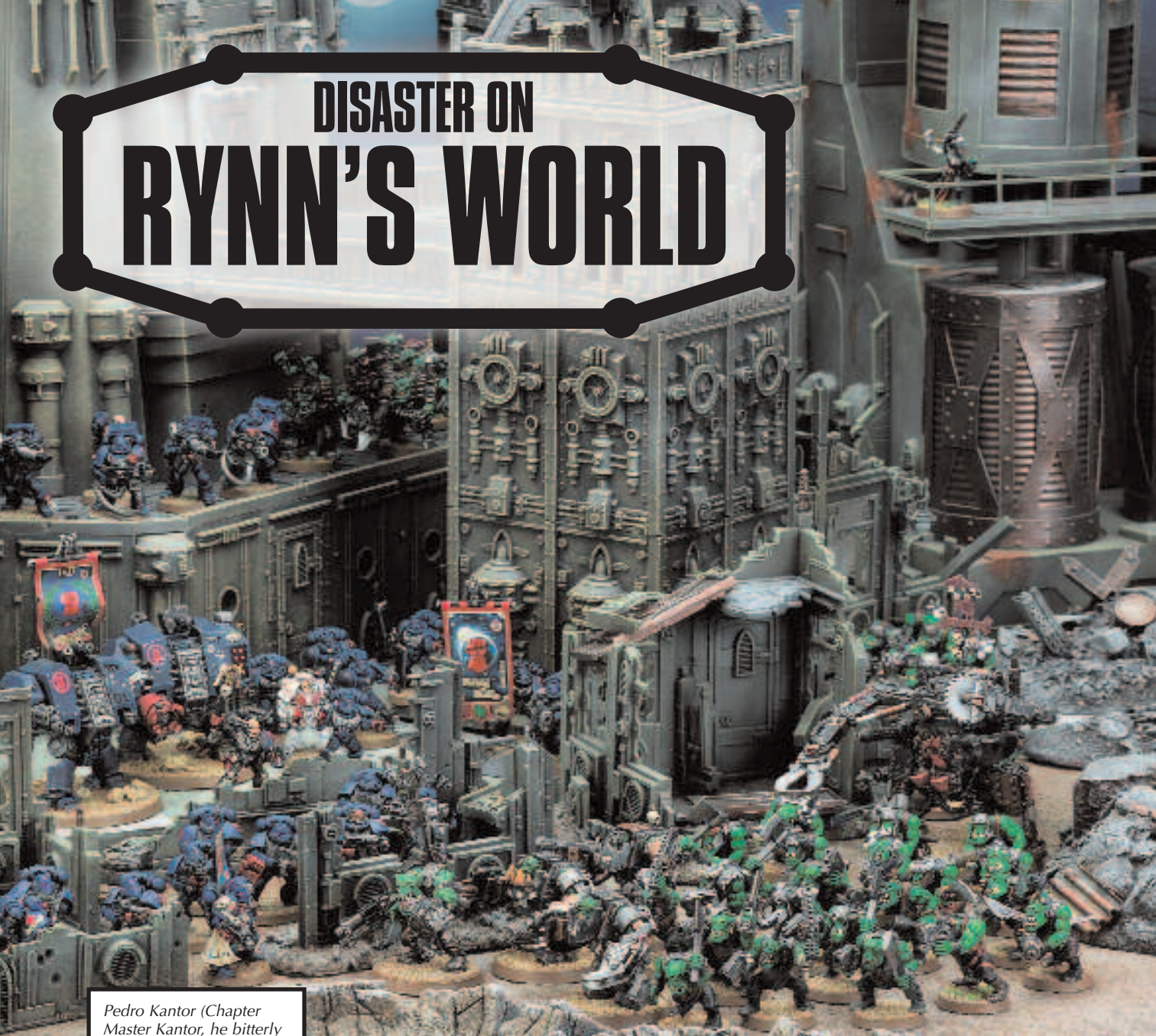


DISASTER ON RYNN'S WORLD



Pedro Kantor (Chapter Master Kantor, he bitterly reminded himself) gazed back at the actinic plasma fires that climbed so high into the night sky they created a false dawn. The Crimson Fists' thousand-year-old fortress-monastery was at the heart of those fires. A thousand years of service to the Emperor on Rynn's World, a thousand years of discipline, faith and sacrifice was being consumed by those hungry white flames. Kantor felt an icy and unaccustomed knot of fear in his stomach. He was Master of the Chapter, the responsibility for this disaster was his and his alone. He had failed in his duty.

