



# HIVE INFERNUS WAR.

## Elevated Field

The elevated field, or raised from the ground scenic sections, interact in a different way to the normal battlefield "flat."

### Movement

You can access the elevated ONLY through the platforms of access.

Skimmer, Jump pack, orbital and airborne assaults are exempt from this rule.

### Line of sight

From the elevated towards the ground, or from a raised upper toward the lower and vice versa is possible to draw a line of sight as follows:

- 5 cm of depth for vehicles / infantry / war engine 3DC
  - 10 cm of depth for war engine from DC 4 and above.
  - Titans Gargant, Phantom, Capitol Imperialis, lord of battle, Nurgle tower or generally war engine from 4DC
- UP the line of sight is measured with the real view. (DEPENDS ON MODEL)

### Engage

You can not make any engagement, C / C or F / F, from floor to floor (ground -> elevated, elevated bottom -> top raised, and vice versa), unless the footrest access. This represents the fact that the engagement is an act of assault that involves the physical occupation of the territory. Aren't excluded from this rule, as for the movement, Skimmer, Jump pack, orbital assaults and aerial formations.

# Battle House rule:

**Turn:** 20

**Primary Objective:** conquer the palace of the governor, with the admission of surrender of the opponent..

**Entry point:**

The entire army should be split into slot (points) about the entry point as reinforcement. The formations of reinforcement should be deployed with a deployment and marked where to enter in the depoly area of the player side.

## **ORBITAL OPERATION**

Once you have defined the slot in which is located the spacecraft (and thus the shift ENTRY POINT), the orbital operation **MUST** be scheduled prior to entry of the reinforcements.

Eg, if the ship enters the 7th round, the orbital bombardment and space operations must be programmed on the 4th in this scenario

## Entry point:

TURNO	PUNTI	NOTE
1°	3.000pt (no emperor titan, no mega gargant)	First deploy as classic EA tournament
3°	1.000pt (no emperor titan, no mega gargant)	
4°	3000pt	<b>At the end of this turn start the special rule FORCED RETREAT.</b> <b>FORCED RETREAT:</b> formations at the end of the 4th round until the 20th and wanting more, are braak and fail the rally they are removed from the field. Are excluded from this rule: fearless, war engine, flyer (which should never be break). If detachment is mixed, remain only the war engine. imperial side, the order to abandon the camp in the event of route confirmed, is realistic on this scenario of military escalation because is equivalent to certain death. From the side too!
7°	4000pt	
10°	1000pt	
12°	3000pt	
14°	1000pt	
16	All remaining formation	Finish the rule FORCED RETREAT.

## **Entrenchments headquarters:**

Each faction can deploy on his side of the table the following fortifications:

- 2 bunker
- 5 blocks of barbed wire
- 2 blocks trenches
- 1 minefield
- 2 blocks of tank traps.

They can't be deployed on:

- elevated field
- access to elevated field
- Inside the objective's control area

# Interactive Battlefield



## SPACE BAY.

### Objective control area

hold this objective the faction that occupy exclusively the space bay. In other case, is contested.

Who holds the objective at the end of the turn have the following benefit:

- A) -1 roll to hit any enemy AA, land or interceptors
- B) An air formation

### Orks:

- 9 Ork bomber classic EA ground attack (they disappear at the end of turn) or
- 1 ork LANDA (engage or landing and shot, the landa disappears at the end of turn)

Mounted in: (a choice point value equivalent of 300)

- \* 2 nobz, 6 boyz, 2 Gretchin, + supreme commander (1 once per game)
- \* 4 nobz, 6 boyz, 2 Gretchin, 1 killa k.
- \* 12 Stormboyz
- \* 12 commando
- \* 12 bike
- \* 10 big gunz + 1 Soopa Zapp Gun 60cm 3 + TKD3
- \* 10 big gunza + 1 Soopa Gun 60cm 2BP MW

**Empire:**

- \* 3 Marauder bomber ground attack (they disappear at the end of turn) or
  - \* 1 Thunderhawk ground assault (engage or landing and shot, the thunderhawk disappears at the end of turn)
- or

Mounted in:

- \* 1 special training consists of 8 attackers space marine
- \* 1 vessel from landing ground (engage or landing and shot, the vessel disappears at the end of turn)

Mounted in: (a choice point value equivalent of 300)

- \* 1 devastator + transport + supreme commander (1 once per game)
- \* 1 + tactical + transport
- \* 1 devastator + transport + character
- \* 1 formation of predator
- \* 1 vindicator
- \* 1 bike + character
- \* 1 whirlwind
- \* 1 land speeder + character

The formations from landing can be made:

- A landing anywhere on the field, entering from the player table side, subject to attacks AA / PAC / wiretapping, with the AA penalty bonus as defined before.
- Or land in the space port, in this case can not be attacked nor AA / PAC
  - Thunderhawk and ork landa can land on any platform.
  - The vessel can land ONLY on the big platform



## IBMS missile silos.

### Objective Control Area

Hold this objective who have only his formation inside the fortress of the silos, in other cases, is contested.

The gate of the fortification start the game open, when the area is controlled by a player at the end of turn, can close them and open them as an action during the next turn

A battery of 3 missile silo, form a formation of 3 engine of war. (like a superheavy tank detachment)

Type: War engine C / C and F / F - 0.

DC: 3 armor: 4 + reinforced, tick rear armor

**Critic: 1-4:** 1 point less, **Critic 5:** detonation in the bomb store, roll for critic damage to the other existing silos. 1 point less, **Critic 6:** the bomb store detonates. remove the silo and the whole fortification remaining. All formations included in the silo area and the adjacent fortifications are swept away by an explosion comparable to a tactical nuclear weapon. The fortress is vaporized by a glowing ball of plasma. The War engine inside lose all the shields, and are attached by TKD6 +1. Remove the silos and the fortifications and put in place the model of the giant crater.

