

WARHAMMER 40,000®

RETURN TO HAMELIA XI



**GROPES
MOHAWKS®**

An incoherent pile of fun by Dr. The Viking with Trevor Hawkins and Marc van Holst



The Tyranid menace rolls forward against the Emperor's stalwart troops amid the ruind of Genetic Park.



A Blood Skulls biker gang races past a burned-out hull of Screaming Camels chimera in the arid landscapes of Hamelia XI

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RETURN TO HAMELIA XI

Welcome to the first global Cowabunga 40k 2nd edition campaign. It is Krka with great pleasure that we present to you, this small pamphlet aimed at setting a narrative frame for games in our online campaign. The supplement will detail the story, the forces, terrain building tips and have a few select historical scenarios for you to play and help tell the story.

What is it?

The Cowabunga Journal online campaign 2023 is a throwback to the likes of Eye of Terror and what not from the early 00's. Essentially, a disconnected group of players spread around the globe, all join together to tell a story by playing games of 40k and submitting their results to a "narrative centre" (the Cowabunga Journal in this instance).

Everything presented here is only suggestions. In the end YOU are the arbitrator of your games. Make decisions that suit your needs, and above all: aim to have fun your way!

What do I need to participate?

Playing in the campaign is fairly simple. All you need to do is read the background provided here, play some games of Warhammer 40k that loosely tie in to this background and report the results via email. These reports should be fitted with few lines describing the battle and at *least* 1 picture to show it.

When is it?

The battles should be fought during the months of May/June 2023 and as the results come in there will be irregular updates on the cowabungajournal.com about the progress, or lack thereof. It is highly likely that there will not be enough battles to justify weekly updates, but then we will just adapt. Like the Tyrannids!

What should I play?

You can play either the historical scenarios presented at the end of this supplement or make up your own scenarios and tie them to the narrative by

setting them in some of the locations on the **campaign map** presented later. You don't have to play a set number of games (a single game is fine). And you don't have to use the forces indicated in the scenarios either. Simply adapt them to your own forces. The most important part is actually to look at the campaign map and decide where your battle takes place. This will greatly assist the writers in forming the narrative.

Reporting

When sending in a report for a game please include:

- Some images of key moments from the battle (at least one image)
- A bit of description of the battle (who won, any cool moments or ridiculous dice luck)
- Any links to blogs/etc.

You are also perfectly welcome to simply write a battle report on your own blog and provide a link for it. Send it to drtheviking@gmail.com

Example of how to do:

Tom and Roger decide to have a game. Tom decides that he will play Eldar. Roger has a bunch of Chaos Marines and decides to use those. Tom and Roger then schedule three games during May and meet up to play. Each time they write down a bit about the battle (Eldar loses) and choose a location on the map where they are playing. They also take a few photos using a digital camera on their mobile device during the battles. After each battle they send an email to Dr. The Viking where they include the information and the pictures and then he jots it all down and confers with his colleagues about what it means for the campaign.



WELCOME TO GENETIC PARK

Hamelia XI – A paradise in lost galaxy

The Rovedian sector is home to the planet Hamelia XI. This is a world that sits at the ideal distance from its star, making it the perfect location for a luxurious resort. Centuries ago, the upper echelon of Khardasian society recognized this and Hamelia XI was a favoured destination for those seeking to escape their home world. However, this idyllic situation was not to last.

It was during 730 M.417. Ham J'ohn Mond, was a wealthy philanthropist and businessman with a grand vision. He decided to transform Hamelia XI into a living museum, showcasing the latest advancements in xeno biology. With Mond's vast resources at his disposal, the recent advances of the Magos Biologis were brought to the forefront, and the planet was rebranded as Genetic Park. This spectacular attraction captivated visitors with its cutting-edge technology and awe-inspiring displays, cementing Hamelia XI's place as a premier destination for well-off high spire off-world travellers.

The interest wanes

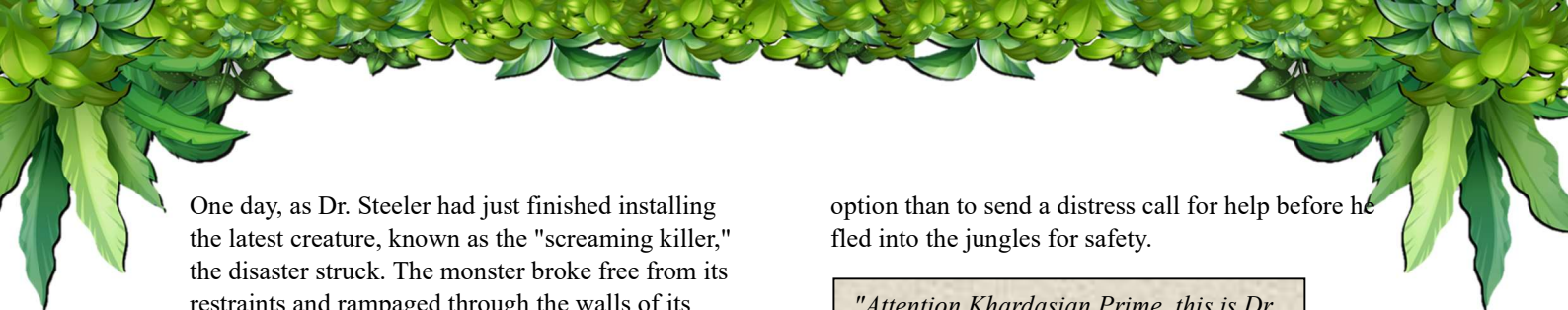
Despite its initial success, Genetic Park's popularity began to wane in the years following its opening. Recognizing the need to revitalize the attraction, Ham J'ohn Mond searched for new opportunities to draw in visitors. After 15 standard years, one such opportunity presented itself in the form of a

