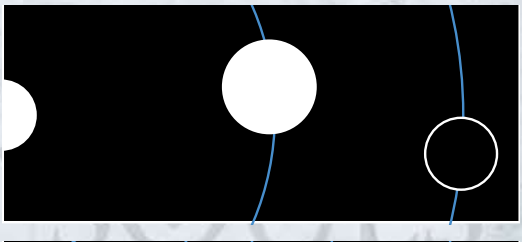




CHASING SHADOWS
space-borne boarding

Mission: (see special mission)
Rec. Loyalists: Exorcists
Apoc. Assets: (see special mission)
Points: 2500

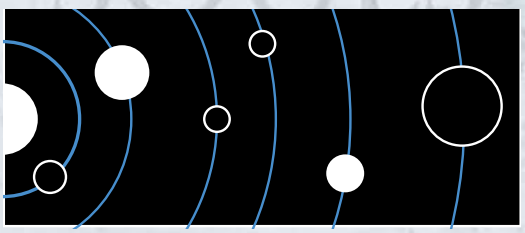




NEEDLE IN A HAYSTACK
staging ground

Mission: Ambush; Loyalists Attack.
Rec. Loyalists: Marines Errant
Apoc. Assets: Heroic Stand
Points: 2500

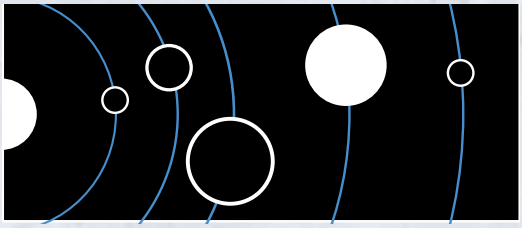




THE KNOSSIS FALLS
Battlebarge assault

Mission: Cities of Death; (Firesweep)
Rec. Loyalists: Minotaurs
Apoc. Assets: Orbital Bombardment
Points: 2500

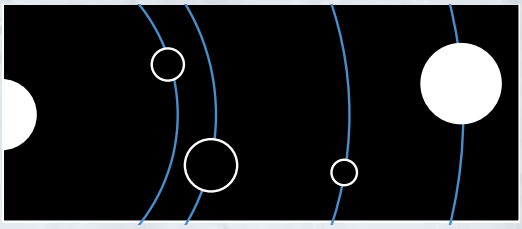




MASTER THRASAMUND'S LAMENT
space-borne boarding

Mission: Yarrick's Stand (p.267)
Rec. Loyalists: Minotaurs
Apoc. Assets: Supreme Headquarters
Points: 2000

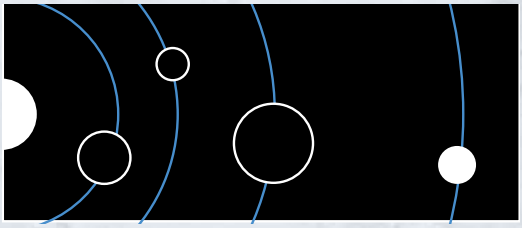




IN THE NULL BASTION
space-borne boarding

Mission: Cities of Death; High Ground
Rec. Loyalists: Minotaurs
Apoc. Assets: Recon
Points: 2000

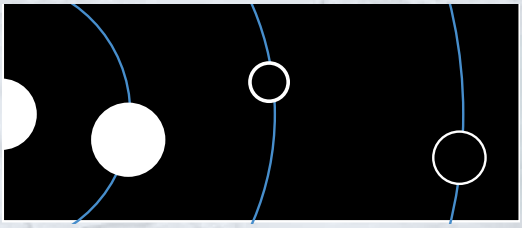




BATTLE OF NULL POINT
space-borne boarding

Mission: (see special mission)
Rec. Loyalists: Minotaurs
Apoc. Assets: (see special mission)
Points: 2500





