

THE CLAW OF THE TYRANT

A RETURN TO BARAB

PHASE II: TURNING THE TIDE

“THERE IS NO GREATER TRANSGRESSION THAN TO BETRAY THE EMPEROR’S WILL; FOR A NORMAL MAN THERE MAY BE ATONEMENT FOR SUCH A SIN IN DEATH, BUT FOR A MEMBER OF THE ASTARTES, EVEN THE GRAVE CANNOT HOLD SUFFERING ENOUGH TO PAY FOR THIS CRIME.”

LORD HIGH COMMANDER CARAB CULLN
CHAPTER MASTER OF THE RED SCORPIONS
MAGISTER MILITUM OF THE IMPERIAL FORCES
IN THE MAELSTROM SECTOR

THE CLAW OF THE TYRANT

A RETURN TO BADAB

CONTINUING THE CAMPAIGN

Welcome back to The Claw of the Tyrant, a narrative exploration of the Badab War. Phase I saw confusion, doubt, misunderstanding and betrayal. Alongside the Maelstrom Warders, Space Marines from many chapters and the Inquisition deployed to the Endymion Cluster, exploring the rumours of rebellion, and combat broke out in all directions.

Phase I included three missions played at an event weekend in June; the fourth mission will be played by participants along regional lines and their results will be posted, deciding the ultimate bonuses that will benefit each side in Phase II.

PHASE I: SHADOWS OF WAR

At the end of Phase I, one of the following outcomes will be applied:

Loyalist Victory Bonus: *Command the Space Lanes*

Each Loyalist player gets +1 to all Reserve rolls Campaign Phases II, III, and IV.

Secessionist Victory Bonus: *Corsair Traffic*

Each Secessionist player may re-roll Deep Strike scatter dice in campaign phases II, III, and IV.

PHASE II INFORMATION

Fee per player: £80.00

(includes 4 games on themed scenery, plus everything below)

Dates:

31 October & 1 November 2026

Venue:

Entoyment Wargaming & Hobby Centre

27-29 Harwell Road, Nuffield Industrial Estate, Poole, Dorset, BH17 0GE.

Tel. 01202 929 449 W. <https://entoyment.co.uk/>

Assets and Resources provided:

On registration:

Phase II Mission Pack (digital)

Boarding Actions Stratagems (pdf)

Updated 'Armies of the Badab War' PDF

Posted after registration:

- Printed full **Phase II Mission Pack**
- Printed **Boarding Actions Stratagems** cards
- **Asset Kit** with Honour Tokens
- 3D-printed **Indomitus Terminator Apothecary** bits
- **Unique Event Mini, multi-part Hero kit** (in either First Born or Modern scale), commissioned by Claw of the Tyrant from Wilph at Diverging Realm

ENGAGING WITH THE NARRATIVE

From the very beginning, we have wanted this campaign to ooze flavour, fun, and tickle every little nostalgic nerve in our big hairy bodies. We want you to feel that you're attending the best events you've ever been to; that you're not only having fun and getting value for money, but also that we have put the effort into immersing you into the world of the Badab Wars.

This is really important to us, and its why we want to create themed, unique, and truly characterful scenery and terrain to play over; we want you to feel you're watching the battle as much as you are rolling dice - think back to your first game of Dawn of War!

Unfortunately, because of some health challenges, we were only able to get one board finished for Phase I. Hopefully, those of you who saw this in person or in photos got a feeling for the excitement and passion we have for making these events come to life.

We want you to join us. We want your army to be a passion - whether its your first time playing 6th Edition, or a return to your youth, a personal challenge to get a fully-painted army on the table for the first time, or that you're driving for a force full of relevant conversions and the paint job you've always promised yourself. For us this campaign is a joint enterprise, a hobby covenant to ensure we all get those tingles and feel amazing whether we win or lose in battle.

PREPARING FOR BATTLE

ARMOUR AND SIZE

The Badab War books set the pace for so many of the things we now take for granted when playing Horus Heresy. Mixed armour marks are encouraged, and we suspect many of us are keen to see some MkVII marines back on the table.

Since the books were originally published, there are of course a huge range of updated models and scales available. We don't care if you play "original" scale Space Marines (whatever exactly that is),

the Forge World ranges that introduced us to other marks, or indeed the more recent plastic MkII, MkIII, MkVI and whatever else comes along.

However, we are setting our campaign during the Badab War, and therefore don't expect to see any Primaris models on the tabletop. There are inevitably parts from other kits you'll want to add, and we encourage you to look to alter these to fit the theme and spirit of the Campaign. Group members will always be happy to share ideas!

OVER THE NEXT THREE PAGES THERE ARE SPECIAL FORMATIONS, UNITS, AND WARGEAR UPDATES FOR PHASE II.

PHASE II SPECIAL FORMATION AND UNIT

INTO THE VOID: STRATEGIC DEPLOYMENT

Once Space Marine had met Space Marine in battle, the conflict in the Maelstrom swiftly escalated. Remembering the horror of the Horus Heresy, Imperial authorities were determined to enforce a cessation of hostilities in the most direct way possible: victory. As the Maelstrom Zone began to erupt into full-scale war, Battle

Companies were deployed from those Chapters nearby and willing to answer the call to arms issued by the Red Scorpions. Responding to this demand for help, hard-hitting forces from their First Companies, equipped with the famed Tactical Dreadnought - or Terminator - armour were also seen across the zone.

FIRST COMPANY STRIKE FORCE

This Strike Force represents an assault force drawn from the veterans of a Chapter's First Company, and led by one of its highest-ranking and most respected warriors. If you select this Strike Force, it fills **one HQ, all Elites, one Fast Attack, and one Heavy Support choice** in the mandatory Force Organisation Chart. No Elite options outside of the Strike Force may be taken.