traveling salesman named Dr. Gene Steeler. He offered Mond access to an unparalleled catalogue of the galaxy's most terrifying creatures, including rare and never-before-seen specimens from the battlefields of McCragge in the Eastern Fringe.

A shrewd businessman, Mond eagerly accepted Dr. Steeler's offer, and soon the planet was inundated with a diverse array of bestial beings. Dr. Steeler was heavily involved in the process, providing extensive knowledge and expertise on how to care for and display these new creatures. The addition of these new exhibits proved to be a major draw, revitalizing the park and drawing in crowds once again.

Disaster strikes

To Ham J'ohn Mond's great satisfaction, the park's numbers soon rebounded, and in fact, they continued to rise. People from all over the galaxy flocked to the park, and Mond observed that many of the same families returned time and again. Initially, there were small indications that something was amiss, but these were easily ignored as the park's profits continued to soar. However, as more and more of the zoo keepers began exhibiting strange blueish skin tones and an unusual number of female staffers became pregnant, Mond began to wonder if a virus had been unleashed. Despite this concern, he didn't take any action as most viruses were easily dealt with by simple inaction.



One day, as Dr. Steeler had just finished installing the latest creature, known as the "screaming killer," the disaster struck. The monster broke free from its restraints and rampaged through the walls of its compound, compromising several fences in the process. As Ham J'hon Mond arrived at the scene, he realized the full extent of his mistake. Everywhere, the zoo keepers were opening cages and releasing the creatures into the wild, chanting praises to "the four-armed emperor".

Mond knew that it was over and that there was only one thing to do: he hastened to his personal vessel and fled back to Khardasian Prime, where he purchased proof of residency going back three standard months, in an attempt to evade the responsibility of his actions. The government of Khardasian Prime was soon informed of the events, and Mond was arrested and escorted back to the planet where he was dropped by grav-chute, along with anyone he had been in contact with during his brief stay on Prime.

In order to contain the disaster, the Khardasian government decided to pulse all space ports on Hamelia XI from orbit, causing electrical storms that rendered all electronics defunct. The planet was quarantined and relegated to the annals of history, and the Khardasians soon forgot about it. The once-thriving resort world was now a forgotten, irradiated wasteland, a testament to the dangers of playing with dangerous creatures and the consequences of one man's greed and negligence.

Return to The Forgotten Planet

Centuries passed, and Hamelia XI was all but forgotten by the Imperium and the Spires of Khardasian Prime, its history relegated to the annals of time. That was until an explorer, Dr. Adaro Valtor of the Adeptus Mechanicus, had to perform an emergency landing after a heavy battle with Ork pirates. As Valtor crawled out of his shuttle, he was faced with ruins of an ancient civilization were evident, covered in 8-pointed star symbols and four-armed depictions of the ruling class. In addition, Valtor discovered remnants of Imperial culture, leading him to believe that the planet could be a treasure trove of ancient technology.

Valtor quickly found that his path was blocked at every turn by the hostile, blue-skinned aliens and their grotesque Chaos allies. Realising that the great enemy had settled in the perfect striking distance of Khardasian Prime, he saw no other

option than to send a distress call for help before he fled into the jungles for safety.