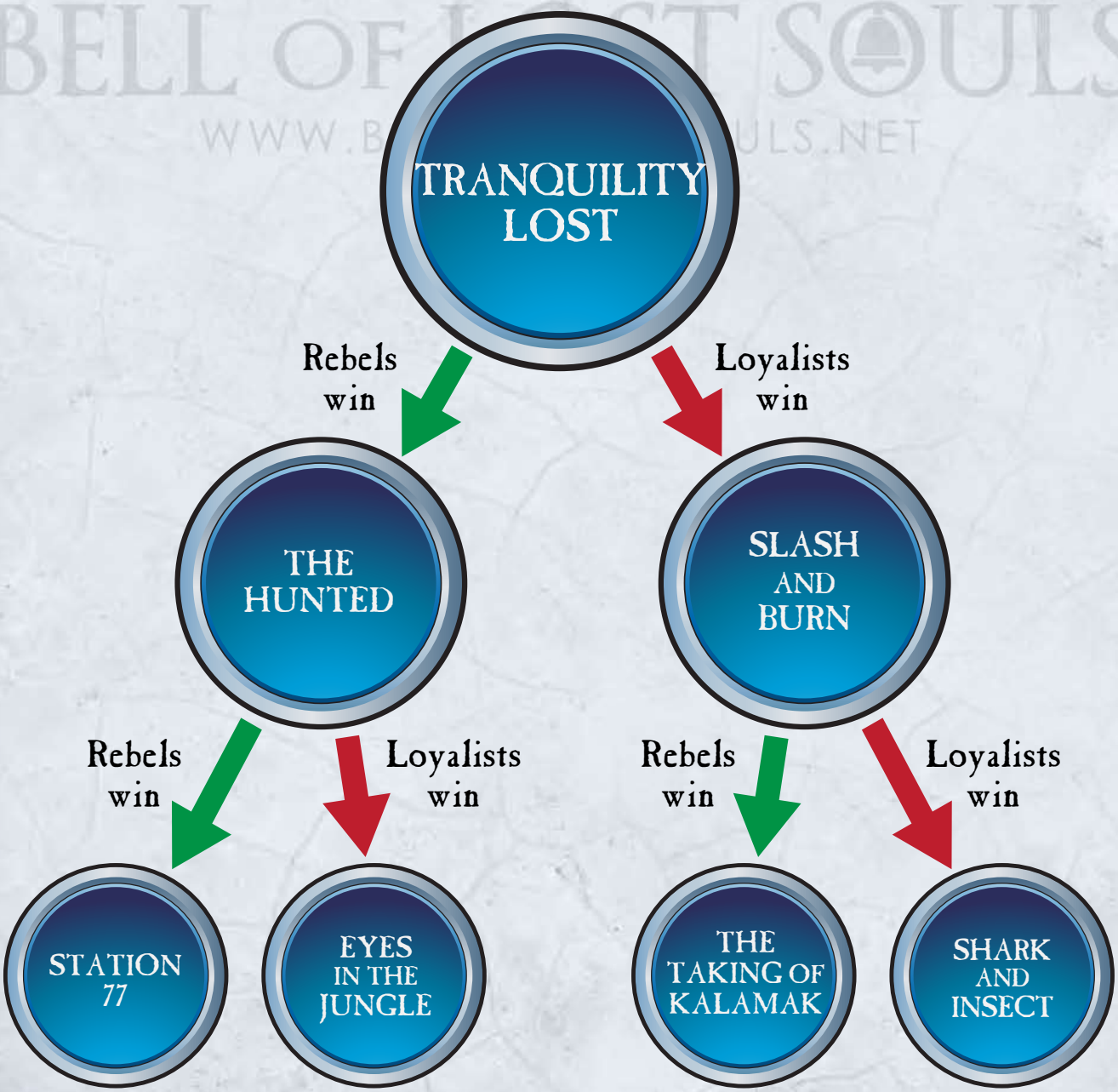
PHASE II: THE MANTIS WARRIORS

"The Silent Hunters"

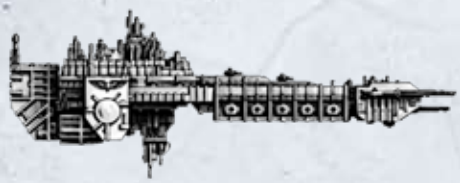
This campaign branching tree charts the course of the Mantis Warriors. It covers the chapter's exploits during the battle for their homewold of Tranquility in 907.M41.

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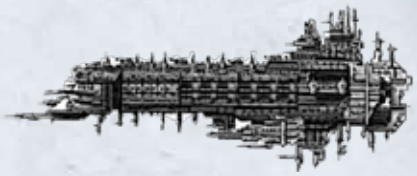
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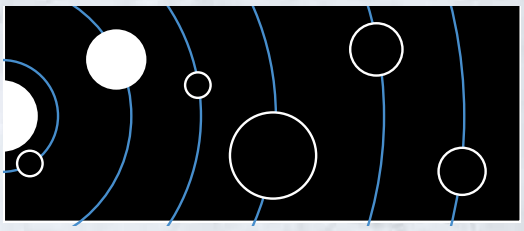
MISSION DETAILS



TRANQUILITY LOST
yellow jungle

Mission: Planetstrike; Loyalists Attack
Rec. Loyalists: Space Sharks
Apoc. Assets: Vital Objective
Points: 2500