Strike Force Special Rules:

Dedicated Strike: At the start of the game, before deployment, nominate one unit in the enemy army. Units in this Strike Force have the Preferred Enemy special rule when making attacks against that nominated unit.

Terrifying Proficiency: Enemy units subtract 2 from their Leadership whilst they are within 12" of at least three units from this Strike Force.

Cost: 50pts + selected models & upgrades

To deploy the First Company Strike Force, select 3-5 units from the following list:

HQ choice in Terminator Armour

0-1 Command Squad

0-1 Terminator Command Squad*

0-1 Honour Guard Squad

Terminator Squad

Terminator Assault Squad

Sterguard Veteran Squad

Vanguard Veteran Squad

0-1 Dreadnought (any type)

** The Terminator Command Squad entry can be found in this document, all other units are included in the Armies of the Badab War book.*

This is not a mandatory formation; you are free to select your forces as normal according to the Organisation Chart.

HQ

0-1 TERMINATOR COMMAND SQUAD

160pts

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	2	4	2	9	2+
First Company Champion	5	4	4	4	2	4	2	9	2+
Terminator Apothecary	4	4	4	4	2	4	2	9	2+

Unit Type

- Terminators: Infantry
- Champion: Infantry (Character)
- Apothecary: Infantry (Character)

Wargear

- Terminator Armour
- Storm Bolter
- Power Fist

Special Rules

- And They Shall Know No Fear
- Chapter Tactics

You may take one Terminator Command Squad, as long as your army includes at least one Character in Terminator Armour (including named versions of those characters). This selection does not use up a Force Organisation slot.

Unit Composition

- 4 Terminators

Options:

- One Terminator may be upgraded to a Standard Bearer, and take one of the following:
 - Company Standard.....15pts
 - Standard of the Emperor Ascendant (one per army).....65pts
- One Terminator may be upgraded to First Company Champion, replacing their Power Fist and Storm Bolter with a Master-Crafted Power Sword and Storm Shield.....25pts
- One Terminator may be upgraded to an Apothecary, replacing their Power First with a Narthecium.....15pts
- Any Terminator not already upgraded may replace its Storm Bolter with one of the following:
 - Lightning Claw.....10pts
 - Heavy Flamer.....10pts
 - Assault Cannon.....20pts
- Any Terminator can replace its Power Fist with one of the following:
 - Lightning Claw.....5pts
 - Power Weapon.....no cost
 - Chain Fist.....15pts
 - Thunder Hammer.....25pts



A NOTE FOR PHASE II ONWARDS

The battles fought so far have taught those on both sides many lessons, and reinforcements are being deployed as fast as they can be brought into the sector. For the Special Mission that concludes Phase I, and for the rest of the Campaign, **you may select Veteran Sergeants as normal.**

These Veterans may have been brought in as expert fighters to leaven the ranks, or have been recognised for special attention by their commanders. Accordingly, Veteran Sergeants **must** be marked out with the Terminator Honours awarded by their leaders; whether this is a Crux Terminatus worn on a shoulder pad or knee, an extravagant paint marking of their helmet or armour, or a banner which represents their achievements does not matter. The crucial thing is to be able to identify them on the battlefield as an inspiration... and a target.

If Veteran Sergeants are not marked, they will not get the additional attack or other other benefits, and your opponent may kick them off the board!

TROOPS

TACTICAL BOARDING SQUAD

95 points

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

Unit Type

- Space Marine: Infantry
- Sergeant: Infantry (Character)
- Vet. Sgt.: Infantry (Character)

Unit Composition

- 4 Space Marines
- 1 Space Marine Sergeant

Options:

- May include up to five additional Space Marines.....17pts/model
- If the squad has less than ten models, one Space Marine may take one item from the **Special Weapons** list.
- If the squad numbers ten models, two Space Marines may take one item from the **Special Weapons** list.
- May upgrade the Space Marine Sergeant to Veteran Sergeant.....10pts
- The Sergeant or Veteran Sergeant may replace his Boltgun and/or Bolt Pistol with a Chainsword.....free
- The Space Marine Sergeant or Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Sergeant or Veteran Sergeant may take any of the following:
 - Melta Bombs.....5pts
 - Teleport Homer.....10pts

Wargear

- Power Armour
- Boltgun
- Bolt Pistol
- Boarding Shield
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

ADDITIONAL WARGEAR

Suspensor Web (Sternguard Only)..... free

A rare and sophisticated device which can be attached to a Heavy Bolter, partially negating their weight and allowing them to be fired as if an assault weapon. A Heavy Bolter with Suspensor Web allows the firer to treat the weapon as having the Assault type rather than the Heavy type (meaning they can move and fire at full BS, etc.) when firing in the Shooting phase at targets at up to half the weapon's usual maximum range. It has no other effect, and does not effect Snap Shooting.

Example: A heavy bolter with a Suspensor Web, which is usually a range 36" Heavy 3 weapon, can instead be used as if it were range 18" Assault 3 weapon if the player wishes in their Shooting phase. The player can choose in which mode to fire each Shooting Phase but must declare this.

Boarding Shield

Boarding Shields are large pieces of bulky defensive equipment, particularly favoured during void breaches and boarding missions, as they provide a measure of protection in the confined close quarter fighting of starship boarding combat.

Boarding Shields offer a 5+ Invulnerable save. However, they are cumbersome, and so models may not Run in the Shooting Phase, and cannot claim an extra attack for being armed with an additional close combat weapon.

Terminator Armour

From Phase II onwards, Terminator Armour provides a 2+ Armour Save, as well as the 5++ Invulnerable Save.

