

The air aboard the *Emperor's Majesty*, flagship of Inquisitor Doria, is thick with tension. Nothing but a power sword would be able to cleave through it as damage reports and vox communications continue to stream through the theater command console. Seen through the bridge windows of the flagship a void battle rages between the Imperial Fleet and a blockade of Xenos craft above the planet Tyran.

Disabled and destroyed craft from both sides float through the void, occasionally impacted by stray fire or missiles. All eyes on the bridge are fixed on Doria, waiting for her next command. Doria herself stands motionless, no expression visible as her face lies hidden deep within the hood of her robes. The only thing that separates her from a statue is the occasional puff of holy incense coming from the hood in time with her breathing.

After a few minutes, the captain of the vessel shifts nervously and goes to speak. Doria raises her hand to silence him, as a few more puffs of incense drift from the hooded figure. In that time her enhanced mind analyzes everything that brought her to this point to chart her next action.

*A communique had appeared on her desk hand delivered to her from within the Ordo Xenos. It had looked mundane at first but the hand delivery piqued her interest. Soon, she started to decipher the code in which it was written. A Standard Template Construct (STC) had been discovered on the planet of Tyran, at first she was not sure why it would be of concern to her. But as she read she learned the STC to be Xenos in origin, describing a craft of unimaginable proportions that could house entire civilizations while traveling through space.*

*Grabbing the tome nearest to her on Xenos spacecraft, scanning the pages until she finds the entry of interest. This STC seemed to describe how to construct what the Eldar refer to as their "Craftworlds". If this was the case, surely this would propel the Imperium and by proxy, herself, towards a new Age of Enlightenment. However as soon as they had arrived at Tyran they were under fire.*

*It seemed the planet had been under siege for a few hours by the time the Imperial Fleet exited the Warp. Doria had commanded her forces skillfully, managing to break through the blockade long enough to land a sizable ground presence to retrieve the high value assets. Losses were incurred during the maneuver, but she had run the numbers and they would be well outweighed by what would be recovered.*

Now that was all coming apart, she was left with little choice in the matter. Coming back to the present, she finally speaks. "Master of the Vox, open a channel to the fleet. By the order of the Holy Inquisition I declare this planet Exterminatus in His name. Command what forces we have on the surface to extract while they can. The bombardment waits for none of them".

The flat, mechanical voice relays no emotion as it speaks the words. The bridge crew stand frozen for a few seconds before the captain barks orders to his crew and they jump to life. The planet is doomed. Inquisitor Doria turns away as the chaos of her orders takes over the bridge. If she could not claim this STC, then she had to make sure the Xenos filth did not claim it either. Knowing the STC keys lie on the surface with the Imperial government there, she can only hope her forces have extracted them in time. If not, they would all perish under the Holy Exterminatus. She sighed, such was the burden of being a member of the Holy Inquisition, being forced to make these decisions. But it was better to lose a planet than to lose the Imperium, and the entire galaxy.