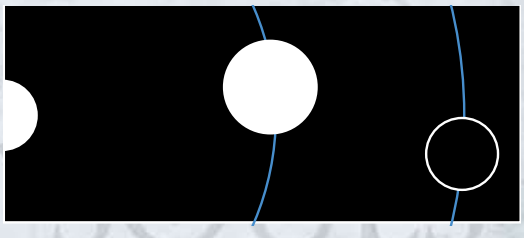




THE HUNTED
dense jungle

Mission: (see special mission)
Rec. Loyalists: Space Sharks
Apoc. Assets: (see special mission)
Points: 2500

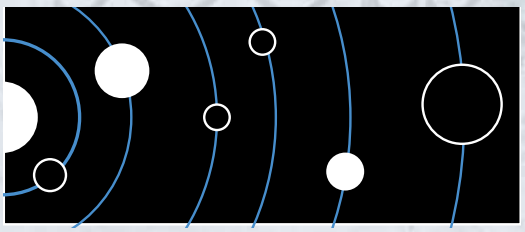




SLASH AND BURN
yellow jungle

Mission: Meatgrinder; Rebels Attack
Rec. Loyalists: Space Sharks
Apoc. Assets: Tunnels
Points: 2500

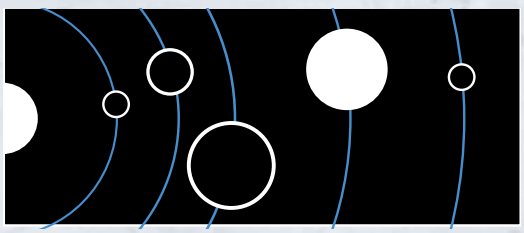




STATION 77
light industrial

Mission: Sabotage; Loyalists Attack
Rec. Loyalists: Space Sharks
Apoc. Assets: Shield Generator
Points: 2000

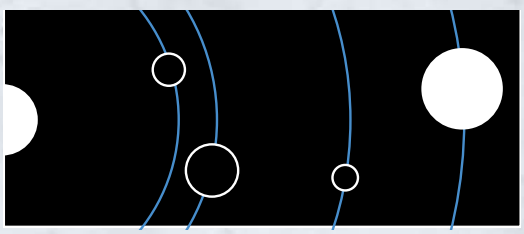




EYES IN THE JUNGLE
yellow jungle

Mission: Annihilation
Rec. Loyalists: Space Sharks
Apoc. Assets: Camouflage
Points: 2000

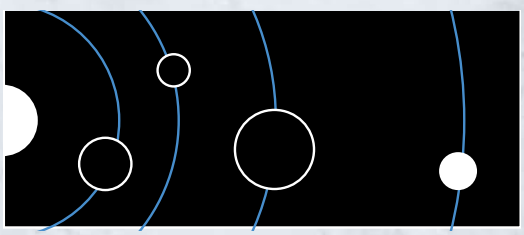




THE TAKING OF KALAMAK
yellow jungle

Mission: Capture and Control
Rec. Loyalists: Space Sharks
Apoc. Assets: Legion Relic
Points: 2000

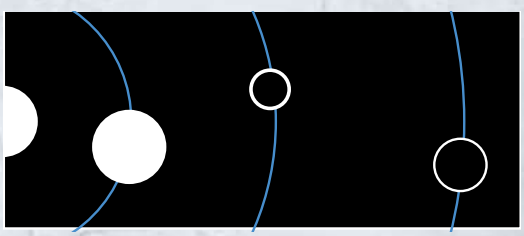




SHARK AND INSECT
yellow jungle

Mission: Yarrick's Stand (p.267)
Rec. Loyalists: Space Sharks
Apoc. Assets: Heroic Stand
Points: 2500





PHASE II: THE EXECUTIONERS

"The Masters of Vigilance"