FIGHTING BOARDING ACTIONS

BOARDING ACTIONS SPECIAL RULES

Hazardous Ground: Fighting within the environment of a star vessel or station is a dangerous and treacherous affair, and one in which even light vehicles can flounder or damage themselves, unexpectedly crashing through buckled deck plating, or contacting exposed power conduits with deadly results.

Bikes, artillery, and walkers treat all difficult terrain they encounter as dangerous terrain as well. Should any of these use a Turbo Boost, they take a Dangerous Terrain test regardless of the ground they cover.

All models counted as Jump Infantry which move more than 6" in the Movement phase must take a Dangerous Terrain test every time they do so.

The Cold Void: One of the greatest dangers of shipboard fighting is the icy void itself, and while some battles will be fought behind sealed bulkheads and within pressurised sections, others will not, and be all the deadlier for it as a ripped suit or broken armour seal can quickly kill or disable their victim. When the Cold Void special rule is in effect, the following apply:

All weapons and attacks with Strength 4 or higher cause Rending, unless their target is Void Hardened, has an Armour Value (AV), or has a save of 2+. In the case of attacks against mixed units, apply these Rending wounds to the more vulnerable targets first. All weapons and attacks which already have the Rending rule now rend on a roll of 5 or 6, unless their target is Void Hardened, has an Armour Value, is Void Hardened, or has a save of 2+.

Catastrophic Damage: Most Boarding Actions take place amid the backdrop of space battles in which immensely destructive forces, quite beyond the combatant's control, are unleashed that may even destroy the very ship over which they fight. Even when the boarded ship is not taking direct hits in the battle, the effects of prior damage can cause secondary explosions to rip through its hull, and the vessel itself may be caught in a crossfire, or ride through the blast waves of dying ships and lethally spinning debris.

These effects are represented in the game by the Catastrophic Damage table. When the Catastrophic Damage special rule is in effect, each player rolls a D6 at the beginning of each game turn. The results of these rolls are added together and the results on the following table apply for this turn:

CATASTROPHIC DAMAGE TABLE

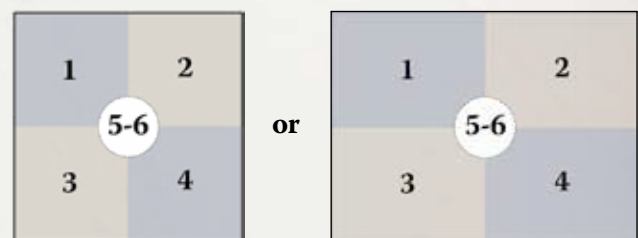
2D6	Result
2-3	Hull Quake
4-5	Power Surge
6-9	No Effect
10-11	Wildfire
12	Structural Collapse!

No Effect: Really? You need this explained? Go play 11th edition...

Power Surge: Night Fighting rules apply for the turn, as the corridors are plunged into darkness (if Night Fighting was already in place, the surge causes the lights to burn bright and Night Fighting pauses for the turn). Bulkhead and Airlock doors may either open or shut on their own on a D6 roll of 5+ (roll once, separately, for each one).

Hull Quake: The ship's hull bucks and shakes, gravity fluctuating wildly. All clear terrain is counted as Difficult for this turn, and already existing Difficult terrain is counted as both Difficult and Dangerous terrain for this turn.

Wildfire: A series of secondary explosions bracket the area of the battle as conduits erupt into flame and areas of the deck plating collapse. Divide the board into four, with a central zone as shown below:



Roll a D6+1 to see how many explosions occur in total. Randomise the location of the explosions, rolling a D6 and referring to the diagram to find the starting point (with 5 or 6 indicating the centre of the table), and then use the Scatter dice and 3D6 to determine where each one occurs from the midpoint of each area. Explosions which scatter off the table are assumed to be lost.

Place the large blast marker on the point where each explosion occurs, any unit or model caught in the blast suffers a Strength 5, AP5, Pinning attack.

Structural Collapse!: The hull screams and shudders before part of it catastrophically fails. Roll a D6 and consult the Catastrophic Damage diagram to determine in what area the collapse occurs, if a 5 or 6 is rolled, all areas are affected equally.

All models with a Toughness score in the affected area suffer an immediate Strength 4, Rending hit, and models with an Armour Value (including special terrain and so on) suffer a glancing hit on a 4+. From this point on the Cold Void special rules are in effect for the rest of the battle if they were not previously.

**Catastrophic
Damage
Diagram**

1	2
3	4

STRATAGEM NOTES

The Stratagems shown here come in several forms, broadly Terrain, Units, and Wargear. We will be providing a reasonable amount of terrain to cover the necessary options from game to game, but if you know well in advance you specifically want something it may be a good idea (or a great opportunity for thematic modelling!) to produce something that will work alongside your army.

If you are intending to use any of the extra units (apart from Fire Wasps and Drones which we will provide), please ensure you prepare these yourselves.

All Special Weapons and Wargear should be modelled and obvious to your opponent, and please ensure you point them out at the start of each game.

To support the listing in this booklet, we will be providing each player with Stratagem Cards to help keep track of their use during games.



BOARDING STRATAGEMS

Stratagem Points: Each Boarding Action mission will specifically state whether Stratagems are used, and may indicate how many Stratagem Points (SPs) each player may use. If not specified, assume each side has an allowance of:

- 1 Stratagem Point + 1 additional SP for every full 500pts in their army (so a 1,000pt Boarding Force would have 3 Stratagem Points etc.)

Declaring the use of Stratagems: Players should declare the use of their Stratagems when indicated in their description. In most cases this will be readily apparent. If for any reason, both sides have a Stratagem whose effects would occur at the same time, they should roll-off to determine which one takes effect first.