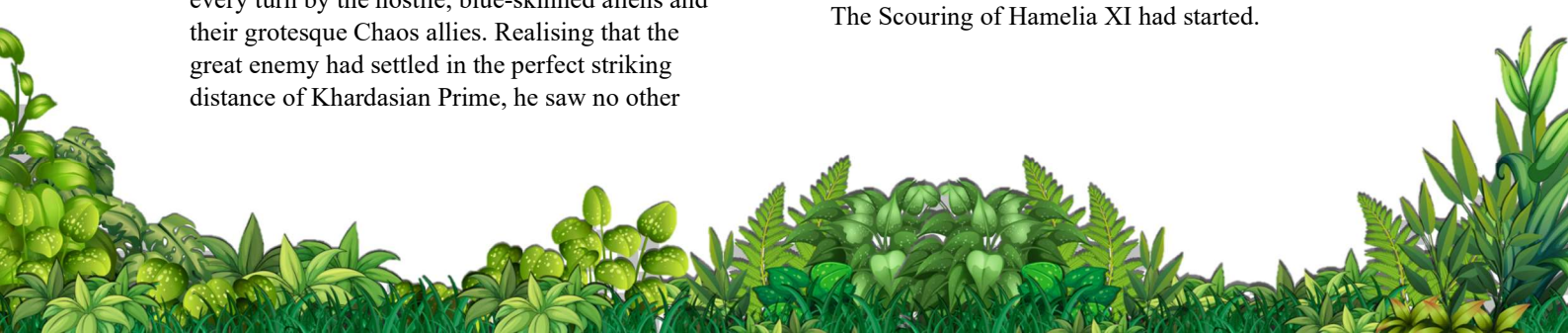
"Attention Khardasian Prime, this is Dr. Adaro Valtor of the Adeptus Mechanicus. I am sending a distress signal from the planet Hamelia XI. I have discovered an ancient civilization on this planet and I have found signs of Imperial culture. I have also made contact with a new kind of human species, blueish skinned and hostile. I have been unable to communicate with them and my path is blocked at every turn. I am requesting immediate assistance as I fear for my safety and the potential discovery of ancient technology is at stake. I urge you to send a rescue team as soon as possible. Valtor out."

The War

The leaders of Khardasian Prime were startled to learn that the ruinous powers had established themselves so close to the Rovedian core world. Also, they realized that Hamelia XI presented a possible bounty of archeotech and Imperial relics. In other words: The planet was a chance for the ruling class to bathe in wealth, for the poor to die obtaining it for them, and for all of it to be done for the greater good of eradicating Chaos. Khardasian's Planetary Governor, Dhupald Tron, immediately took action and requested that the resident Space Marine Chapter – The Clandestine Hammers – made a scouting mission to Hamelia to examine the situation.

The methodical leader of the Clandestine Hammers, Captain Thorne, investigated the reports coming in from the planet and quickly realized that he was up against none other than the nefarious Blood Skulls. With this in mind he boarded his battle barge, The Silent Hammer, and set course for Hamelia.

As the Hammers made landfall on the beaches in the south part of The Great Ring, next to great river delta, were quickly pinned in place by coordinated attacks between Blood Skulls and their genestealer cult allies. They could only sit tight and defend what they had while they awaited reinforcements. The Scouring of Hamelia XI had started.





Between the megaf flora of Hamelia XI an Imperial Guard patrol falls prey to an ambush by Blood Skulls warriors who have dedicated themselves to the teachings of the foul plague god of Nurgle.

TIME LINE

888.M39: An experimental Ork spacefaring craft capable of traveling the void at unprecedented speeds, piloted by the Ork Evil Knevel, crashes into the planet milliseconds after being launched at the other end of the galaxy. The technology is lost to the Orks forever, but single spores survive.

897.M39: The first settlers arrived on Hamelia XI. The first colonies were established.

730.M41: Ham J'hon Mond establishes Genetic Park on Hamelia XI, showcasing the latest advancements in magos biologis.

746.M41: Dr. Gene Steeler offers J'hon Mond access to a catalogue of the galaxy's most terrifying creatures, including new specimens from the battlefields of McCragge.

746.M41-760.M41: Genetic Park becomes a major tourist attraction, drawing in visitors from all over the galaxy.

751.M41: Eldar scouts infiltrate the planet, as the Farseers have foreseen that the planet is the eye of a coming storm.

761.M41: The creatures in the park begin to exhibit strange and terrifying behaviours, and reports of attacks and accidents start to increase.

762.M41-860.M41: Despite the warning signs, J'hon Mond refuses to take action, convinced that the park's profits will protect him from any consequences.

763.M41: The creatures escape their enclosures, wreaking havoc on the planet and its inhabitants.

763.M41: Khardasian government orders the evacuation of the planet, shutting down Genetic Park.

937.M41: Harkonn the Slayer discovers Hamelia XI and lands with his trusted inner circle, and negotiates a deal with the local genestealer cult.

957.M41: Explorer Dr. Adaro Valtor of the Adeptus Mechanicus discovers the abandoned planet and finds the descendants of the Hamelian settlers who refused to leave the planet.

957.M41: Valtor finds that the planet is now uninhabitable and the creatures that caused the evacuation are still a threat.

957.M41: The Imperium receives a distress signal from a team of archaeologists on Hamelia, led by Magos Biologis Dr. Adara Valtor. They have discovered valuable relics of an ancient civilization and are under attack by the Blood Skulls Chaos Space Marines. The Imperium dispatches Captain Thorne and his forces, including Sergeant Marcus and his squad, to protect the planet and the relics.

957.5.M41: The Governor of Khardasian Prime expresses his concern to the Imperium about the safety of the relics and the fate of the planet. He pressures the Imperium to take action before it's too late.

958.M41: Captain Thorne and his forces arrive on Hamelia and begin to set up their defences. They encounter resistance from the Blood Skulls, who are still gathering their forces. Sergeant Marcus and his squad are assigned to secure and defend the planet's capital while awaiting reinforcements.