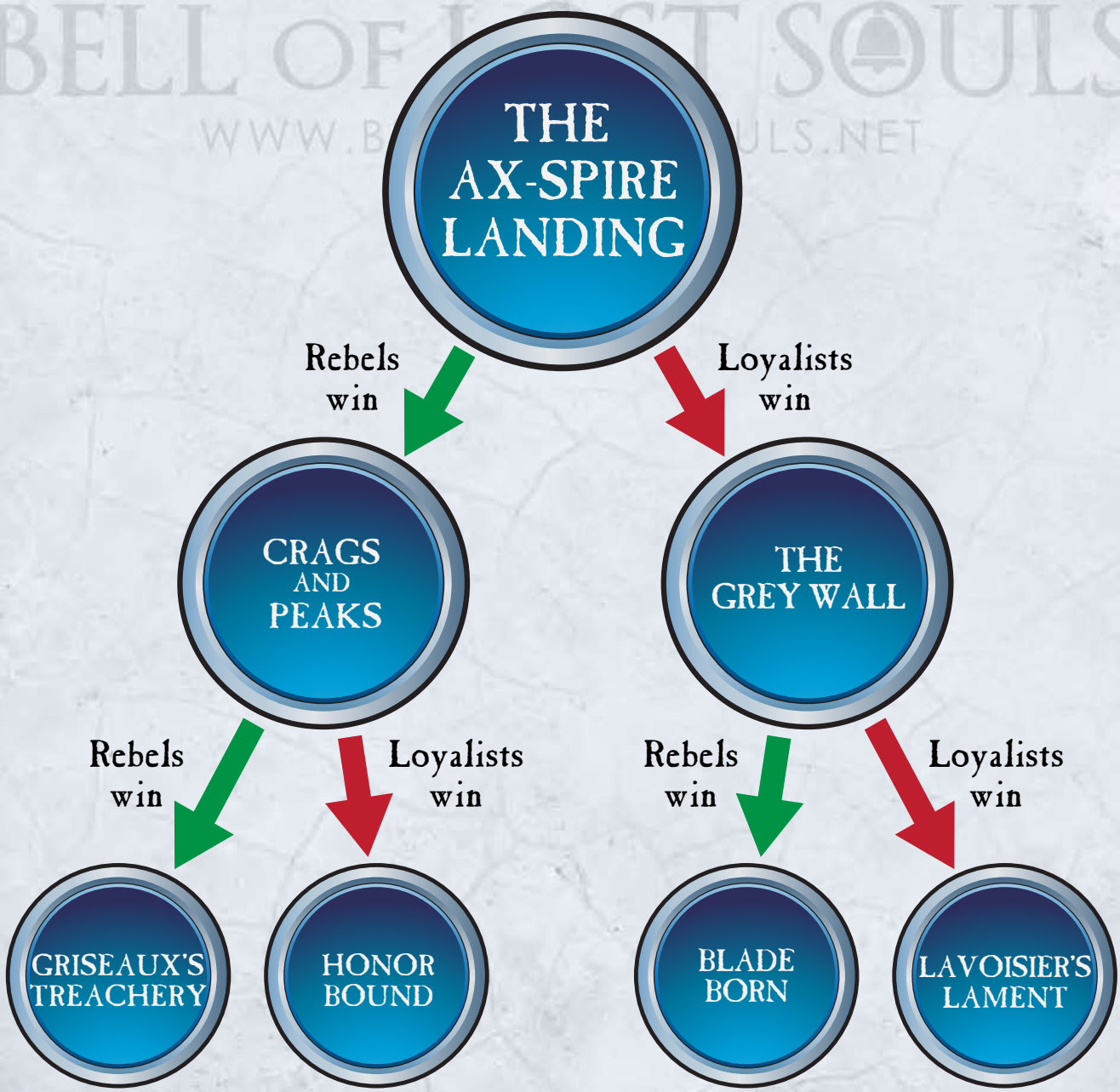
This campaign branching tree charts the course of the Executioners. It covers the chapter's exploits during the battle for their homewold of Vigilance in 907.M41.

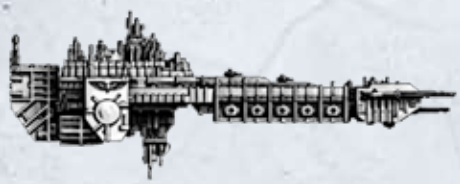
This is a branching tree that allows the players to play out events both good or bad for the forces involved and possibly change the course of the Siege of Vigilance.

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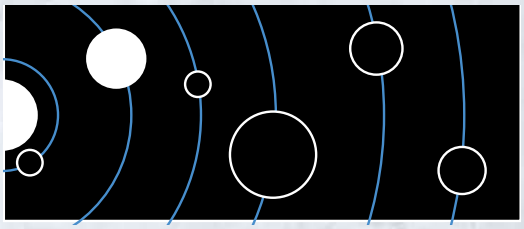


MISSION DETAILS



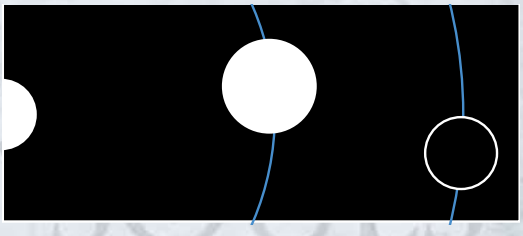
THE AX-SPIRE LANDING
fortress monastary
Mission: (see special mission)
Rec. Loyalists: Sons of Medusa
Apoc. Assets: (see special mission)
Points: 2500





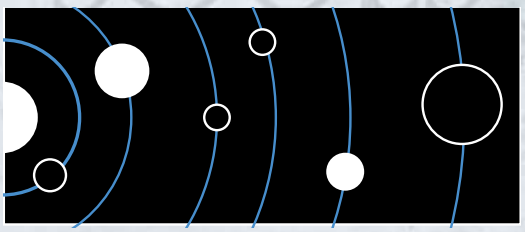
CRAGS AND PEAKS
mountainous
Mission: Cleanse
Rec. Loyalists: Sons of Medusa
Apoc. Assets: Tunnels
Points: 2000