Special Terrain: Some stratagems provide unique terrain pieces with game effects. If this is the case then these should be placed by the owning player after the deployment zones have been decided on, but before any models in the force are deployed. Some special terrain stratagems are powered (marked by a * symbol below), and may blow up if destroyed. Unless stated in their descriptions, treat the Stratagem as having an Armour Value of 10 all round, and it will be destroyed if it suffers a glancing or penetrating hit. If this occurs, roll a D6 and on a 4+ it explodes with a blast radius of D6". This inflicts a Strength 3, AP- hit on everything under the blast.

Extra Units: Some stratagems provide the player with small extra units to aid them. These units may be placed as part of their Spearhead or Reserve forces normally as they desire. However, they never count as scoring units, and any special rules that apply to the owning player's forces or would be otherwise granted by the special rules of a model or Independent Character joining a unit do not apply to them. They are temporary allies, nothing more.

Special Weapons and Gear: Some stratagems grant models or units special gear. Wherever possible these should be present or otherwise modelled/indicated on the model being used.

BOARDING ACTION STRATAGEMS

The following Stratagems are available to both the Attacker and Defender. Remember that most of these need to be represented on the table, so get your hobby on and get cracking!

TUNNEL ACCESS (TERRAIN).....3 STRATAGEM POINTS

Your forces have gained access to the conduits and service tunnels in this area of the ship, providing you with a significant advantage - just so long as they don't collapse or vent into space first!

Declared when placed. You may place 3 hatch markers (32mm) anywhere on the table no less than 12" apart from each other, and not in impassable terrain. Should you wish it, any units with the Infantry type in your reserve may enter the game via the Deep Strike rules using one of these hatches as the chosen arrival point from which their arrival may scatter as normal.

SPEARHEAD SENTRY GUN (TERRAIN/UNIT).....2 OR 3 STRATAGEM POINTS [*]

Deployed with Spearhead forces, both Attackers and Defenders are known to use automated weapons systems for additional fire support. This weapon is equivalent to a Tarantula, heavy gun servitor or defence platform. It may not move once deployed but may freely engage enemy targets in the Shooting phase with a 360° arc of fire.

Choose one of the following weapons:

- [2 SPs] Twin-linked Heavy Bolter, or twin-linked Heavy Flamer, or Missile Launcher, or Assault Cannon
- [3 SPs] Twin-linked Plasma Cannon, or twin-linked Lascannon, or two twin-linked Heavy Stubbers

	BS	F	S	R	HP	
Spearhead Sentry Gun	2	10	10	10	2	• Type: Artillery • Size: 60mm base • Wargear: Searchlight

VOID HARDENED ARMOUR (WARGEAR).....1 STRATAGEM POINT

Choose a single unit of any type in your force. They have been equipped with specialised additional armour and life support systems, and now count as being Void Hardened. *See the Cold Void mission rules.*

This Stratagem may be taken multiple times.

LAS-CUTTERS (WARGEAR).....1 STRATAGEM POINT

Must be shown on models. Choose two Infantry models (other than Independent Characters) not already equipped with a weapon bought as a unit upgrade. Each of these models are now equipped with a Las-cutter, a powerful industrial tool that can be used for cutting through armour, bulkheads, or enemies.

A Las-cutter armed model can forgo their usual attacks in assault (including any charge bonus) and instead make a single Strength 9 attack, allowing no armour saves, at Initiative 1.

This Stratagem may be taken multiple times.

FLANKING COUNTER-ASSAULT (TACTIC).....2 STRATAGEM POINTS

Before the game begins, the player may nominate (and write it down) a single unit that is to be held in reserve by their flanking force. When this unit becomes

available to enter play normally via the Reserves rule, it may use their opponent's Deployment Zone table edge to do so if they wish.

BOARDING SHIELDS (GEAR).....1 STRATAGEM POINT

Must be shown on Models. Choose a single squad in your army with the Infantry type. The squad is now equipped with Boarding Shields. These provide users with a 5+ Invulnerable save.

However, they are cumbersome and models equipped with them may not opt to run in the Shooting phase, and cannot claim the extra attack for being armed with an additional close combat weapon.

ATTACKER'S STRATAGEMS

FIRE WASP (UNIT).....1 STRATAGEM POINT

An Astartes combat drone used since the time of the Great Crusades, Fire Wasps are often sent ahead of a squad to deal with mines and booby traps.

Unit Composition

- 1 Fire Wasp

Unit Type

- Infantry (40mm base)

Wargear

- Flamer
- Searchlight
- Void Hardened Armour
- Close Combat Weapon

Special Rules

- Fearless
- Move Through Cover

	WS	BS	S	T	W	I	A	Ld	Sv
Fire Wasp	2	2	3	4	2	2	1	10	3+

SHOCK AND AWE (TACTIC).....1 STRATAGEM POINT

This Stratagem may be declared and used at the start of any of the Attacker's turns in the Movement phase. The Attacker rolls a D6 for every defending unit in play and not engaged in an assault, on a 4+ the target takes

a Pinning test. The Defender now does the same for Attacker units not engaged in an assault, and they suffer a Pinning test on a 6.

SUSTAINED ASSAULT (TACTIC).....3 STRATAGEM POINTS

Before the game, the Attacker may choose a single Infantry unit taken as a Troops choice for the army and then secretly mark it down. Should that unit be wiped out or fall back, the Attacker may reveal this Stratagem

and remove the unit from play (if still present) and return it at full strength to their reserves. This may only be done once.

INTERDICTION ASSAULT (TERRAIN).....2 STRATAGEM POINTS

Declared when placed. During the Attacker's first turn, they may place a 3" blast marker anywhere on the board that is not either touching an enemy model, Impassable terrain, or an objective. This then scatters D6" (with the Hit symbol indicating the breach is bang on target). If this scatters off the table or into

impassable terrain, simply move it as close as possible to the terrain or board edge. This blast marker now represents the Breach Point and remains in place for the rest of the battle. Up to one infantry unit per turn arriving as reserves may use this breach to enter play as normal.