Can the might of Waaagh! Snagrod conquer even a Space Marine Chapter planet? War correspondent and greenskin sympathiser Phil Kelly revisits the Battle for the Farm, the first ever scenario written for Warhammer 40,000, and the events leading up to the Crimson Fists' darkest hour...

It all began on Badlanding, an Imperial system at the fringes of Ork dominated space and only a few weeks away from the Rynn star system. On 3650989.M41, Badlanding was invaded by Ork hordes under the command of Warlord Snagrod the Arch-Arsonist of Charadon.

Violently independent and hostile, the empire of Charadon had endured as a blight on the galaxy for over sixteen centuries under a series of different warlords – each more vicious and sadistic than the last. The current incumbent, the

self-proclaimed Arch-Arsonist, was a particularly vicious and sadistic leader of a race generally noted for its vicious and sadistic tendencies. Snagrod's vicious (and sadistic) wars had conquered all the Ork tribes opposing him in a twelve-year reign of bloodshed and mayhem. This made Charadon the most powerful coalition in the anarchic confines of Ork space.

Badlanding fell to the Orks in a matter of weeks, and Snagrod's boasts that Rynn's World was next invited violent retribution from the Crimson Fists. They took the war

to Badlanding, but the Orks fought back hard. Soon an Ork armada approached Rynn's World itself, and war was joined on a new scale.

An Astartes Chapter planet bristles with potent weapons of war and boasts the military might of the Space Marines in its defence. By rights the Ork armada should have been taken apart and destroyed within a matter of days. But it was not to be. Due to a catastrophic weapons malfunction in the fortress-monastery's cavernous arsenal, much of the Crimson Fists' headquarters was destroyed in the opening stages of the Ork invasion. As the Orks made planetfall in ever-increasing numbers, the remainder of the Crimson Fists were left to fight a guerrilla war, which almost spelt the end of the Chapter, and brought shame to its battle brothers.

Can Chapter Master Pedro Kantor make it back to New Rynn City in one piece, and begin the herculean task of restoring his Chapter to its former glory? Why not grab some dice and find out!

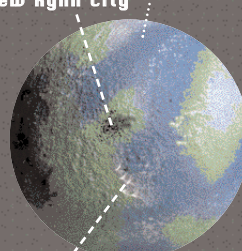
The Rynn's World campaign

The events of the Rynn's World disaster are etched forever in the annals of the Crimson Fists and passed down from Runtherd to Wildboy in Ork tribes all across the Charadon Empire. Still, that doesn't mean you can't have a go at reliving those dire days yourselves, and even at changing history if you can!

If you are an Ork player, this is a great excuse to get stuck in and really notch one up for the greenskins – who knows, you may be lucky enough to incapacitate or even kill a Chapter Master, and how good would his head look stuck on your Warboss' bosspole?

If you play Crimson Fists, perhaps you would like to see if you could fare better than your historical counterparts, and maybe even redeem the honour of the Chapter by brutally massacring those invaders who had dared to sully Rynn's

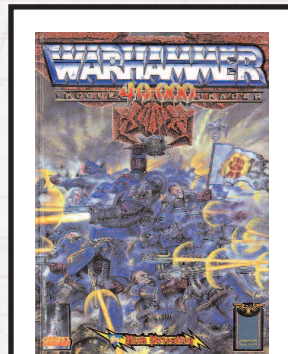
Imperial record 0034.567.87 ref. 1632.73

• Name:	Rynn's World [Agri-World]	
• Location:	Loki Sector/ Segmentum Tempestus Peryton 163	
• Cluster:	UH-745/HS+15	
• Attitude:	Binary A7/M2 comb	
• Orbital bodies:	2: A-class 1: F1-class, 2: D-class, secondaries	
• Gravimetrics:	1*058/>3	
• Population:	[CLASSIFIED]	
• Tithe Grade:	Aptus Non	
• Restimare:	D100	
• Principal Export:	[CLASSIFIED]	
• Principal Import:	[CLASSIFIED]	
• Notes:	Home world of the Crimson Fists Space Marine Chapter [Second Founding, Imperial Fists acted as primogenitors]	

World with their presence?