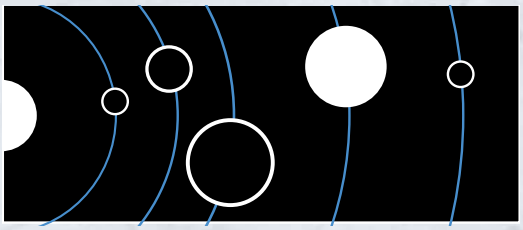
THE GREY WALL
mountainous night
Mission: Breakout; Rebels Attack
Rec. Loyalists: Sons of Medusa
Apoc. Assets: Legion Relic
Points: 2000





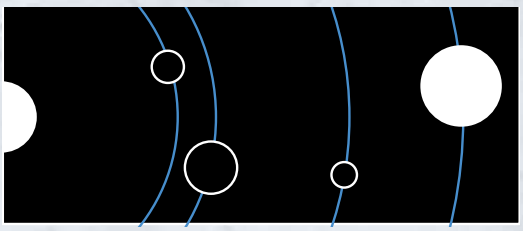
GRISEAUX'S TREACHERY
mountainous
Mission: Ambush; Rebels Attack
Rec. Loyalists: Sons of Medusa
Apoc. Assets: Strategic Redeployment
Points: 2500





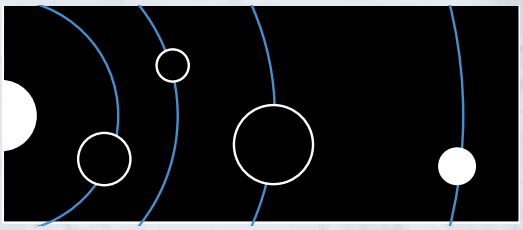
HONORBOUND
massive caverns
Mission: Sieze Ground
Rec. Loyalists: Sons of Medusa
Apoc. Assets: Supreme Headquarters
Points: 2000





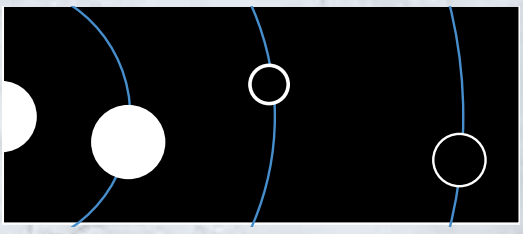
BLADEBORN
mountainous
Mission: Capture and Control
Rec. Loyalists: Sons of Medusa
Apoc. Assets: Trophy Kill
Points: 2000





LAVOISIER'S LAMENT
mountainous
Mission: Blitz
Rec. Loyalists: Sons of Medusa
Apoc. Assets: Heroic Stand
Points: 2000





Battle of the Great Abyss

Following a bitter defeat, the Astral Claws have fallen back to a Demon-world located inside the Great Abyss, a massive conduit right into the Realm of Chaos. Thinking themselves safe from Imperial harassment the Astral Claws began to take stock of their losses and plan their next step. Little did they know that their next misfortune was creeping through the space lanes around the Great Abyss.

SET-UP

Standard Planetstrike Mission: Loyalists Attacking.

MISSION OBJECTIVE

Planetstrike; Planetquake (p.51)

SCENARIO SPECIAL RULES

Follow all the rules of the PlanetQuake mission except that the Tectonic Upheaval Chart is not used.

Demonic Upheaval:
At the end of the attacker's second turn and every attacker turn thereafter roll a d6 on this chart. Each effect lasts one turn.

1. Rain of Blood: *A heavy downpour of blood and offal pours from the tortured sky. All non-embarked troops suffer -2 to their leadership value due to the disturbing nature of it all.*
2. River of Eyeballs: *Each Player places one marker on the field, starting with the defender. These markers may not be within 24" of each other or within 12" of a long board edge. Once both markers are down draw a 2" wide line between the two markers. A river of eyeballs has emerged from the ground. It counts as dangerous and difficult terrain and any non-embarked unit wishing to enter it must pass a Leadership test at -1. If they fail they may not move for that turn.*
3. Living Terrain: *The planet itself comes alive and lashes out against those who crawl upon its surface. Any unit in a piece of non-planetstrike terrain takes D6 strength D6+2 hits with an AP of 6. Hits against vehicles are resolved against the side armor.*
4. Blackout: *The light of the stars themselves wink out leaving both sides blind. Night Fight rules are in effect.*
5. Rolling Hills: *The ground writhes and shakes throwing men and machines in all directions. Place a counter in the center of the table. Scatter it 3d6 in a random direction. Once the final position is established roll 3d6. All unit within the radius of this roll will be pushed d6" directly away and must take a pinning check. If a vehicle is pushed by this effect it takes a hit on it rear armor with a strength value equal to the distance pushed.*
6. Chaos Ascendant: *All non-embarked units must immediately make a Morale check and all vehicles suffer an immediate glancing hit.*



STRATEGIC ASSETS

Loyalists gain the Crusade Banner asset if they win.