DEVASTATION DRONE (UNIT).....2 STRATAGEM POINTS

Implosion Charge: The Devastation Drone may be detonated at any point in one of the owning player's Shooting phases. Place the 5" blast template over the centre of the drone. Everything caught in the blast suffers a Strength 8, AP3 hit and the drone and any removable terrain (including bulkhead doors) are removed from play. The Drone may be detonated even if the Drone is in assault combat at the time.

Unit Composition

- 1 Devastation Drone

Unit Type

- Infantry (20mm base)

Wargear

- Implosion Charge
- Void Hardened Armour

Special Rules

- Fearless
- Move Through Cover

If the Devastation Drone suffers a wound, the Attacker should roll a D6. On a roll of a 1 the Drone detonates where it is as per the Implosion Charge rule. On a 2+ the Drone is removed normally.

	WS	BS	S	T	W	I	A	Ld	Sv
Drone	2	-	3	5	1	1	-	10	4+

DEFENDER'S STRATAGEMS

CREW GANG (UNIT).....1 STRATAGEM POINT

Press-ganged crew from the ship are forced into the front lines - they may not be the best troops, but they are motivated by the desire to avoid death or slavery.

Unit Composition

- 6 Crewmen

Unit Type

- Infantry

Wargear

- Shotgun or Laspistol
- Void Hardened Armour
- Close Combat Weapon

	WS	BS	S	T	W	I	A	Ld	Sv
Crewman	2	2	3	3	1	3	1	7	5+

DEFENSIVE STRONGPOINT (TERRAIN).....3 STRATAGEM POINTS [*]

Declare when placed: After Deployment areas are worked out but before any models are deployed, the Defender may either nominate one enclosed or semi-enclosed area of terrain to be their defensive strongpoint. Alternatively, a new piece of terrain such as a small pill box, bunker, or square of Aegis line may be added. A small model should also be placed

within this area to represent the strongpoint's power generator. Defending troops within the Strongpoint benefit from 3+ cover save. In addition, while the Strongpoint's power generator is intact, models within the Strongpoint may re-roll failed shooting attack rolls to hit of 1, and the Defending side gets a +1 to all Reserve rolls.

BARRICADES (TERRAIN).....1 STRATAGEM POINT

Declared when placed. This Stratagem may be taken multiple times. The Defender has three 4" wide barriers or barricades they can place anywhere on the board after their Deployment Area has been decided,

but before any models are deployed. These barriers provide a 4+ cover save for any model firing from behind them and count as Difficult Terrain for any model trying to cross them.

TRAPS (TERRAIN).....2 STRATAGEM POINTS

Declared when placed. This Stratagem may be taken multiple times. The Defending player gains six trap markers (20mm bases). These may be placed by them anywhere on the board after the deployment areas have been decided, but before any models are deployed. Any model moving within 2" of the centre point of one of these markers during the game has a chance of setting off a trap. In the case of squads, move the whole squad before seeing if the trap goes off. If this happens, roll a D6 and apply the list effect:

D6	Result
1	No effect, remove marker
2-3	Not this time, nothing happens, but marker remains in play.
4-6	Boom: Place the 5" blast marker centred on the centre point of the trap marker. All models caught in the blast suffer a Strength 4, AP5 hit. Models with an AV are hit on their rear armour. The trap marker is removed from play.

SECURITY AIRLOCKS AND BULKHEAD DOORS (TERRAIN).....1 STRATAGEM POINT

Declare when placed: This Stratagem may be taken multiple times. The Defender gains D3+1 airlocks and bulkhead doors. They may be placed at any sensible point in a corridor or where a chamber opens out onto another place. Given that a ship is under attack, it is up to the defender which of these doors is open or locked at the start of the game.

and may choose whether it is left open or shut again after they go through it.

The Attacker may not pass through a shut door except by destroying it. Bulkhead doors count as having an Armour Value of 12 and may be shot at or assaulted normally (close combat attacks hitting automatically). Any glancing or penetrating hit will remove the bulkhead/airlock from play.

The Defender may open a door by having any of their models pass through it during the Movement phase

PHASE II: TURNING THE TIDE

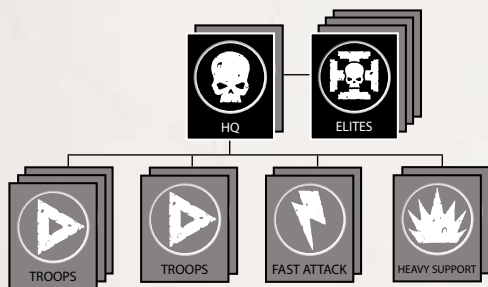
Once Space Marine had met Space Marine in battle, the conflict in the Maelstrom swiftly escalated. Remembering the horror of the Horus Heresy, Imperial authorities were determined to enforce a cessation of hostilities in the most direct way possible - victory. As the Maelstrom Zone began to erupt into full-scale war, Battle Companies were deployed from those Chapters nearby and willing to answer the call to arms issued by the Red Scorpions...

MISSION I: INTO THE VOID

Ships are stopped mid-transit for inspection and enforcement, defence stations are seized, and outlying mission posts are searched for contraband. Around every corner is a loaded Bolter or primed grenade...

THE ARMIES

- The Loyalist player selects an army of 1,000pts, playing as the **Attacker** in a Boarding Action mission. The force should be divided into a Spearhead and a Reserve (See Deployment).



- The Secessionists have 1,000pts, with the usual restrictions imposed on the **Defender** in a Boarding Action mission. The force should be divided into a Spearhead and a Reserve.