958.2.M41: Captain Thorne receives intelligence that the Blood Skulls have infiltrated the planet's local population and are trying to incite a rebellion. He decides to launch a pre-emptive strike to neutralize this threat. Sergeant Marcus and his squad are tasked with leading the strike.

958.3.M41: Sergeant Marcus and his squad launch a successful strike against the Blood Skulls' infiltration and are

able to neutralize the threat.

958.4.M41: Captain Thorne receives word that the Blood Skulls are planning to launch an attack on the Kawah Bunkers, which holds a strategic advantage for the Imperial forces. He orders his troops to prepare for battle and fortify their position. Sergeant Marcus and his squad are assigned to defend the bunkers.

958.5.M41: The Blood Skulls launch their first major attack on the Imperial defences.

958.6.M41: The Dark Angels arrive in force immediately taking over the operation and setting up command bases around the southern beaches.

958.7.M41: The Imperial Army arrives. The Tallarn 42nd Screaming Camels and the Paradashan 88th are the first boots on the ground.



Who ambushes the ambusher? The Genestealers play a number on the Dark Angel scouts.

FORCES OF NOTE

Eldar

The Eldar were terrified at the thought of leaving the dangerous new enemy in the hands of the Monkeigh, and therefore joined as advisors and active troops together with the Imperials. Captain Thorne was, unlike the majority of his brethren, quick to realise the value of the aliens and welcomed them to the fight. Especially in the jungles of Uniledad the Eldar saw action. In addition to the space faring Eldar, a number of more local 'Exodites' have also been spotted on Hamelia XI, living in close harmony with some of the creatures from the park.

Tyranids

Since their first cell being established in Genetic Park on Hamelia, the Genestealer Cults were brooding and building and eventually got a strong presence on the planet. Despite their differences, they struck an alliance with the Blood Skulls Chaos Space Marines.

A vanguard hive ship had crashed homing in on the beacon sent forth by the genestealer cults of Hamelia XI. The creatures poured over their immediate surroundings until they were eventually defeated by the combined might of Dark Angels, Clandestine Hammers, and Screaming Camels.

Imperial Guard



Imperial Guardsmen and mutant freedom fighters take on a pair of Blood Skulls dreadnoughts amid the ruins of a powerplant.

Elements of the Paradeshan 88th, the 42nd Tallarn Screaming Camels, the Vanhalen XX's and the Oedo 808th were among the first to touch boots on the ground together with the Clandestine Hammers. Naturally, as the fighting progressed the Catachan jungle experts were also called in to smoke out the Chaos and Tyranid worshippers from huge underground networks.

Space Marines

The very first chapter on Hamelia XI was The Clandestine Hammers. They established a bridge head and soon called in their brothers from the Blood Angels and Ultramarines. No one called the Dark Angels, but they soon showed up anyway in numbers seen only rarely.

Chaos

Harkonn the Slayer and The Blood Skulls had made a great bet on Hamelia. Harkonn saw it as his chance to really impress the Despoiler himself. The Blood Skulls have not come to Hamelia alone. A host of 'rival allies' have also arrived in the wake of their destruction, and warlords high and low are hoping to gain the favour of the Chaos gods.

Space Orks

It goes without saying that anywhere were loud bangs and explosions are found, so Orks inexplicably turn up too. The Orks never found out

what the conflict was about, but relished the chance to fight Chaos, Tyranids, Oomans and Eldar all at once! The Orks have taken a special liking to some of the rarer specimens of the former park, that they find are just as good as Squiggoths for their waring purposes.



TERRAIN SUGGESTIONS AND SPECIAL RULES

In this section you can see some suggestion for how to build various terrain pieces that could set the scene for you campaign games.

The conflict on Hamelia XI quickly escalated to all-out war and the fighting was went on very different theatres of war. The planet is special in that the poles largely consist of water and that the equator – the tempered zone is more of less covered in land all the way around the planet. This means that there is a vast stretch of beaches to the north and the south and a hugely loop of jungle all the way around the planet. As implausible as it sounds, this means that the fighting was more or less only possible with infantry action. Flushing out the Blood Skulls and Genestealer Chaos Cults all over.

Terrain on Hamelia XI

Green houses

The park was not only host to genetically modified extinct animals. A plethora of plants had also been revived to set them out and populate the planet. From the meat-eating Venusian Mantrap to the Creeping Death, they bred them all. Most of them started as mere saplings in some of the great green houses of the research facilities. Covered in glass and reinforced with steel and concrete these compounds were placed all over the jungle.

Special Rules: When a green house is hit by a blast, the interior of the structure is transformed into a blizzard of glass shards. If a blast marker detonates in a glass house it adds an additional +2 Strength and -2 saving throw modifier to its profile. Flamers and gas weapons add +2 to their dice roll to affect models. This replaces the rule for blast markers, flamers and gas weapons in buildings (Page 89 of the Rulebook).

Large electrical fences

The largest creatures were kept in huge pens circled with electroshock fences. There were many and varied fences across the planet, but immediate death for human size creatures upon touching was a common feature for most of them. Some of them

remain in operation, while some are now just wrecks.

