

MISSION 5

THE GAUIS WAR: TO CLAIM AN EMPIRE

The Ultramarines forces, now battered and low on reserves, finally come together to stage an all out assault on Sekhmet's tomb nexus over the desert of Gaius Prime, outside Catania city. The Ultramarines, now working with the remnant forces of the Gaius Rangers have manufactured two more Fusion Bombs. The objective is simple. To send them into the Infinity Gate Matrix and destroy the tomb world from within.

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 Ultramarines must purchase a Combined Arms Detachment that includes Roboute Gulliman and a Drop Pod as a stand alone Fast Attack choice. All units in this Detachment must be in Drop Pod Dedicated Transports and begin the game embarked upon them. (See the **Deus Ex Machina** Special Rule below). This is the Reinforcement Detachment. Furthermore, the Ultramarines must purchase a ground force to represent the remaining forces of Gaius Prime. This can be comprised of any number of Detachments but may not include any Drop Pods. This is known as the Ground Detachment.

The Necrons are the Defender in this mission. The Necrons must purchase the Living Tomb Formation, consisting of 2 Monoliths and 1 Obelisk (See the **Infinity Gate Matrix** Special Rule below).

THE BATTLEFIELD

Use the Deployment Map included with this mission. The Living Tomb Formation must be deployed along the centre line as specified in the Deployment Map below.

DEPLOYMENT

The players must first determine their Warlord Traits.

The Defender then deploys their Living Tomb Formation as per the Deployment Map. If the Necrons won Mission 4: The Martyr, they may deploy the Tesseract Vault in their Deployment Zone.

The rest of the Necron forces must be placed in Reserve. In addition to the normal Reserves rules, units may also enter using the *Infinity Gate Matrix* (see below). The Ultramarines forces must all begin in reserve. All of the forces in the Ground Detachment arrive automatically in Turn 1 and move on from their board edge (see deployment map below).

In this mission all Necron units will Fall Back towards the nearest non wrecked Monolith's Eternity Gate. Units that reach the gate are removed from the Battlefield and count as destroyed. If both Monoliths are wrecked, Necron forces will fall back towards their own board edge. Ultramarines units fall back towards their own board edge as normal.

FIRST TURN

The Ultramarines have the first turn. The Necrons may not 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

The Fusion Bombs: Any two characters in the Ground Detachment start the game holding the Fusion Bombs. If the Fusion Bomb is dropped due to the carrier being slain, another scoring non-vehicle model (from either side) can seize the Fusion 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 Fusion Bombs: The Fusion Bombs are more robust than the earlier prototype, so the model carrying it may run and may move and assault normally, so long as it moves no further than 6" in a phase while holding it. If forced to do so, the Fusion Bomb is immediately dropped. A model with the Fusion Bomb can embark on a Transport vehicle, but that vehicle cannot move more than 6" per

phase whilst the Thermal Bomb is on board. The Vehicle may flat out but is not allowed to move more than 6" while doing so.

A model carrying the the Fusion 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. Fusion Bomb may only be passed to a friendly model once per Movement Phase.

The Fusion Bombs must be delivered and thrown into the Eternity Gates on both Necron Monoliths. In order to do so, a model carrying the Fusion Bomb must Assault the Monolith, forgo his attacks and spend his Assault Phase throwing the device through the Eternity Gate.

If either of the Monoliths are destroyed during the course of the game, a Fusion Bomb may still be placed through the portal, as it's assumed that the Eternity Gates remain open, but are too damaged to bring in new troops.

At the end of the game, the Attacker gains 5 Victory Points for each Fusion Bomb thrown through a Monolith's Eternity Gate.

A successful assault against a Monolith by a unit holding a Fusion Bomb is automatically successful in this task.

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 at the end of the game, count as destroyed for the purposes of this mission.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood,

MISSION SPECIAL RULES

Reserves

Deus Ex Machina: Having been freshly revived from his stasis, Roboute Gulliman was determined to rally all of his astartes forces to prepare for the coming war. As a result, he appeared in the final battle on Gaius Prime, determined to not only put an end to the Nefritai Dynasty, but to recover as many of his astartes as possible for the larger war that was about to take place.

Gulliman's Drop Pod has been specially modified to house the primarch and he must begin the game embarked inside it in Deep Strike Reserve. Further more, you may not deploy Gulliman as per the *Drop Pod Assault* Special Rule in the first turn. Gulliman arrived later in the final battle on Gaius Prime, surprising the Ultramarines and you must keep him in the second wave of Drop Pods, rolling for it normally from turn 2.

Infinity Gate Matrix: This Special Rule replaces the *Precision Arrival* Special Rule in the Living Tomb Formation Data Slate. The Living Tomb Formation starts deployed on the Battlefield as per the Deployment Map below.