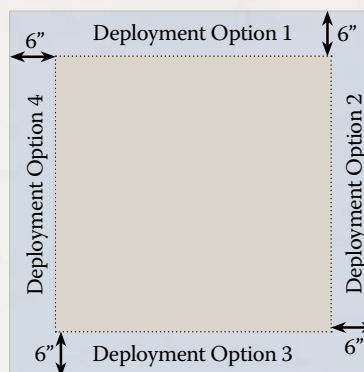


MISSION SPECIFIC ARMY SELECTION RULES

- No Boarding Stratagems are available to either side in this mission.
- No vehicle (except Dreadnoughts) may be taken, and no model on a base larger than 60mm may be selected.
- Assault Squads without jump packs may be taken as Troops choices.
- Barrage weapons may not fire indirectly
- Only units which can Teleport or Materialise from the Warp may use Deep Strike rules.

THE BATTLEFIELD

This mission uses a 4'x4' playing area with a 6" border drawn around the outside of the board. Each table edge represents a deployment option. Terrain for the game is set up as standard for a Boarding Action mission.



DEPLOYMENT AND FIRST TURN

Before the game begins, both sides should divide their forces into two roughly equal groups based on their number of units (after any Combat Squads are declared). They must then decide which of these two forces is to be their **Spearhead** and which is to be their **Reserve**. This represents the larger force moving through the conflict zone without knowledge of enemy contact.

The players roll off, the winner choosing which table edge is their Deployment Zone, and deploys their Spearhead force within 6" of their table edge. The loser then deploys their Spearhead force within 6" of the opposite table edge.

GAME LENGTH

Six turns, or until one force is destroyed.

VICTORY CONDITIONS

Search and Destroy: This mission represents the vicious struggle to control the outlying territories dotted around the Maelstrom Zone and edging ever closer to Vyaniah. Kill Points are used to determine the victor, with one Kill Point scored for each enemy unit or Independent Character destroyed.

At the end of the battle, the side with the highest tally of Kill Points is the winner. Regardless of any other condition, if one army is completely killed, the opponent is declared the victor.

PHASE II: TURNING THE TIDE

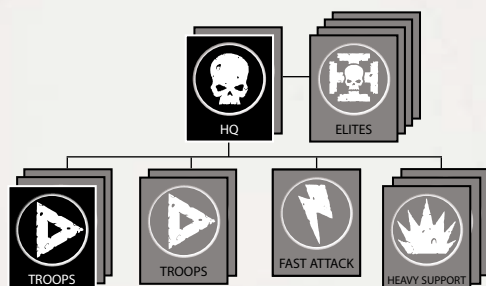
Whilst smaller vessels were quick to pacify or destroy, the larger cargo haulers and fleet vessels subject to the wrath of the Loyalists offered more of a challenge. Small detachments were sent to board every auspex return and signal that showed on the cogitator screens of the Battle Barges and Cruisers of the Loyalist fleet. Increasingly, they would find stiff resistance - often only after they had breached the depths of their targets. Suddenly surrounded, they awaited reinforcement...

MISSION II: INTO THE BREACH

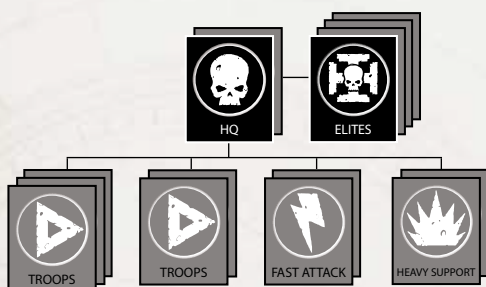
Hunkered down, the Loyalist forces try to secure the evidence of treachery even whilst fighting off their erstwhile brothers. In the combat for the darkened vaults and corridors, seconds seemed to last hours, and hours turned into days.

THE ARMIES

- The Loyalist player selects an army of 1,000pts, playing as the **Defender** in a Boarding Action mission. The force does not divide and should deploy in full.



- The Secessionists have 1,000pts, with the usual restrictions imposed on the **Attacker** in a Boarding Action mission. The force should be divided into a Spearhead and a Reserve.



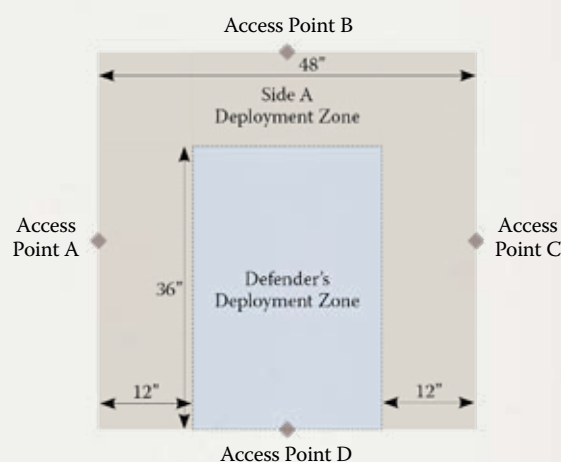
MISSION SPECIFIC ARMY SELECTION RULES

- Each player has 3 Stratagem Points to spend on Boarding Action Stratagems
- No vehicle (except Dreadnoughts) may be taken, and no model on a base larger than 60mm may be selected.
- Assault Squads without jump packs may be taken as Troops choices.
- Barrage weapons may not fire indirectly
- Only units which can Teleport or Materialise from the Warp may use Deep Strike rules.

THE BATTLEFIELD

This mission uses a 4'x4' playing area. One Access Point must be designated at the centre of each battlefield edge. These are the only entry points for any reserves.

The Defender's Deployment Zone should be open with limited walls or doors, instead populated with barricades, crates and makeshift defences.