If you are a Space Marine player of a different stripe, this is a great opportunity to see if your preferred Chapter could have done a better job of repelling the Ork invasion. You never know – next time it could be your Chapter planet on the hurty end of an Ork Waaagh!

In any case, we hope that this slice of vintage wargaming history will inspire you to find an opponent and maybe try out the latest incarnation of the first ever scenario written for Warhammer 40,000.



Rogue Trader

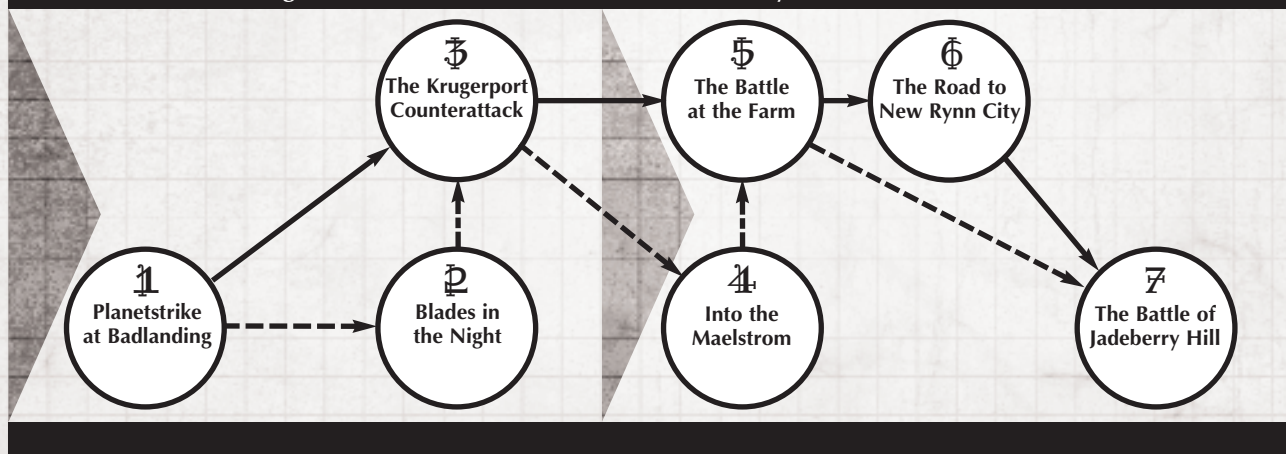
The original Warhammer 40,000 rulebook, known to pipe-smoking veterans across the world as Rogue Trader, was initially published in 1987. It is a mighty if rather eccentric tome, filled with everything from Space Marines to carnivorous sand clams.

Playing the campaign

The Rynn's World Disaster is a two-player campaign which is played by enacting a series of linked games. These include everything from squad-based games involving a handful of models a side, all the way up to mighty games of Apocalypse (one of which includes rules for the cataclysmic moment when the Crimson Fists' Fortress Monastery is blown to smithereens). It'll take a while to play, but then all the best campaigns do!

Phase One: Badlanding

Phase Two: Rynn's World



PHASE ONE: BADLANDING

1 PLANETSTRIKE AT BADLANDING

Annihilation mission, Pitched Battle deployment.

The single habitable world of the Badlanding system was protected by three recruitment companies of the Imperial Guard and a small garrison of Crimson Fists, plus a planetary defence network of ground-based missile silos and defence lasers which had not been blessed by a Tech-Priest in over three centuries. Perhaps unsurprisingly the Orks made successful landings across the planet, although they lost a number of ships to both the antiquated defences and some ill-considered landings in the treacherous dust seas of the equatorial region.

The Imperial troops fought alongside the indigenous Badlanders and between them they put up a stout resistance centred around Krugerport, the only sizable settlement on the planet and seat of government. However desperately the forces of Badlanding fought, the Orks seemed bolder and more numerous. The Imperial garrison was swiftly outmatched by the growing numbers of Orks which gathered against them, and Krugerport fell within days, even as a counter strike of Crimson Fists was readied at their fortress-monastery on Rynn's World.

Attackers: Orks (1000pts).

Defenders:

Imperial Guard and/or Space Marines (1000pts).