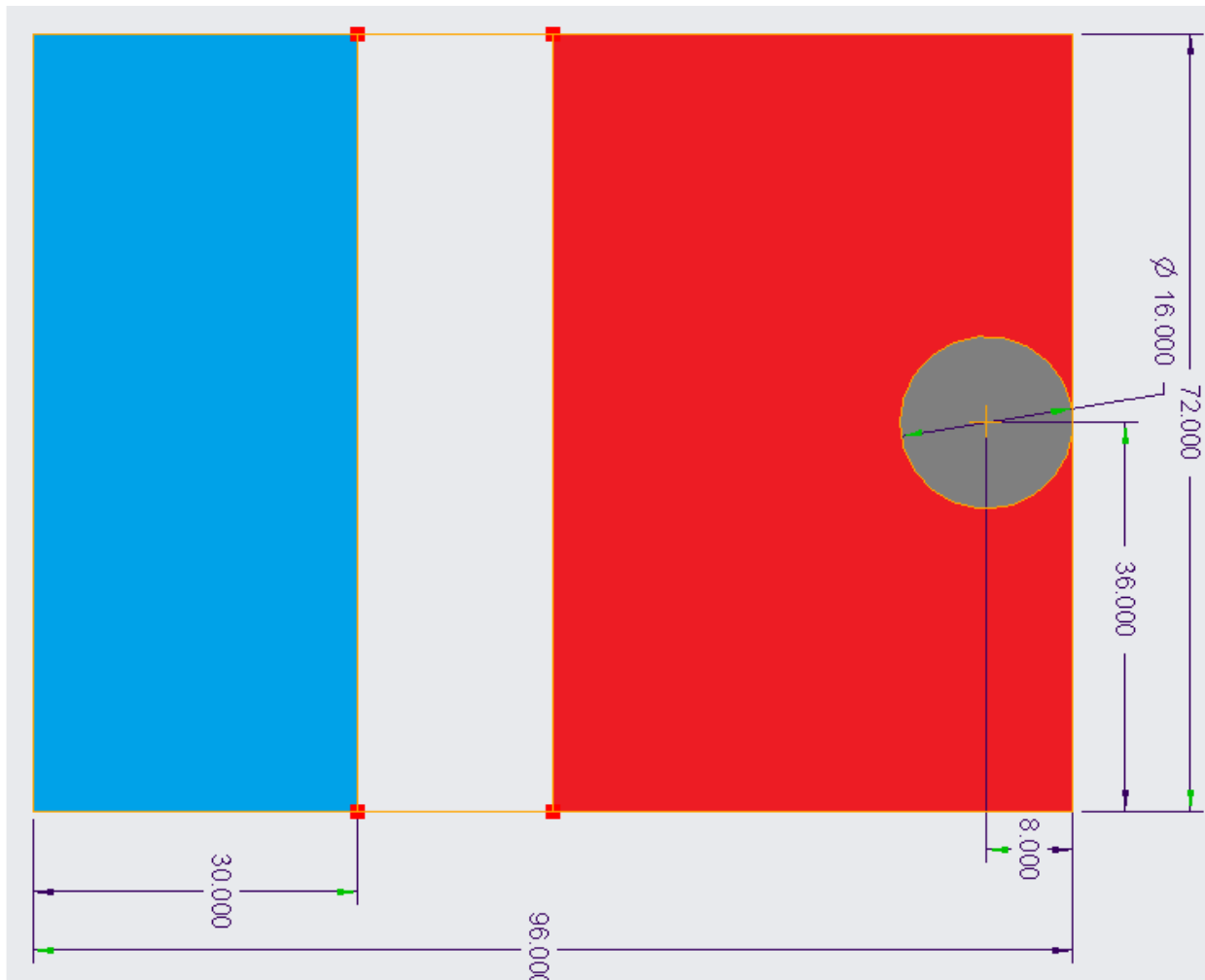
**List Building:**

Each player will bring a 1000 or 2000 point army. Players on the Imperium side will also include one additional HQ that will be referred to as their **VIP** (see Special Rules section).

**Deployment:**

Imperium forces will deploy up to 30" from the Imperium board edge (marked in blue). Xenos forces will deploy from the Xenos

board edge up to the middle of the battlefield (marked in red). None of the Imperium or Xenos forces may deploy into the Void Shield (marked in gray). The dimensions of the Void Shield shown below are notional, distances for it will be described in the Special Rules section.



**Mission:**

The Imperium desperately seeks to recover the STC keys while Cyclonic Torpedoes fall on the planet. The Xenos alliance seeks to stop this at all costs and recover the keys for themselves. The Imperium is attempting to get their VIPs' off the planet and must bring them to the waiting spacecraft on the landing pad. At the end of six rounds, the Imperium side must have over half of their VIPs inside of the Void Shield to claim a major victory. At the end of six rounds, the Xenos side must have over half of the VIPs captured and off the battlefield to claim a major

victory. If neither condition is met, both forces will tally up total units killed to determine who claims a minor victory.