**Who holds for 2 Consecutive turn end the IBMS can launch a missile:**

- **Plasma warhead.** Launch at short distance: Perform an attack of 18 BP, MW, use template 12 cm anywhere on the field.

- **Earthshake warhead**, launched a short distance: 1D3 player's choice of buildings are affected by a vibrating "Earthshaker" warhead and collapse to the ground. Select the first building, Solve the outcome of any troops inside as regulation after the collapse, and if the collapsed buildings are 2, select the next building that you have to find 20 cm from the first. If you are 3, select the third building that is to be found also at 20 cm from the first. They are immune to this type of weapon, for prevention of manufacture, the giant bridge, the governor's palace, the tower of psychic attack of the spaceport and the platforms that are indestructible.

- **Biological warhead**, launched from a long distance: Choose a formation from the reinforcements which is not completely transported into a war engine , or not loaded on the flyer, not a flyer, in orbit, nor a war engine. It is destroyed. Remove it from the reinforcement.

- **Warp twin vortex warhead**, launched from a long distance: A warengine enemy is attacked by 2 missiles that contains a warp vortex warhead. Skip the shields, the single engine suffers 2D3 +2 TK war, or war 2 engine of the same formation take 1D3 +1 TK each. Do not pull the critic. Is supposed to have time and opportunity to reorganize. If the war engine is destroyed the transported troops survive.





## Governor Palace.

### Objective Control Area

Hold this objective who occupy exclusively the building.

**Small Gate:** This gate can be opened and closed at will of those who control the palace.

It does not count as an action, when you want you can open and close. For the enemy outside is impassable

TYPE: war engine, fearless

DC: 4 armor: 4 + reinforced, Critical: +1 damage

Can go Through the gate WE of DC 3 or less, eg. baneblade.

### Bunker and underground tunnels.

At the center of the building there is an underground bunker that can hold 1 detachment as for the gate eldar. detachment can enter or exit once per turn. The bunker is not affected by damage. The formation can only go out with the order advance. If it fails to activate, if desired, with the only movement. They can reorganize inside.

Only one enemy formation can invade the tunnels only with the order engage.

### Who Hold the Governor Palace have:

- 1 AUTOMATICALLY ACTIVATION TEST SUCCESSFUL during the next turn
- 1 AUTOMATICALLY REGROUP TEST SUCCESSFUL in the current turn

## SECONDARY OBJECTIVE



### PSYCHIC Tower

#### Objective control area

Hold this objective who occupy exclusively the building.

**Type: Building C/c e F/F - zero.**

DC: 8 armor: 4 + reinforced

**Critic: 1-5:** 1 point less DC. **CRITIC 6** internal explosion and weapon system is unleashed, all formations to 15 from the tower must immediately make a morale check with penalty -3 (not combinable with other malus ). (reroll allowed) If break must do the break movement.

At the end of turn who hold the objective can attack an enemy formation on the battlefield that is at 45cm from the tower, forcing her to throw a moral test with -3 pen. (not combinable with other malus), If break must do the break movement. (reroll allowed).

**Gargant, formations entirely fearless and Titans (big krauler and capitol imperialis included) are immune.**



## Heavy artillery Ground Cannon

Who holds this objective deals exclusively with any of its formation, the building of the cannon, if any enemy formation is located inside the building the goal is disputed and can not be used.

At the end of turn, who holds the gun can activate it and attack a formation on the battlefield with his weapon system. The cannon can shoot a 360 ° sight lines as normal. The gun has the value of strategy 2.



Heavy Artillery Ground Cannon. - La formazione consiste in 1 heavy artillery Ground Cannon.	Type	Speed	Armour
Firefight	War Engine	n/a	4+
-	Weapon	Range	Firepower
Ground Defence Laser 120 cm	MW 3+	TK D3+1.	
Notes: fearless, reinforced armour, tick rear armour. – <b>Non è installabile.</b> DC: 4. Void Shield: 2 Critico: il cannone esplode senza ulteriori effetti. Dispiegabile per l'assedato, as usual, fino a 5 cm fuori dalle mura della base o all'interno.			

### TABLE WAR ENGINE DESTROYED

1-4 removed from the game, place a crater

5-6 remain in place as smoldering wreckage

special:

Emperor destroyed: Use the ruin model with the emperor

Mega Gargant: stays in place as scrap steaming

### TABLE BUILDING

Type: building

Adeptus Titanicus: DC8

Adeptus Titanicus danneggiata: DC6

small: DC4

HUGE: DC12

Collapsing building (special rule)

## **EVENT TEMPEST**

In turn 8, 9 and 11 you may unleash a storm, due to the deadly climate and hostile planet ashen industrial beehive of Armageddon. This kind of seasonal storms are frequent. Storms of enormous size have often stopped on their positions whole faces for months.

## **TABLE STORM**

At the beginning of turn, if the event storm is scheduled, roll a die:

1-4: no, the storm does not happen.

5-6: A violent magnetic storm and sandy sweeps the battlefield, toxic fog and strong winds in the fall:

- All actions of fire suffer an additional -1 (cumulative),
- Apart from the action, is allowed only 1 movement.
- Engage, the values of C / C and F / F are penalized by -1, up to a maximum value of 6 invariable.

## HUGE BRIDGE "EMPEROR WILL"



**Type: building**

**DC: 20**

**CRITICAL: 1 point DC less.**

**COLLAPSE: all formations ABOVE AND BELOW THE BRIDGE are destroyed.**

**The area just below the bridge is considered as ruins.**