Special Rules

- The Imperial player may launch a Preliminary Bombardment at the start of his second turn.

- The winning player gains an extra 50 points for his army in the Krugerport Counterattack mission for every 'kill point' that he wins by.

2 BLADES IN THE NIGHT

Capture and Control mission, Table Quarters deployment.

Although wresting Badlanding from the Orks' control would be impossible in the short term, Chapter Master Kantor planned a series of raids on Warlord Snagrod's latest acquisition to secure information on the strength of the Orks and prevent them tightening their grip on Badlanding and exploiting its resources.

The initial phases of the raid passed well. At nightfall, Scout squads infiltrated the town ahead of the main body of Crimson Fists and eliminated several guard posts to prevent the alarm being raised as the rest of the Company moved forward.



A Space Marine Scout's specialiseat infiltration, perfect for clandestine missions like this.

Attackers: Space Marines composed from Scouts and Scout Bikers only. No HQ (750pts).

Defenders:

Orks chosen from the Troops section only. No HQ (750pts).

Special Rules

- Any surviving models on the winning side may be used in Scenario 3 for free.

3 THE KRUGERPORT COUNTERATTACK

Seized Ground mission (modified), Dawn of War deployment

Three Thunderhawks cut through the yellow haze of Badlanding's atmosphere to place the Space Marines within thirty miles of Krugerport. Captain Drakken planned to march his troops to the town, destroy its communications tower and water filtration plant, gauge the strength of the Ork garrison and then withdraw for extraction before overwhelming reinforcements arrived from the nearest harvesting rigs.

Within an hour, the 4th Company had advanced within the outer limits of Krugerport. However, the Orks became alerted to their presence and fighting broke out across the town. Initial resistance was weak and scattered as individual Orks or small groups tenaciously held ruined buildings or recklessly counterattacked down the winding streets. Brushing aside the opposition, the Space Marines pushed forward towards their twin objectives of the communications tower and filtration plant.



A Veteran Sergeant directs the counterattack at Krugerport.

Attacker: Space Marines (2000pts).

Defender: Orks (2000pts).

Objective:

There is only one objective (the communications tower) which is placed in the Ork deployment area.

Special Rules

- Forces can be affected by previous missions.
- If the Ork player holds the communications tower at the end of the game, he receives an additional strategic asset in Scenario 4.

Should the Space Marines control it, the Ork player receives one less strategic asset than normal.

PHASE TWO: RYNN'S WORLD

The Orks in Krugerport had proved to be alert and exceedingly aggressive. Chapter Master Kantor, a veteran of many wars against the Orks, could see what was coming by the strength and aggression of the Ork forces encountered. An Ork Waaagh! was gathering strength and the attack on Badlanding had only been the first ripple of lightning at the beginning of a storm. Badlanding would have to be reconquered when the Orks had expended their strength on expansion and conquest, not whilst the Orks were gathering their forces there.

The fortress-monastery of the Crimson Fists was placed on full alert and all companies recalled, even though an attack on the Crimson Fists' heavily-defended home world seemed insane.

On 3903989.M41, orbiting augur satellites registered an alien warfleet exiting the warp. Opticon scans confirmed the approaching fleet as a mass of ramshackle Ork ships which were even now launching a cloud of assault boats and landers at the planet. Snagrod was apparently psychotic enough to try a full-scale invasion of Rynn's World.



4 INTO THE MAELSTROM

Apocalypse game, no points limit

The planetary defences of Rynn's World were not weak and ill-kept like those at Badlanding. Defence platforms and system ships were clustered thickly around the planet; great batteries of defence lasers and missiles lay beneath its surface. Within seconds of arrival, the first Ork ship was torn apart by incandescent blasts of laser-fire. More followed with each passing moment as more weapons came online and the defensive fire intensified. The night side of Rynn's World grew bright as day beneath the terrible inferno which criss-crossed the heavens.

The Ork fleet plunged on into the maelstrom with reckless bravery. They blasted satellites and platforms, rammed or boarded system ships and monitors. The first assault landers breached the atmosphere and plummeted down upon laser silos and missile sites, their deadly cargoes of green-skinned warriors spilling out to slaughter the defence crews. The tally of casualties and combat reports became a stream and then a flood as the fighting spread.