OBJECTIVES

The Defender places three objectives, one in their own Deployment Zone, and two others - each of which is to be placed within 6" of one of the other Access Points.

DEPLOYMENT AND FIRST TURN

The Defender deploys first, anywhere in their Zone. The Attacker then deploys their Spearhead, which must be deployed within 12" of Access Point B. They then roll a D6 - on a roll of 1 or 2, the Reserve is deployed within 12" of Access Point A; on a roll of 3 or 4 they are deployed within 12" of Access Point C. On a roll of 5 or 6, they are placed in reserve. If any models do not fit within the zone of deployment at this stage, they are automatically placed into reserve.

The Defender has the first turn, and the Attacker may try to Seize the Initiative.

GAME LENGTH

Six turns, or until the Defenders have no scoring units left on the table.

VICTORY CONDITIONS

Hold Your Ground: If the Attacker is in control of more objectives than the Defender at the end of the game, they are the winner. If there is any other result, the Defender is the winner.

PHASE II: TURNING THE TIDE

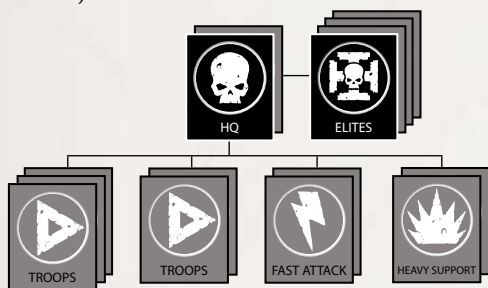
Having held their ground long enough for communications to reach their own forces, the Loyalists are ordered to stop the ships in space at any cost. Volunteers step forward, slapping fresh charge packs into Plasma Pistols primed for overcharge, consider notoriously unreliable timing devices attached to Melta Bombs, or mag-grab Krak Grenades to their armour as they prepare to charge their objectives.

MISSION III: SABOTAGE

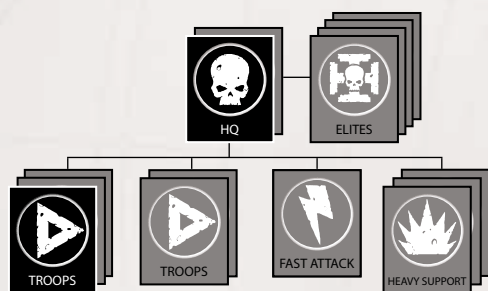
In a desperate attempt to turn the tide, the Loyalists resort to near-suicidal tactics to ensure the ships are brought to a halt.

THE ARMIES

- The Loyalist player selects an army of 950pts, playing as the **Attacker** in a Boarding Action mission. The force does not divide. In addition, four models must be designated **Disposable Heroes** with a visibly modelled Plasma Pistol, Melta Bomb or other significant device. They do not cost points and may fight as normal toward the objective.



- The Secessionists have 1,000pts, with the usual restrictions imposed on the **Defender** in a Boarding Action mission. The force does not have to divide, but may choose to.

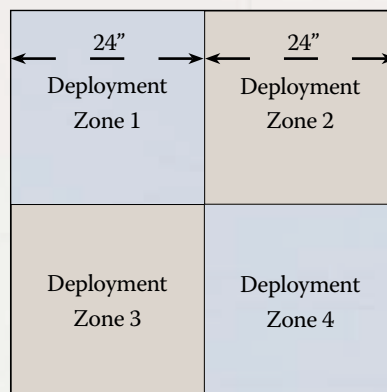


MISSION SPECIFIC ARMY SELECTION RULES

- Each player has 2 Stratagem Points to spend on Boarding Action Stratagems
- No vehicle (except Dreadnoughts) may be taken, and no model on a base larger than 60mm may be selected.
- Assault Squads without jump packs may be taken as Troops choices.
- Barrage weapons may not fire indirectly
- Only units which can Teleport or Materialise from the Warp may use Deep Strike rules.

THE BATTLEFIELD

This mission uses a 4'x4' playing area, divided into four deployment zones; each of which features a room or vault.



OBJECTIVES

Each Deployment Zone has one, centrally placed objective - representing a power node or similar crucial shipboard system.

Disposable Heroes: To destroy an objective, the Loyalist player must reach within 1" with one of their designated models. Roll a D6 - on a 3+, the objective is destroyed. Roll an additional D6, and on a 5+ the Hero survives the sabotage attempt, scoring the owning player 1 additional Victory Point. Rolls below 5 result in instant death.

DEPLOYMENT AND FIRST TURN

Roll-off for deployment - agree one Deployment Zone to be rolled-for first; the higher roll can choose to deploy into that Zone or select a different one. Repeat as necessary, each player should have control of two Deployment Zones. Deployment can take place anywhere within the Zone, but no model may be deployed within 6" of an enemy model, or within 6" of an objective (including Infiltrators, who otherwise operate as normal). The player winning the first roll-off has the first turn; the opponent may try to Seize the Initiative.

GAME LENGTH

Six turns, or until all objectives are destroyed.

VICTORY CONDITIONS

Sabotage Achieved: The Loyalist must destroy at least 3 of the 4 objectives. Any other result is an automatic victory for the Secessionists.

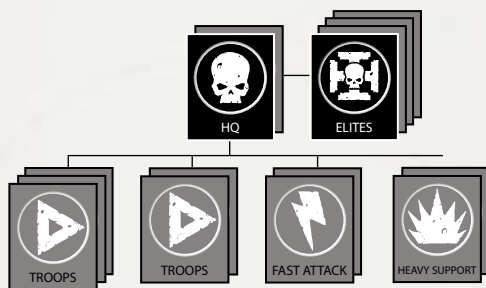
PHASE II SPECIAL MISSION: BETRAYAL AT GRIEF

It is 906.M41, a parley between the Loyalist Commander Verent Ortys and the Tyrant of Badab on a ruined space station in the Grief system has collapsed in murder and betrayal. Amid the fire and the fury of the star battle going on in the void outside, the Red Scorpions' Chief Librarian Sevrin Loth leads a desperate counter-assault to recover the body of his fallen Lord and retain the honour of the Chapter. Across the station dubbed 'Grief', Loyalist forces rampage against their erstwhile brothers...