Special Rules: Navigating the terrain near an active electrical fence is a confronting experience. The air reeks of ozone and the skeletal remains of less careful combatants litter the ground. Active fences are impassable terrain. Roll a dice for any infantry model that starts the turn, or moves, within 1" of an active electrical fence. On a roll of 1, the model takes a Strength 6 hit with a -2-saving throw modifier that causes 1 damage.

Maintenance Sheds

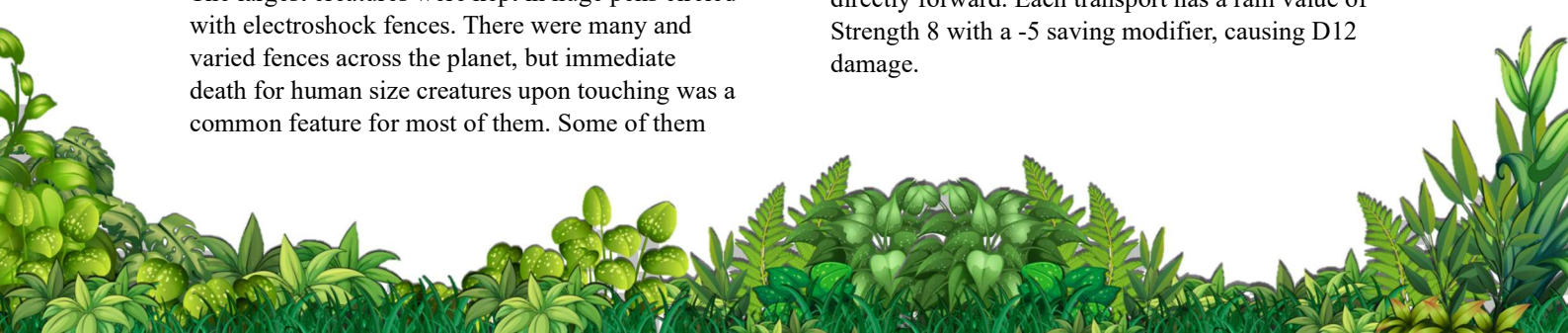
Genetic Park has many maintenance sheds, which act as nodes for the power grid and control stations for the island's security systems.

Special Rules: At the beginning of the game, select one shed at random. It contains a security terminal which controls the electrical fences around the battlefield. During the shooting phase, an infantry model inside the shed may be selected to activate or deactivate any of the electrical fences on the battlefield. The model may not shoot during the turn in which it accesses the security terminal.

Tourist transport wrecks

The tourists that visited the Genetic Park often rode in special self-driving transport vehicles. These are now littered all over the planet.

Special Rules: Due to extensive damage to the park's power grid, it is rare to find an operational transport. Despite this, they have been known to reactivate sporadically, lurching into motion when everyone least expects it. Roll a D6 for each tourist transport at the start of each turn. On a roll of 6+, the vehicle lurches into motion, travelling D12" directly forward. Each transport has a ram value of Strength 8 with a -5 saving modifier, causing D12 damage.





A Dark Angels Techmarine directs a predator towards the enemy lines after having made field repairs to it.

Hamelian Jungle

The ancient mega flora of Genetic Park has spread across the planet. Particularly the mega trees are a dominant feature.

Alien cacti

Alien cacti are nearly impossible to get rid of once they have taken root. So naturally, they are everywhere on Hamelia XI.

Special Rules: Roll a D6 for each cactus during each shooting phase. On a roll of 6+, the cactus will attack the nearest unit with a burst of spikes. Place a flamer template so that it is touching the cactus and covering the maximum number of models in the nearest unit. Models under the template are hit on 4+ by a Strength 4 shooting attack with a -1-saving throw modifier that causes 1 damage. The cactus will not attack units that did not move during the movement phase.

West Indigen Lilac

West Indigen Lilac is a fascinating and highly toxic plant which has escaped the genetic labs where it was created. It was initially spread by seeds attached to the clothes of unsuspecting scientists, as they stumbled around the jungle in a psychotic state, caused by exposure to the lilac's psychotropic perfume. This plant can be represented by any jungle plant in your terrain collection!

Special Rules: Roll a D6 for any unit that ends its movement within 4" of West Indigen Lilac. On a roll of 6+, one random model in the unit is affected by the Lilac's psychotropic perfume. Roll on the hallucinogen effects table and apply the effect immediately to the model. The Eldar Avatar, Chaos Daemons and Tyranids are not affected by the perfume.

Power Plant

The old industrial parts of the planet and especially the sector around the power plant saw heavy fighting during the war. The power plant could be made very easily by combining a set of Necromunda bulkhead terrain with other industrial looking terrain.

Heretical Shrine

From orbit, it is impossible to pierce the veil of jungle canopy by visual means. More powerful and esoteric auguries have revealed ancient structures hidden beneath the leaves, the purpose of which is unknown. More worryingly, it is clear that the enemies of the Imperium have been raising their own shrines to serve whatever purposes their heresy dictates. Regardless of their origin, the fauna in the immediate vicinity have been observed acting in unnatural ways, as the barriers between the immaterium and physical space are weakened.