Then, at the height of the battle, a single missile from a salvo launched by Battery Laculum on the western flank of the fortress-monastery went awry. At the edge of the stratosphere it fell back, its fiery

trail describing a long, elegant arc back towards the heavily armoured bulk of the Chapter fortress. A single rogue missile should have been able to inflict little harm on those adamantium walls, let alone threaten its vulnerable arsenal protected by stasis fields, ceramite doors and hundreds of metres of solid rock. Yet harm it did – by infernal chance it burrowed deep into the nigh-impenetrable stone, and its plasma warhead detonated with full force and breached the arsenal walls.

The ancient, mountain-top stronghold shook as secondary explosions ripped through its subterranean catacombs. Flash fires roared through corridors and engulfed stairwells. Jets of flame geysered from every fire-point and embrasure, and in moments the fortress-monastery had become an erupting volcano of terrible violence. The rock itself melted and ran like wax in the resultant inferno.

Into the Maelstrom is an optional game of Apocalypse that you can play to represent the full-scale invasion of Rynn's World by the psychotic invaders under Snagrod's command. If you don't have enough models to form a 3000-point force for each side, or a copy of Apocalypse, never fear – play a smaller game or just go onto the Battle for the Farm scenario.

Special Rules:

- The Imperial players have the following added to their normal forces:

Bonus Strategic Assets:

Precision Strike
Orbital Bombardment
Scheduled Bombardment

Apocalypse Datasheet

Defence Laser

The rules for a Defence Laser can be found at www.games-workshop.com

• The Darkest Hour:

At the beginning of each turn, roll on the following table to see if the heart of the Imperial defences has been annihilated:

Turn	1	2	3	4
D6	n/a	5+	3+	auto

When the rogue warhead takes out the Crimson Fists arsenal, every model on the table takes a S10 hit at AP1 (vehicles are hit on their side armour).

- Objectives can be claimed by units of any size, even single models – it's every man for himself!