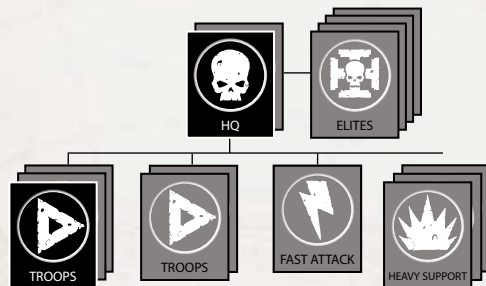
MISSION IV: BETRAYAL

THE ARMIES

- The Loyalist player selects an army of 1,000pts, playing as the **Attacker** in a Boarding Action mission, and must also deploy **Sevrin Loth**, at **no additional cost***. The force should be divided into a Spearhead and a Reserve.



- The Secessionists have 800pts, with the usual restrictions imposed on the **Defender** in a Boarding Action mission. The force should be divided into a Spearhead and a Reserve.



MISSION SPECIFIC ARMY SELECTION RULES

- No Boarding Stratagems are available to either side in this mission.
- No vehicle (except Dreadnoughts) may be taken, and no model on a base larger than 60mm may be selected.
- Assault Squads without jump packs may be taken as Troops choices.
- Barrage weapons may not fire indirectly
- Only units which can Teleport or Materialise from the Warp may use Deep Strike rules.

OBJECTIVES

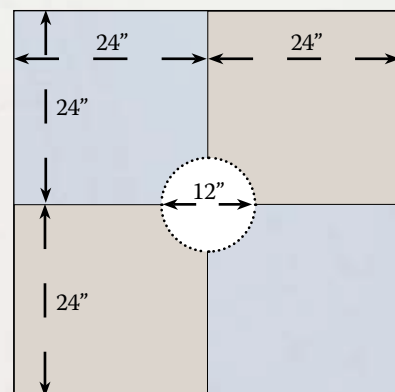
This mission has a single objective - the recovery of the slain body of the Red Scorpions Chapter Master Verant Ortys, represented by an appropriate objective marker**. Unlike most objective markers, it is mobile, but may only be moved by Loyalist models. Any Loyalist model in base contact with the model may move it with them as long as they move no more than 6" that turn (No running, etc.) and they may not assault while carrying it, but may defend themselves if charged and fight normally. If the model moving the objective is killed, the objective simply falls.

A model moving the objective can transfer it to any friendly model that is part of a scoring unit if the two models end their Movement phase in base contact. Move the objective to the new bearer to show who is currently holding it. The objective can only be passed to a friendly model once per Movement phase.

THE BATTLEFIELD

This mission uses a 4'x4' playing area divided into quarters, with a circular area at the centre of the board marked out with a 12" radius from the centre point, just as for a standard Spearhead mission. Terrain for the game is set up as standard for a Boarding Action mission; no terrain or scatter scenery should be placed within the area's central 12" zone, except Space Marine casualties.

The objective is placed in the centre of the 12" zone.





A FEW THOUGHTS FROM UNCLE BEN ON PHASE II HOBBY PREPARATIONS

A narrative campaign is as much about the visuals of the models on the table as it is the story you tell with them. Each Chapter has a unique look, with long established colour schemes, iconography, organisational symbology and often some downright outrageous camouflage!

The Claw of the Tyrant campaign is a celebration of all of these things and we would love the games on the tabletop to reflect this. With that in mind we wanted to provide a checklist for the minimum requirements for Phase II and beyond, to help keep this at the front of our minds when building and painting our armies.

Three colours minimum - a long established standard for events and one we have all achieved in Phase I. We think that we are all more than capable of upping this to 5 colours. Easily done with an armour colour, metallics, black on the rubberised joints in the armour, a colour for the shoulder pads, and another colour for the weapon casings. The application of these colours is as important as their inclusion. Smooth, opaque base layers is a great place to start and a solid foundation for you to start doing fancy techniques over the top once you are comfortable with the level you have achieved.

Basing - again a well recognised standard and one we have all achieved for Phase I. There will be a little bit of a discrepancy in phase 2 in that we are mostly fighting inside facilities so perhaps the brown earthy colours might seem a bit incongruous. But for the rest of the campaign there is a basing guide in the Phase1 pack. If you would like to, this can be simplified down to just the texture paint and the weathering powder. Very achievable and very effective.

Decals/iconography - each faction and Chapter within them has a rich and vivid history, with associated icons, Chapter badges, character personal Heraldry and unit/rank insignia. We are blessed to hobby in a time when there are many excellent decals (or even custom 3D files to print things like shoulder pads) out there that allow us to represent these on our miniatures. With that in mind we would now like to make it compulsory to have at least your chapter insignia displayed on your miniatures. After all, how will we sort the corpses of the Loyalist lapdog scum if they haven't got their chapter badges?

We know that everyone hobbies at a different level and in their own style.

This is by no means us calling anyone out or attempting to be snobby about the level of hobby required for attendees. Rather a set of "key notes" for you to keep in mind when building and painting your armies, that we feel will add to yours (and other people's) immersion in the Campaign and therefore enjoyment.

If you would like assistance with any of the above please feel free to ask. We are more than happy to help you achieve these elements, and to boost the already excellent quality of the armies from Phase I into something truly spectacular.