

MISSION 4

THE GAIUS WAR: THE MARTYR

The Ultramarines receive a transmission from survivors of the 102nd Gaius Rangers who have been fighting a guerrilla war around the city of Catania. With new intelligence provided to them, the Rangers give them the location of a terrible Necron weapon that was not only used to destroy the city defences, but continues to hold the city in its grip. Taking back Catania is critical for the securing of Gaius and the destruction of this weapon must be achieved at any cost. Unfortunately however, the Necrons are all too aware of this plan...

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*, with the following exceptions:

The Space Marine player is the Attacker in this mission. All models in the Space Marine force must have the Ultramarines Chapter Tactics rule.

The Space Marines must spend up to 550pts on an Astra Militarum Detachment with the following exceptions:

- No units with the Vehicle type may be taken
- All Astra Militarum units in this Detachment automatically receive the Infiltrate Special rule at no addition cost.

The Space Marines may take this Detachment for free in addition to the game's standard army points allowance.

The Necrons start the game with a powered down Obelisk in the centre of the board (see The Sleeping Horror Special Rule below) in addition to the game's stand army points allowance. They do not have to pay any points for this unit.

THE BATTLEFIELD

Use the deployment map included with this mission. The Sleeping Horror must be deployed in the very centre of the board. Set up other terrain as described in *Warhammer 40,000: The Rules*.

DEPLOYMENT

The players must first determine their Warlord Traits.

The Defender then deploys his forces anywhere in his deployment zone. The Attacker may then deploy his forces anywhere in his deployment zone. Infiltrators and then deployed as normal.

FIRST TURN

The Defender has been expecting the attack and has first the first Turn. The Attacker may attempt to Seize the Initiative.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, the Attacker scores 5 Victory Points for activating the Fusion Bomb and catching the Necron Obelisk or Tesseract Vault in it's blast radius (see the Ultimate Sacrifice rule below).

If the Defender prevents the Fusion Bomb from detonating over the Obelisk or Tesseract Vault then they score 5 Victory Points and gain a free Tesseract Vault in the finale of Mission 5: To Claim an Empire.

The Fusion Bomb: An Independent Character HQ choice from the Astra Militarum Detachment begins the game holding the Fusion Bomb. If the Fusion Bomb is dropped due to the carrier being slain, another scoring non-vehicle model (from either side) can seize the Thermal Bomb by moving into base contact during the Movement Phase - that model then automatically picks the Fusion Bomb up at the end of the phase. From that point, the Fusion Bomb remains with the model (move the Fusion Bomb with the model to show this) until it is dropped, which can happen voluntarily, but happens automatically if the model is slain.

The controlling player can choose to have his model drop the Fusion Bomb at any time, in which case he places the counter 1" away from the model. This immediately happens if moved into Impassable Terrain, forced to fall back or the model is slain.

Moving with the Thermal Bomb: The Fusion Bomb is delicate and rough handling could cause it to detonate, so the model carrying it cannot Run and may not move further than 6" in a turn while holding it. If forced to do so, the Thermal Bomb is immediately dropped. A model with the Thermal Bomb can embark on a Transport vehicle, but that vehicle cannot move more than 6" per phase whilst the Thermal Bomb is on board.

A model carrying the the Thermal Bomb can transfer it to any friendly non-vehicle model that is part of a scoring unit if the two models end their Movement phase in base contact. The Thermal Bomb may only be passed to a friendly model once per Movement Phase.

At the end of the game, the Attacker and Defender score 1 Victory Point for each enemy unit that has been completely destroyed.

Units that are Falling Back at the end of the game, and units that are not on the board (excluding those that have exited the Defender's table edge using the Punch Through Their Defences rule, below) at the end of the game, count as destroyed for the purposes of this mission. At the end of the game, the Defender scores 1 Victory Points for each of their units that is left in their deployment zone.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood,

MISSION SPECIAL RULES

Night Fighting, Reserves.

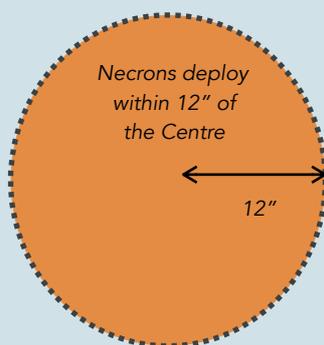
The Ultimate Sacrifice: The Necron forces have been intercepting transmissions from the entrenched Astra Militarum and are aware of their plans to destroy the Obelisk. As a result they have sabotaged the receiver on the Fusion Bomb by jamming all transmission signals.

The Fusion Bomb has now been set to detonate on a timer. When the game ends on the final turn (see Variable Game Length as described in *Warhammer 40,000: The Rules*), the Thermal Bomb automatically detonates. The detonation radius is the Apocalyptic 7" Blast and any models under the template are removed from play. Models with the Independent Character model type count as having rolled an 11-12 Result on their Campaign Experience tables and are instantly killed.

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Space Marine forces Deepstrike or move Reserves on from any board edge.



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