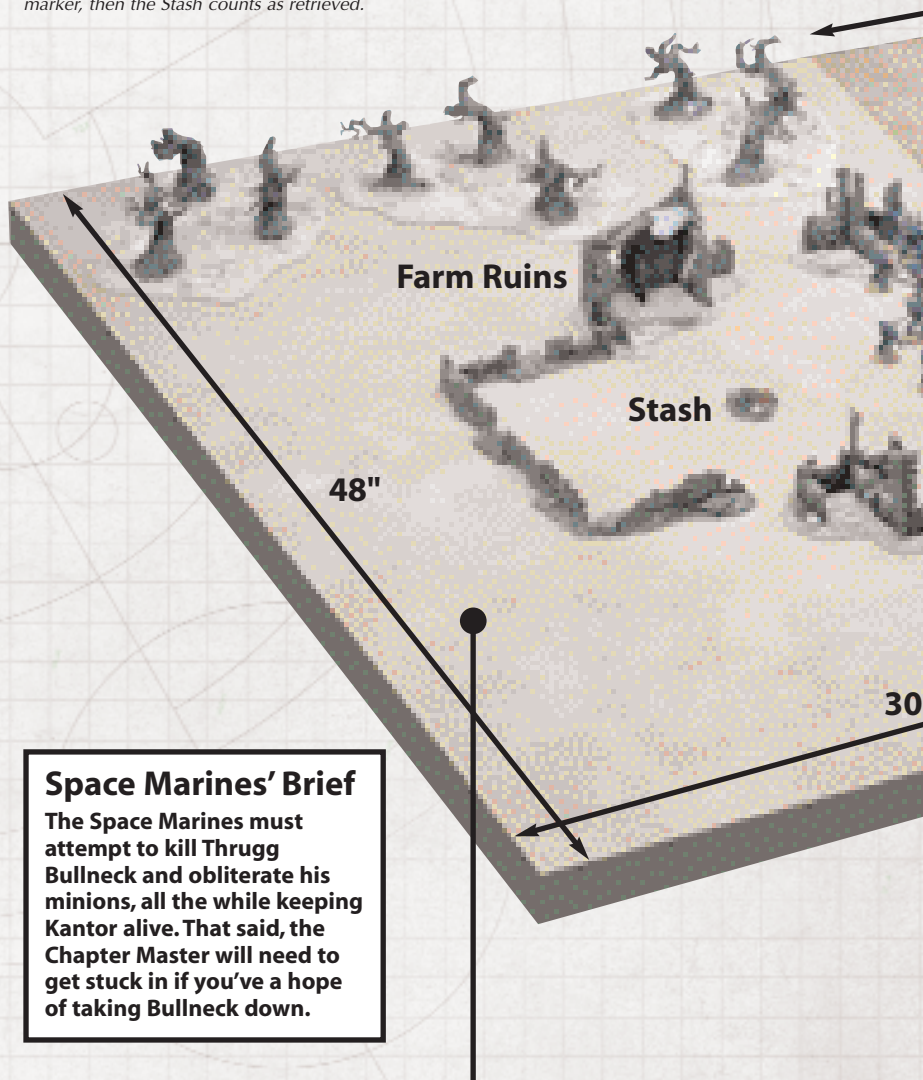
THE BATTLE AT THE FARM

Special Mission

Chapter Master Kantor had escaped the destruction of the fortress. He was engaged in surveying the outer defences at the time the attack came, and was hastening back as the missile struck. So Kantor and a handful of Crimson Fists survived the conflagration and, grimly setting aside their fury, fell back towards the distant planetary capital of New Rynn City. With their fortress – heart of the planetary defences – reduced to rubble, the skies above them soon filled with the distant glitter of the multitude of Ork ships in orbit. Hundreds of assault boats and landers streaked across the night sky like fiery meteors.

Over the next five days the Orks rampaged across Rynn's World virtually unchecked. Kantor and his men fought skirmishes with Ork hunter-killer-eater patrols, often barely escaping before more Orks arrived in overwhelming numbers. They travelled by night to avoid the attention of the Ork fighta-bommerz which dominated the skies by day. During the daylight hours they were forced to seek cover where they could – lying up amidst the ruins of a farm one day, hiding out in an abandoned quarry the next. Food and ammunition grew scarce, and sooner or later an Ork patrol was bound to stumble upon their position...

When setting up, make sure to place a Stash counter in the rear section of the ruined farmstead as shown on the map. Thruigg must try to get to the Stash by the end of the game if he can – if he ends any phase on the marker, then the Stash counts as retrieved.



FORCES

Kantor's Last Chance

- Pedro Kantor, Chapter Master of the Crimson Fists.
- Ten Tactical Space Marines with a missile launcher and a flamer, split into two five-man combat squads.
- Five Space Marine Vanguard Veterans (with close combat weapons and bolt pistols and without jump packs) or five Sternguard Veterans.