Rebels gain the Corrupt and Despoil asset if they win

Aboard the *Scar of Light*

The Space Hulk Scar of Light became a point of interest for rebel forces mid war. It became a staging ground for many rebel raids in the Tarturga sector. Such was its importance to the rebels that when Rear-Admiral Heydon began his famed null-beacon gambit, the Scar of Light was given the highest target priority.

SET-UP

The armies set up using the Spearhead deployment type. The board should be covered in thick urban terrain to represent the cavernous holds of the Space Hulk.

MISSION OBJECTIVE

The Loyalists need to clear resistance so they can place their Null Beacons, while the rebels attempt to clear the Hulk of enemies. Use the Cleanse objective.

SCENARIO SPECIAL RULES

Deep Strike, Reserves, Standard Mission Game Length, No Atmosphere, Low Gravity.
No Atmosphere: all weapons and close combat attacks have the rending special rule.
Low Gravity: all models are fleet. However, the only vehicles available are walkers.

STRATEGIC ASSETS

Loyalists gain the Null Field Generator asset if they win.

Rebels gain the Orbital Bombardment asset if they win

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Crowes World

Crowes World was home to many rogue psykers. While the Exorcists set out to cleanse these witches, the rebels saw an opportunity to use them as deadly lures.

SET-UP

The armies set up using the Pitched Battle deployment type.

MISSION OBJECTIVE

This is a Seize Ground mission played with 5 objectives. Each Objective is a potent Primaris Psyker that the Exorcists must capture or eliminate. The Astral Claws player places all 5 objective. None may be within 12" of each other.

SCENARIO SPECIAL RULES

Deep Strike, Reserves, Standard Mission Game Length, Psyker Objectives.
Psyker Objectives:
Each Psyker has the statline of a Primaris Psyker (C:IG p.33) and may move D3 inches per turn.

Equipment: Laspistol

Psychic Powers:

***Lesser Teleport**: At the beginning of the shooting phase the psyker moves D6" in any direction he wants.*

***Warp Howl**: At the beginning of the shooting phase, pick a unit with 6" of the psyker. That unit suffers d6 Str 4 hits. If the unit suffers any casualties they must take a pinning check.*

***Warp Anchor**: To protect such fragile minds from the attention of the warp, Huron has issued powerful psychic force fields to his Primaris Psykers. They have a 2+ invulnerable save from wounds generated in the shooting phase.*

Any psyker killed in the shooting phase does not count as captured and cannot be claimed by either side.

BELL OF LOST SOULS

STRATEGIC ASSETS

Loyalists gain the Disruptor Beacon asset if they win.
Rebels gain the Demon Shell asset if they win.

The *Ajax* Incident

The Fire Hawks began to patrol in the vicinity of Tranquility. This provoked an attack from the Mantis Warriors who took these patrols as both a violation of sovereignty and a precursor to an invasion of their homeworld. The Fire Hawks strike cruiser Ajax was captured and signaled a major escalation in the war.

SET-UP

This mission uses the Spearhead deployment type. It should be covered in dense urban terrain to represent the inner corridors of the ship.

MISSION OBJECTIVE

The invading rebels are attempting to destroy one of the Ajax's lance batteries. This is a sabotage mission with the rebels attacking.

SCENARIO SPECIAL RULES

Reserves, Standard Mission Game Length, Automated Defenses.
Automated Defenses: The defender is given two ten-man units of Servitors for free. Also the objective is given two whirlwind missle launchers that may be fired with BS2.

STRATEGIC ASSETS

The winner of this game gains the Blind Barrage asset in the following Apocalypse game.

The Potenza's Agony

The Guardians of the Maelstrom are striking with impunity across the sector. With Battlefleet Maelstrom crumbling, the Astral claws and Executioners grow ever more daring in their operations. In the Tarturga IV sector, the Marines Errant Strike Cruiser Potenza was boarded and a command Thunderhawk stolen from under the Loyalist's noses.

SET-UP

Determine deployment zones normally. A Thunderhawk Gunship is placed in the center of the table. The defending loyalists set up within 12" of it. The rest of the board should be filled with various other Imperial aircraft, to represent the landing bay of the Potenza. The attackers move onto the board 1st turn as outflankers.