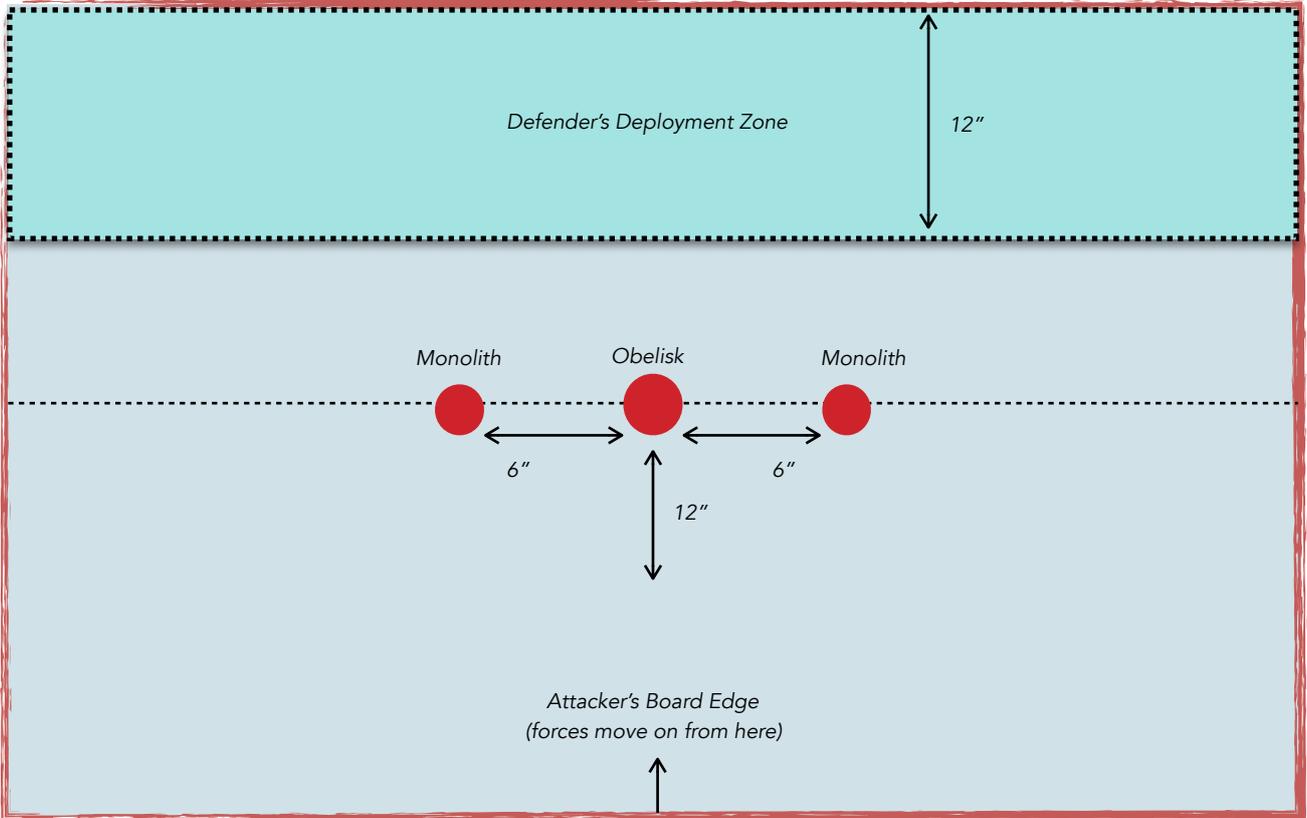
The Monoliths and Obelisk are a direct gateway to the Nefritai Tomb World beneath the surface of Gaius Prime's desert. All three of the vehicles in this Formation are not allowed to move and must remain static for the duration of the battle. The vehicles are protected by a Quantum Shielding Network and begin the game powered down, gaining a 3+ Invulnerable save. In the Necrons first turn, the network powers up so that it can bring on reserves and start firing, reducing the Quantum Shielding to a 5+ Invulnerable save against any ranged attacks. The Infinity Gate Matrix may not choose to power down again during the game.

In addition to the Formation's *Tomb Nexus* Special Rule, the Obelisk may phase in a single larger Necron unit of any type, (including vehicles such as Night Scythes with troops embarked and place this unit anywhere within 12" of the Obelisk. They must then roll to arrive using the Deep Strike Special Rules. All three vehicles may bring on Reserves from turn 1 in this manner and do not require reserve rolls to be brought on successfully.

SkyNet Protocols: The Obelisk in this Formation may choose to fire any of its weapons using the *Skyfire* Special Rule.

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