Special Rules: Roll an additional D6 when determining the warp flux if the battlefield includes at least one Heretical Shrine.

SPECIAL RULES

Monstrous Encounters

Since the park closed no one has been looking after the creatures that were kept there. Therefore, all games set on Hamelia XI could potentially have “monstrous encounters”. Roll 1d6 of at the start of each turn: On a roll of 1 a Monstrous Beast has entered the table. Chose a beast from the list below.

Carnosaur

A raging and hungry carnosaur finds the battlefield. Randomize which short board edge the beast arrives on. At the start of each turn, including the turn where it appears, the beast moves 2d6” in the direction of the nearest unit. As it tramples across the jungle it ignores all terrain. Any model hit by the beast suffers a S7 hit. The beast has T8 and W10, and can be shot, but cannot be trapped in close combat as it simply rampages onwards.

Sauropods

1d3 sauropods walk onto the battlefield. As they are extremely efficient grassers, they mow their way across the fields. Roll a scatter die in the middle of the table – the arrow will point to where the sauropods start. The large creatures move 2d6 each turn from their starting point and to the table corner furthest away. As they move, they eat every green leaf in their path, efficiently removing all flora they come across. Remove the terrain as it is contacted. The creatures block line of sight completely, due to their vast size.

Cold Ones

A pack of cold ones are guarding their nest. 1d4 creatures arrive at the centremost terrain feature. They will guard this terrain feature, attacking anyone who enters the terrain. Place the models or a counter on the feature for each cold one. Any model entering the feature will be fought by the cold ones. A model entering the feature must roll a 1d6. On a roll of 1, the model is torn apart by the

cold ones. A model armed with a flamer, that enters the terrain can opt to “cleanse it” by spending it’s turn flaming the terrain piece. This will remove the cold ones.

Upgrades for troops fighting the Hamelian XI campaign

Saurus riders

All armies, apart from Tyranids, may fit a unit on Cold Ones (saurus cavalry). Each cold one costs a flat 10 points and turns the unit into cavalry. The cold one has an armour save of 4+ and the following profile

Troop Type	M	WS	BS	S	T	W	I	A	LD
Cold One	7	4	0	4	4	1	2	1	5

Anti-plant rounds

A unit may be fitted with anti-plant rounds at the cost of 10 points per unit. The special incendiary ammunition will remove green cover where ever it is shot. When this unit fires at another unit in green vegetation cover, remove that cover as if had been hit by antiplant missiles. Use the footprint of the target unit to establish roughly how much terrain is remove (or use common sense...).

Gargantuan Saurus

Throughout the planet, gargantuan members of the former Saurus exhibition, can be found. The creatures are too vast and diverse to detail all here, but it is entirely right for this campaign for players to come up with rules for these creatures themselves. They could work as moving weapons platforms, troop transports, or similar, and players should feel encouraged to build their own monsters.



Major Chaos bastion



Imperial Forward Operational Base



Power plants



The Kawah Bunker War Museum



Original site of the Genetic Park exhibition



Major domed city ruins



CAMPAIGN GAMES

There were a multitude of battles across Hamelia XI. The following are but a selection of missions inspired by the historical battles. While the forces indicated might not be in your collection, feel free to amend them. Basically, one player should play for the Imperium and one should play for the Evil alliance (Chaos, Tyranids, Orks). The Tyranids might even fight the Chaos Space Marines for all that matter – their alliance is frail.

1st scenario: The Kawah Bunkers

As Captain Thorne and his Imperial forces approached the Kawah Bunkers, they could see the smoke rising from the area and the sound of gunfire could be heard in the distance. Captain Thorne knew that the Blood Skulls had already taken control of the bunkers and were fortifying their position. They knew that the battle would be fierce and that every bunker would have to be taken one by one.

The Kawah Bunkers, a section of the planet Hamelia that was once used as an interactive war museum, turned into a key battleground in the conflict. The Imperial forces, led by Captain Thorne, are tasked with capturing the bunkers and securing the area. Meanwhile, the Chaos Space Marines of the Blood Skulls, led by Harkonn the Slayer, are determined to hold on to their position and prevent the Imperials from advancing.

Table layout: Several bunkers (at least 3) are evenly spread across the table in seemingly random fashion. These are interspersed with the wrecks of historical tanks, and other military trappings, barbed wire and anti-tank obstacles. Since the museum has been deserted for centuries, it is now overgrown with all kinds of jungle plants and alien cacti as well.

Mission: In addition to the standard VP for destroying units, VP are scored for securing bunkers. The scenario is fought over the bunkers, which each bunker counting as 5 VP. To claim a bunker a unit of at least 5 infantry (25 mm bases) or 1 large infantry model (>25 mm base) has to be within 1” of it or inside it. Vehicles do not count as scoring. Bikes are allowed to dismount to count as scoring.

Deployment: Each army deploys up to 12” from the long table edge.

Game Length: The game is played for 4 turns.