### **Mission Special Rules:**

**Exterminatus!**: Agents of the Holy Inquisition have declared Exterminatus, and as such the warships above begin their deadly barrage of the planet. At the start of the Battle Round 2 and onwards measure a distance from the Imperium's board edge as seen in the table below. Any units or models wholly within this distance are caught in the Cyclonic Torpedo bombardment and are removed from the battlefield.

<b>Turn Number</b>	<b>Exterminatus Distance (in)</b>
2	12
3	30
4	48
5	66
6	84

**Void Shield:** A protective shield covers the area immediately surrounding the landing pad, giving the VIPs a place to shelter during the bombardment. All Imperium units wholly within 6" of the landing pad are considered to be within the Void Shield. Xenos models cannot enter into this area, if for any reason they are forced to; the unit suffers D3 mortal wounds and models within 6" of the landing pad are pushed away until they are outside of 6". No attacks or damaging abilities of any kind can go into or out of the void shield. Imperium units inside of the void shield are immune from the **Exterminatus!** special rule. No models or units may arrive from Strategic Reserves or Reserves inside of the Void Shield.

### **Imperium Scenario Special Rules:**

**VIPs:** At the start of the game, each Imperium player will nominate a HQ Character to be their VIP. This model does not count as part of the army for determining points. This model cannot attack or be attacked and can only move while attached to a unit that it can normally attach to according to the Player's army rules. When a Bodyguard unit dies the VIP remains where it is and becomes [Lone Operative] until either a **Rescue the VIP** or **Capture the VIP** action is completed on it.

**Rescue the VIP:** At the end of the Movement phase, if a non-Battle Shocked Imperium unit that has not Fallen Back or Advanced this turn is within 3" of a [Lone Operative] VIP model they can start this action. The unit completing this action cannot shoot in the Shooting phase, charge in the Charge phase, or fight

in the Fight phase. This action is completed at the end of the turn. When the action is completed, the VIP becomes attached to the Bodyguard unit.

#### **Xenos Scenario Special Rules:**

**Capture the VIP:** At the end of the Movement phase, if a non-Battle Shocked Xenos unit that has not Fallen Back or Advanced this turn is within 3" of a [Lone Operative] VIP model they can start this action. The unit completing this action cannot shoot in the Shooting phase, charge in the Charge phase, or fight in the Fight phase. This action is completed at the end of the run. When the action is completed, the VIP becomes captured by the Xenos unit and is attached to it. The Xenos unit does not count as being led with the VIP attached nor does it benefit from any of the led abilities of the VIP.

**Translocation Beam:** A Xenos unit that has captured a VIP may begin this action at the end of their Command phase. The unit cannot move during the Movement phase, shoot during the Shooting phase, charge during the Charge phase, or fight during the Fight phase. While completing this action the Xenos unit is immune to the **Exterminatus!** special rule. This action is completed at the end of the next Xenos Command phase so long as the unit that started it is not Battle Shocked or in Engagement Range of enemy units. If this action is completed, remove the Xenos unit and its attached VIP from the battlefield as a translocation beam is called down to retrieve them. The unit does not count as being destroyed when determining victory conditions, however, the VIP does count as captured when determining victory conditions.

#### **Imperium Victory:**

Inquisitor Doria pours over the tactical readout given to her by the captain in her personal quarters. She smiles internally, her exterior no longer able to perform such facial expressions. Despite the odds, extraction teams made it back with enough of the STC keys to reconstruct the full STC. Her excitement though is immediately pushed back as she receives a hail from the Lord Inquisitor of the Ordo Xenos. At some point the old fool would catch wind of all this, for such is the nature of the Inquisition.

She had hoped it would not be so soon after her victory. She waits a cycle to purge any excitement from her system and noosphere before she opens the hail. A grainy picture of a tired and worn old man appears, a withered smile upon his face as his voice crackles through her desk's speakers.

"Inquisitor Doria, or should I say, High Inquisitor Expectant Doria, it is so good to see you." The words hang in the air, tantalizing and unexpected.

