

THE DOOM OF HIVE DOMINAR

PHASE V SPECIAL MISSION

The following is a variant standard Warhammer 40,000 Battle Mission intended for larger-size forces and uses elements from the Warhammer 40,000 Apocalypse expansion.

During the final cataclysmic assault on Badab, while the Star Phantoms fought a deadly siege at the gates of the Palace of Thorns the world of Badab was wracked with dozens of furious and terrible battles. Some of the worst of these decided the fate of the beleaguered cityscapes of Hive Dominar, where the savagery of the Carcharodons was unleashed and washed the city in blood while the towers and statues of vaunted Badab collapsed around them.

FORCES

The Loyalists have 2,500 points of forces available to them chosen as normal for a standard mission, and in addition they may take super-heavy vehicles of up to 1,000 points in value*.

LEGIO CRUCIUS

Alternately the loyalist force may consist of a force of 2,500 points of Imperial Titans (although a Warlord Titan may not be used), with 1,000 points of Imperial Guard (representing a Mechanicus support cohort). If this latter choice is chosen, the Secessionist player should be notified prior to the game so they can adapt their force accordingly!

The Secessionists have 2,500 points of forces available to them chosen as normal for a standard mission, and in addition they may take super-heavy vehicles of up to 1,000 points in value*.

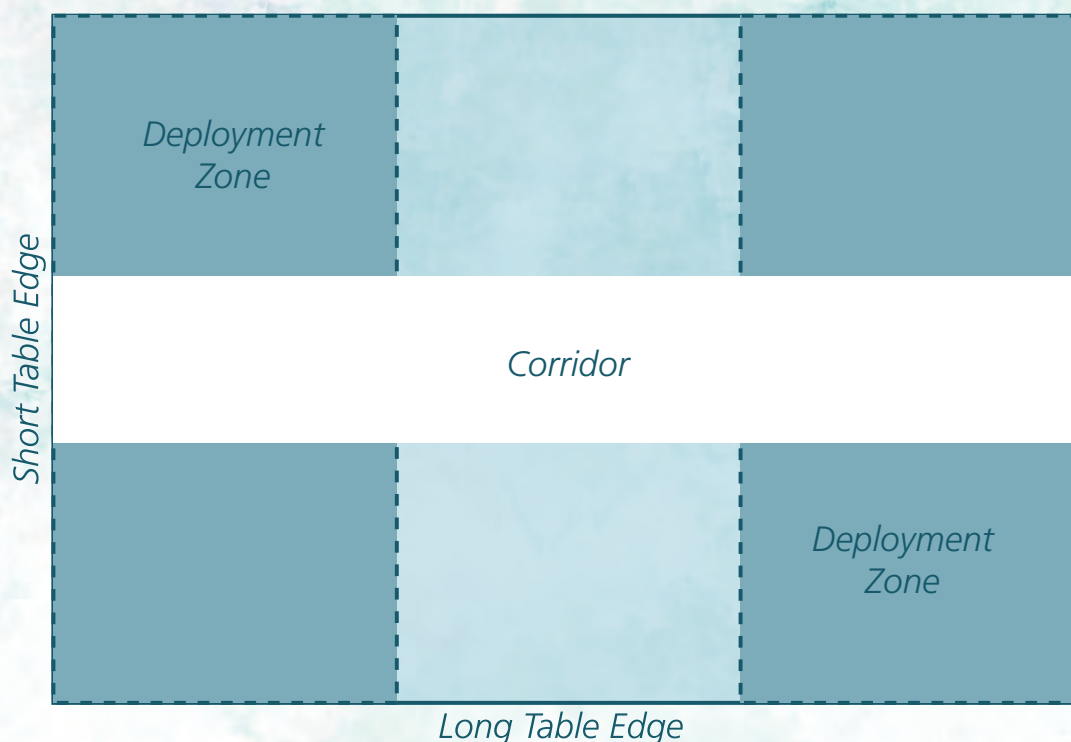
**This points allowance may only be spent on super-heavies, any unused points are lost, not transferred to the standard army!*

OBJECTIVES/VICTORY CONDITIONS

This mission has a single objective, the destruction of the enemy. A variant of Kill Points are used, with kill points scored in relation to the unit destroyed.

- HQ Units are worth three kill points if destroyed
- Elite, Troops and Fast Attack Units, as well as Dedicated Transports, are worth two kill points if destroyed, and one kill point if immobilised or reduced to under half strength.
- Heavy Support Units are worth four kill points each if destroyed, and two kill points if immobilised or reduced to under half strength.
- Super-Heavy Vehicles are worth six kill points each if destroyed, and three kill points if immobilised.

The side with the greatest number of kill points scored at the end of the game or which wipes out the other is the victor.



SET-UP

This mission is intended to be played on a larger 8' by 6' playing table. The table is divided into three sectors, (see map). In addition an 12" wide corridor should be marked during set-up representing one of the hive city's main arterial roads. On either side of this area, ruins, buildings, craters and wrecks should be set up as terrain (with the total terrain footprint equating roughly to a third of the table area, and at least a dozen buildings or ruins used.) These should be dispersed roughly evenly outside the corridor area, with only a few small craters and wrecks in the central corridor.

DEPLOYMENT

Both sides roll a D6. The side with fewer units in total add +1 to their result. The side with the highest score chooses which of the two end sectors of the table to deploy in. The other then deploys in the opposite end sector.

THE FIRST TURN

The side which deployed last has the first turn unless their opponent can seize the initiative.

Playing as part of the Badab War Campaign:

When played as part of the Badab War Campaign (see Imperial Armour Volume 9), this mission is worth three campaign points to the victor, and nothing in the case of a loss or draw, contributing to the results of Phase V of the Badab War campaign.

SPECIAL RULES

This mission uses the Scouts, Infiltrators and Deep Strike rules as normal, however there are risks in holding units in reserve (see Burning World below). In addition the rules for Super-Heavy vehicles from Warhammer 40,000 Apocalypse are also used.

Burning World: Badab is a hellish storm of fire and destruction, in which nothing is certain.

- **Lost in Action:** Before each player rolls for any reserves to appear, they must roll a separate D6 for each unit still in reserve on a 6, they are lost and removed entirely from the game (this however does not gain any Kill Points for the enemy).
- **Fire and Destruction:** At the start of each player turn, the player whose turn this is rolls a D6. On a result of 3+ they can collapse a single piece of large removable terrain (such as a building or ruin) of their choice on the table. This causes 2D6 strength 5 hits to any unit inside or partly inside it at the time of collapse, vehicles are struck on their rear armour. The terrain piece is then removed. If you have sufficient unused craters or wreckage terrain, you may replace the removed terrain with this instead!

ENDING THE GAME

This game is played for six full game turns or until one side has destroyed the other.