SCENARIO SPECIAL RULES

Deep Strike, Reserves, Standard Mission Game Length, Night Fight (turn 1 only)

MISSION OBJECTIVE

This is a Capture and Control mission with one objective. This objective is the Thunderhawk.

STRATEGIC ASSETS

The winner of this game gains the use of a Thunderhawk gunship for Turn 1 of the following Apocalypse game.

Olorholis Null Matrix

At Olorholis, a secret shipment of Null Beacons were being loaded onto Minotaurs transports. Without warning, a strikeforce of Lamenters, tracking their quarry, struck in a gambit to capture on the mysterious devices for detailed investigation. Caught offguard, the Minotaurs had to mount a impromptu defense to protect the Loyalist's vital secret.

SET-UP

Determine deployment zones normally. The defender (Loyalists) sets up anywhere within 12 inches of the center of the table. The attacker (Rebels) sets up anywhere at least 18 inches from enemy models. The center of the table is marked as the Null Matrix. Defender reserves come in as outflankers.

STRATEGIC ASSETS

Loyalists gain the Blind Barrage asset if they win.

Rebels gain the Null Field Generator asset if they win

MISSION OBJECTIVE

This mission is a Sieze Ground mission, however the Null Matrix counts as an additional objective worth two objective points. Standard mission objectives may not be placed in the Defender's deployment zone.

SCENARIO SPECIAL RULES

Deep Strike, Reserves, Standard Mission Game Length, Null Matrix.
Null Matrix: Models claiming/holding the Null Matrix objective are reduced to Ld 7.



Morgans Reach - APOCALYPSE GAME

In 906.M41 the Guardians of the Maelstrom mounted a daring set of raids on the primary Naval Maintenance Yards at Morgan's Reach. This complex operation was led by the Lamenters, but incorporated elements of all four rebel chapters. The Morgan's Reach raids were the climax of the rebels offensive operations during the Shipping Raids.

SET-UP

1 Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.

2 The Loyalist side sets up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.

3 The Rebel side set up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.

4 Roll a d6. On a 5,6 the Loyalist forces go first.

SCENARIO SPECIAL RULES

Deep Strike, Infiltrate, Scouts, Night fight (turn 1)

GAME LENGTH: 6 turns



MISSION OBJECTIVE

Use the standard Apocalypse objective rules to determine victory, taking the *Fire in the Hole* rule into account.

HISTORICAL BATTLE

Armies Present: Guardians of the Maelstrom

Opponents: Any Loyalist forces available.

Recommended Point Levels: 10,000 per side

Recommended Special Rules: **Apocalypse Battle**

Complete Surprise: Until the beginning of Turn 2, all Loyalist forces must reroll successful cover saves.

Fire in the Hole: The six objective markers must be placed equally between the two deployment zones. They may not be placed in no-mans-land. An objective may be destroyed and removed from play by any Rebel HQ Infantry unit which starts its turn in contact with it.

HISTORICAL NOTE

Optional heroes present: Huron, Athaloc, Archeron, Jermanus, Culln



Lamenters counterattack Sons of Medusa in the Sigma Cluster

Chasing Shadows

In 907.M41 the Lamenters declared a cease fire between themselves and Loyalist forces. As a symbolic act of goodwill, Master Forsythe of the Lamenters was to meet with Captain Cretus of the Minotaurs on the garden world of Kian. The bloodbath that ensued will forever live in infamy.

SET-UP

Both players set up one HQ selection within 6" of the center of the board. The rest of the forces are set up using the spearhead deployment type.

MISSION OBJECTIVE

This is an Annihilation mission. HQs are worth 3 kill points.

SCENARIO SPECIAL RULES

Deep Strike, Reserves, Standard Mission Game Length

STRATEGIC ASSETS

The winner of this game gains the Legion Relic asset in the following Apocalypse game.

Battle of Null Point

The final stand of the Lamenters could not be called undramatic. In a last act of defiance, the Masters of the Chapter gathered on the bridge, and challenged any Minotaur to take them. It is said they held for hours.

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SET-UP

This mission is played on a 4'x4' board using the Spearhead deployment type. The battle is fought upon the glorious bridge of the Lacrima Vex.

MISSION OBJECTIVE

The attacking Loyalists must kill the entire enemy army within 8 turns. Any other result is a loss.

SCENARIO SPECIAL RULES

The Masters Gather, Endless Waves

<u>The Masters Gather:</u>
The Lamenters select their entire 1500 point army from the HQ section of Codex: Space Marines.

<u>Endless Waves:</u>
Every time a Loyalist unit is killed it is placed in reserves. They may start rolling for it at the beginning of the next turn.

STRATEGIC ASSETS

Loyalists gain the Replacements asset if they win.

Rebels gain the Legion Relic asset if they win.