"I'm not sure what you mean, Lord Inquisitor Kryptman, I am not expecting such a high accolade", Doria intoned, not entirely untrue as she wasn't expecting one, *yet*.

"Let us dispense with the cloak and daggers for this one time, shall we?" Began the Lord Inquisitor, "I've encrypted this communication through the noosphere, warp, and more mundane means. We can speak plainly. Have you recovered the keys?" His eyes were sharp and focused, fueled with an energy that belied his ancient years. eg

Doria sighed, the jig being up so soon definitely stunted her plans, but maybe not entirely. "I have, Lord Inquisitor, I have enough of the keys to reconstruct the STC."

Kryptman leaned back in his chair, puffing on a Terran cigar as his stare pierced into Doria's soul, or what was left of it. "Good", he said, "I expect to see you as soon as you return to the Ordo Xenos, High Inquisitor Doria."

The channel was abruptly cut, and Doria was left with a mixture of joy and trepidation...

### **Xenos Victory:**

As the Mon-keigh vessels fled the system, having laid waste to their planet before the retreat, Farseer Ishayan opened her eyes. Unfolding herself from her meditative stance she stretches gracefully. The two Wraithblades set to guard her stirred at her movement, both watching as she brushed past them before falling into step. She exited her chambers and walked into the Amphitheatre of the Sun and Moon. There in the middle lay a construct, alien even to her. Looking upon the alien majesty of the Necron Infinity Gate, she shuddered. These unlikely allies had been helpful, but at what cost had she recovered that which was lost

*A worthy cost, Farseer. All who partook in this battle know it, and the ones who served us do not care.* The words floated from Ethandriel, the Wraithblade to her right. *You speak the truth, I only hope that we can cleanse ourselves of this taint before it is too late.* Her thoughts drifted back toward her faithful guardians. She glided down the steps to the theater upon which many of her kindred sat, waiting. A mixture of Guardians and Aspect Warriors line the steps. Some still bear the scars of battle, others carrying stones of the fallen. All watch as she descends to meet with their waiting guests. At the entrance to the Infinity Gate stands a tall and proud noble, flanked by his Lychguard and advisors. Amongst their group sit a few Mon-keigh, whimpering and bound.

Her eloquent voice drifts amongst the stands as she speaks. "Overlord Nazhrek, you honor us with your presence. I am happy to see your forces fared well and that you have the prisoners in question."

In stark contrast to her voice, which was almost a song, the dry and monotone voice of the Overlord almost screeched out amongst the stands. "I was expecting less of an audience, Farseer, as our deal stated. We intend to uphold our end of this arrangement but I begin to doubt you will." The eerie form of the Cryptek to his left floated to Nazhrek's ear as it canted something, and he nodded.

"I do, great Nazhrek. However, you can imagine my people are very interested in recovery, which we all set out for here. We all know that without your aid we would not have achieved our goal." Ishayan hoped to stoak some of the ego she had foreseen in this construct, for her own ends. She ran her hand along Nazhrek's armored chest, causing the Lychguard to change stance before resetting at a command from their Overlord

"We shall see Witch, first bring us that which you promised. Then, you shall have these humans." Nazhrek intoned.

"Of course, give me but a moment." Ishayan turned and began walking back up the stairs. As she did, she issued a simple command to her arrayed forces. *Kill them all, spare the Mon-keigh as we need them.* In a flash concentrated monofilament fire shredded the entrance to the Infinity Gate, as every warrior opened fire and the air filled with Howling Banshee shrieks...

**Minor Victory:**

The plant lay in flames, both fleets limping away with what ships remained operational. While neither side had gained the upper hand of claiming the STC keys both had achieved something. For the Imperium, the Xenos threat would not regain the ability to create their blasphemous craftworlds. For the Xenos, the naive Imperials would not blunder into a discovery too large for themselves. Both leave disappointed, yet perhaps, would return to this world eventually when the rad storms faded. The keys may yet remain...