2nd scenario: Welcome to Genetic Park

When the Imperial forces arrived at the abandoned Genetic Park, they were greeted by the sight of towering creatures and strange landscapes. They knew that the Blood Skulls had been scavenging the park for valuable technology over the years, but some might still be left. Captain Thorne quickly divided his forces into teams, assigning them to search the different areas of the park for the technology. The Imperials made their way through the park, using the cover of the diverse environments to avoid the creatures and to search for the technology. They knew that time was of the essence, as the Blood Skulls could be lurking right around the corner.

The remnants of the vast amusement park dedicated to recreating extinct species is a contested area in the ongoing conflict. The Imperial forces, are tasked with finding and securing any valuable technology that may be hidden in the park. Meanwhile, the Chaos alliance, seek to find and take control of the technology for themselves.

Table layout: The park is vast and diverse, with many different environments and creatures. In this scenario a combination of megafloora, tourist transports, maintenance sheds, electrical fencing and copious amounts of jungle should be used.

Mission: In addition to the standard VP for destroying units, VP are scored for collecting archeotech. Before deploying roll **2d4** and take it in turns to place this many counters on the board. Each counter is placed at least 6” from another counter and in a piece of terrain if possible. Each counter represents a potential piece of archeotech. A unit moving into contact with a counter may pick up the counter. Place the counter next to the unit. The unit will hold on to the counter until A) It is killed completely B) It fails a break test and flees. In both cases leave the counter in place. A unit defeating another unit with a counter may take the counter. When the game is over roll for each

counter currently held by a unit, on the following table:

Roll	1-2	3-4	5-6
Result	Dud – a can of worms	Rusty archeotech	Pristine archeotech
VP	1	3	5

Deployment: Each army deploys up to 12” from the long table edge.

Scenario special rules: In this scenario the Monstrous Encounter happens automatically on turn 1 and then again on a roll of 1 in later turns.

Game Length: The game is played for 4 turns.

3rd scenario: Sabotage at the Power Plant

As Captain Thorne and his Imperial forces received the intel about the Blood Skulls' plan to sabotage the planet's main power plant, they knew that they had to act fast. They quickly made their way to the power plant, encountering minimal resistance on the way. Captain Thorne knew that the Blood Skulls were already inside the facility and that they had to act fast to prevent the sabotage. The Imperials infiltrated the power plant using

stealth and cunning, making their way through the complex facility while trying to avoid being detected. They knew that the Blood Skulls were expecting them and that they had to be prepared for a fierce battle once they were discovered.

The Imperial forces, led by Captain Thorne, have discovered that the Blood Skulls, led by Harkonn the Slayer, are planning to sabotage the planet's main power plant, which supplies energy to the planet's capital and the valuable relics. The Imperial forces must infiltrate the power plant, prevent the sabotage, and capture or eliminate any Chaos Space Marines that they find.

Table layout: Along the centre line parallel to the long board edges, two terrain features are placed and nominated to be the nuclear reactors. In addition to these features lots of industrial terrain should be used. The power plant is a sprawling and complex facility, with many different levels and areas to navigate.

Mission: Do not use the 40k standard missions. Instead, play “Placing the bomb”: The Chaos alliance is trying to place a bomb on the nuclear reactor. At the start of the game the Chaos player must secretly nominate a unit that is holding the detonation equipment. The Chaos player must get this unit into base contact with one of the powerplant terrain features. Once the unit is in contact with the feature, he may declare that they are priming the bomb. This takes one turn where they may do nothing else. If they are successful the nuclear plant is blown up and the forces of Chaos wins. If the plot is foiled the Imperials win.

Deployment: Each army deploys up to 12” from the long table edge.

Game Length: The game is played for 4 turns.

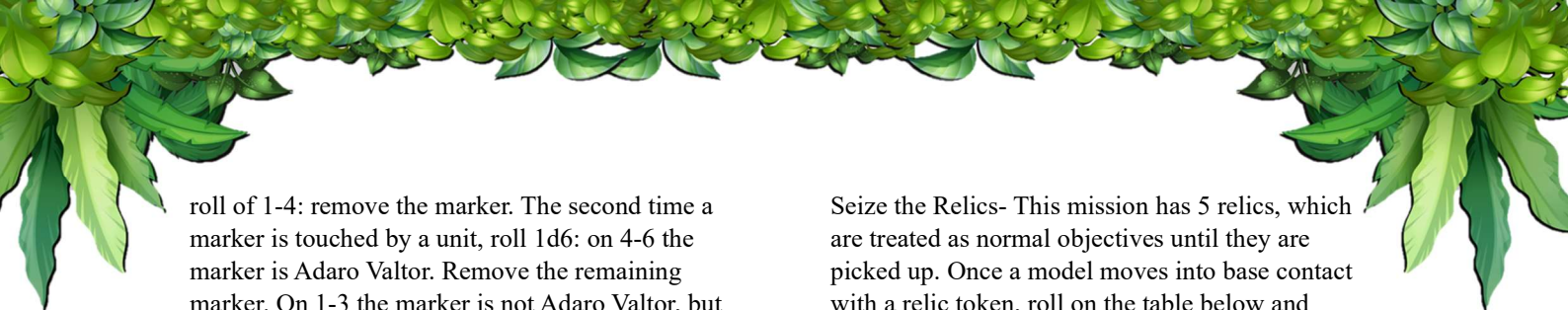
4th Scenario: Apocalypse how?