The Hunted

The initial drop-pod landing on Tranquility was disrupted by unexpected surface fire. To avoid heavy casualties, the Space Sharks took evasive action, scattering them over a wide area of Tranquility's yellow jungle. Isolated, each squad had to regroup in the bright yellow jungle. A jungle filled with vengeful Mantis Warriors veterans.

SET-UP

The Dawn of War deployment type is used. The board should be covered in thick Jungle terrain.

MISSION OBJECTIVE

This is an Annihilation mission. Units which flee off the table are worth double Killpoints.

SCENARIO SPECIAL RULES

Deep Strike, Reserves, Standard Mission Game Length, Tranquility Jungle
Tranquility Jungle: The entire board is counted as difficult terrain, but grants a 4+ cover save. Loyalist units who roll a double on a difficult terrain roll become spooked and may not move that turn, but do not count as moving. All Mantis Warrior units gain the Move Through Cover USR.

STRATEGIC ASSETS

Loyalists gain the Camouflage asset if they win.

Rebels gain the Flank March asset if they win.

Ax-Spire Landing

The Sons of Medusa planetary landings on Vigilance were decisive. In 907.M41 they struck at critical landing zones across the planet, including the many fortified Executioners bastions such as the famed Ax-Spire. Here the rebel chapter fought a desperate battle for the honor of their "impenetrable" keep.

SET-UP

Standard Planetstrike Mission: Loyalists Attacking.

MISSION OBJECTIVE

Planetstrike; Seize and Destroy

SCENARIO SPECIAL RULES

The Garrison rule is suspended.
The Fortified rule gives a total of 4 bonus strategem points.

STRATEGIC ASSETS

Loyalists gain the Crusade Banner asset if they win.

Rebels gain the Heroic Stand asset if they win.



The Palace of Thorns - APOCALYPSE GAME

The final hours of the Siege of the Palace of Thorns were a bloody flurry of combat. Huron and the remaining Astral Claws lept forward with sudden ferocity, attempting to fight their way clear to the waiting emergency transports. Caught for once by surprise, the Loyalists hurried forward in a desperate attempt to stop them.

SET-UP

1 Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.

2 The Rebel side sets up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.

3 The Loyalist side set up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.

4 Roll a d6. On a 5,6 the Imperial forces go first.

SCENARIO SPECIAL RULES

Deep Strike, Infiltrate, Scouts

GAME LENGTH: 6 turns

MISSION OBJECTIVE

The Rebel forces are trying to capture the landing pad. Use the standard Apocalypse objective rules to determine victory, taking the *Deadly Labyrinth* and *Get to the Skyshield* rule into account.

HISTORICAL BATTLE

Armies Present: Guardians of the Maelstrom, Badab PDF

Opponents: Any Loyalist forces available.

Recommended Point Levels: 20,000 per side

Recommended Special Rules: **Apocalypse Battle**

Deadly Labyrinth: Pack the table with as much urban terrain as possible, leaving small channels for vehicles to travel. All ruins are both difficult and dangerous terrain.

Get to the Skyshield: A skyshield landing pad is placed by the Loyalist player in his deployment zone. It is worth 2 objective points to the Rebel player. Both Huron and Androcles will give the opposing team an objective point if killed.

HISTORICAL NOTE

Optional heroes present: Huron, Androcles



Astral Claws engage a Space Sharks patrol

REFERENCES

The Badab War follows in the footsteps of the Macharian Crusade campaign book. We borrowed heavily from classics of 40k history to write this campaign book. Here is a summary of some of our source materials:

The Badab War (White Dwarf 101) *1988, Rick Priestley*
Codex: Chaos (1st Edition) *1996, Andy Chambers, Jervis Johnson*
Codex: Chaos Space Marines (3rd Edition) *2002, Andy Chambers, Pete Haines, Andy Hoare, Phil Kelly, Graham McNeil*
Cities of Death *2006, Andy Hoare*
Codex: Chaos Space Marines (4nd Edition) *2007, Gav Thorpe, Alessio Cavatore*

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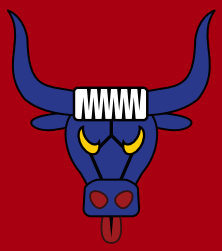
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"After five millennia of arduous service marked by unsurpassed courage and fortitude, our beloved chapter is compelled to yield to overwhelming numbers and resources.

Feeling that valor and devotion will accomplish nothing that could compensate for the loss that will attend the continuance of this contest, I determined to avoid any further useless sacrifice of my magnificent battle brothers.

With an unbridled loathing for your aggression, I bid you farewell. But know this; the Astral Claws shall return."

-Last entry in Astral Claws Fortress-Monastary Log,
by Master Lufgt Huron 912.M41, Badab

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