After fleeing into the jungle at the very onset of the campaign on Hamelia XI, no one has heard a word from Dr. Adaro Valtor. The Dark Angels leading the Imperial forces have decided that the retrieval of Dr. Valtor is a top priority, or at the very least that the confirmation of whether he has joined the forces of Chaos or not, is a primary top priority among other top priorities. Hence, an expedition going up the river where Dr. Valtor is last rumoured to have been spotted. Meanwhile, Ork and Chaos scouts have learned about the top priority mission and concluded, that they have to get the Dr. before the Imperial forces. At all cost! Naturally.

The river complex running from the north and into Thunkin Bay is vast and complex. The heavy jungle goes almost to the banks, but it is possible to snail along them.

Table layout: A river runs through the centre of the table parallel to the long board edges. Other than this the table is covering in heavy jungle.

Mission: Do not use the standard missions from 40k. Instead, the following mission is used: Dr. Adaro Valtor must be located. The force that first locates Dr. Adaro Valtor and escorts him off the table wins the game. Along the centre line parallel to the short edges place three objective markers. Each of these markers are potentially Dr. Adaro Valtor. The first time a unit touches a marker after moving, roll 1d6: on a roll of 5-6 this marker is Dr. Adaro Valtor, remove the remaining markers. On a



roll of 1-4: remove the marker. The second time a marker is touched by a unit, roll 1d6: on 4-6 the marker is Adaro Valtor. Remove the remaining marker. On 1-3 the marker is not Adaro Valtor, but the remaining marker is.

When the Dr. has been revealed he may be “picked up” by a unit. He will move with the unit. Dr. Adaro Valtor cannot be killed (both sides want him alive). If he is brought off the table by a unit, the side that the unit belongs to wins the game.

Deployment: Each army deploys up to 18” from the short table edge.

Special Rules: in addition to the campaign special rules, the following can be used:

Heavy jungle: The whole table counts as difficult terrain for vehicles.

Game Length: The game is played for a whopping 8 turns or until someone has left the table with the Dr.

5th Scenario: Relic Recovery

Reports from Imperial scout teams indicate that the former park’s laboratory buildings are surprisingly intact, the sturdy walls and fences keeping most of the fauna at bay since it was abandoned. These initial reports were overshadowed when a daring recon team actually entered one of the main buildings to find a trove of Xenos relics! Whether these items were merely there for legal study, used in the Park’s corrupted genetic research or parts of Ham J’hon Mond’s personal collection will be a matter for the Inquisition to decide. Regardless, Imperial troops received direct orders to seize these highly valuable items immediately. Unfortunately, the Imperial scramble to gain this treasure trove has alerted all other factions to the area, Now the race is on to capture as many of these relics as possible. Enterprising souls might even press these ancient weapons into service in the immediate term to secure their odds.

Table layout: The Laboratory complex is a series of buildings built among the jungle, with both natural (trees, rocky outcroppings, space cactuses, hills, etc) and manmade (fences, barrels, crates, vehicles, etc) features intermixed.

Mission: Do not use the standard missions from 40k. Both sides need to search the complex and secure any relics they may find, The side with the most Relics at the end of Turn 6 wins. Before the game start place 5 relic counters. Each counter must be at least 10” from another counter and the board edge.

Seize the Relics- This mission has 5 relics, which are treated as normal objectives until they are picked up. Once a model moves into base contact with a relic token, roll on the table below and assign the relic to any member of the squad. Thereafter, the relic is treated as a piece of war gear by that model. If a model holding a relic is killed, the relic is dropped where the model died and it can be picked up by another model of either side. A model may only hold one relic at a time.

Roll a d6 to determine what the relic does-

1. Music box- This relic plays a wonderful calming musical tune but has no combat value but counts as 2 relics for victory conditions

2. Cutting Beam- The relic produces a searing beam of amber light capable of slicing through armour. Model counts as having a chain fist

3-Healing Salve- The relic is able to heal even grievous wounds instantly on contact. Model counts as having a Medi-Pack

4-Protection Shield- The relic produces a shimmering field around its wearer that deflects incoming projectiles. Model counts as having a Refractor Field.

5-Projectile launcher- The Relic is a pair of squat tubes that attach to the user’s forearm and can fire preloaded anti-material or anti-personnel grenades a short distance. Model counts as having an Auxiliary Grenade Launcher with both frag and Krak grenades.

6-Energy Pulse Weapon- Relic can discharge a powerful blast of energy that burns through heavy plate metal. Model counts as having a master crafted plasma pistol.

Game Length: The game is played for 6 turns.





A Blood Skulls chaos warband and their army auxiliaries flee with great abandon before a stampeding horde of Carnosauri