Bullneck's Ork Raiders

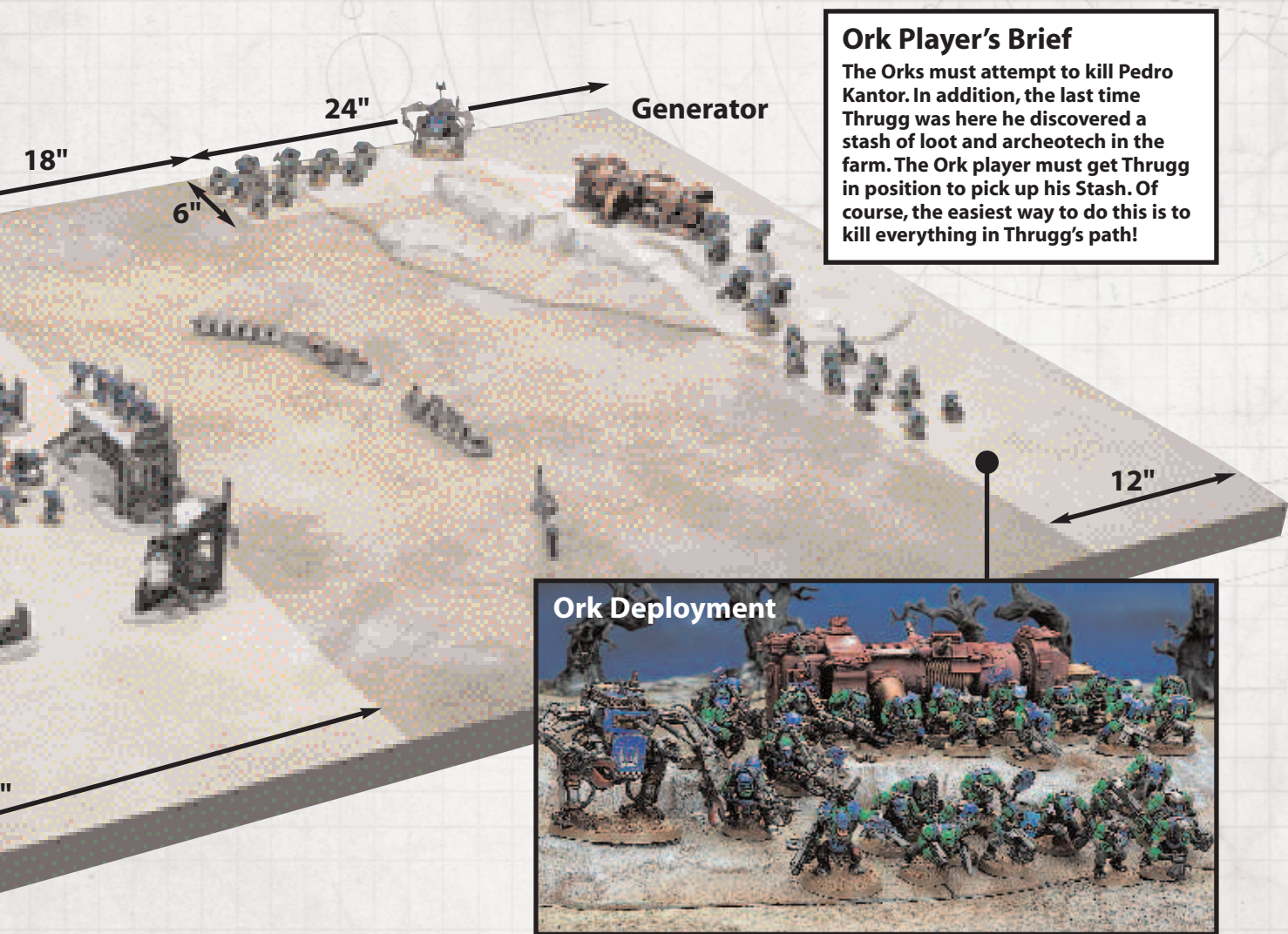
- Warboss Thruigg Bullneck with power claw, twin-linked shoota, and a bosspole.
- 12 Ork Boyz with slugga and choppa, including Hruk da Nob (armed with twin-linked shoota and choppa).
- 12 Ork Boyz armed with shootas.
- Five Burna Boyz including a Mek with a kustom mega blasta.
- One Deff Dread armed with rokkita launcha and big shoota.

Space Marines' Brief

The Space Marines must attempt to kill Thruigg Bullneck and obliterate his minions, all the while keeping Kantor alive. That said, the Chapter Master will need to get stuck in if you've a hope of taking Bullneck down.

Space Marine Deployment





Ork Player's Brief
 The Orks must attempt to kill Pedro Kantor. In addition, the last time Thrugg was here he discovered a stash of loot and archeotech in the farm. The Ork player must get Thrugg in position to pick up his Stash. Of course, the easiest way to do this is to kill everything in Thrugg's path!



Ork Deployment

Set-up
 The Space Marines set up in the ruins of the farm following the rules for hidden set-up (see page 269 of the 40K rulebook). They may not hold any units in reserve.
 Once the Space Marines have placed their hidden set-up markers, the Orks deploy. The Space Marine player then deploys his forces according to the placement of the markers.
 Thrugg is trying to make it look like his Orks are on a routine patrol and therefore his forces are covering as much ground as possible. For this reason, Thrugg and Hruk may not start the game within 24" of each other.

The Honour of the Crimson Fists: All units in the same army as Pedro Kantor have the Preferred Enemy: Orks and Stubborn special rules.

Lines of retreat
 The Ork player will retreat back to the short board edge in their deployment zone. The Space Marine player will retreat to the opposite board edge.

Who goes first?
 The Ork side has the initiative and hence goes first.

Game length
 The game lasts for 8 turns before Ork reinforcements arrive, forcing the Crimson Fists to withdraw towards New Rynn City and denying Thrugg his chance to nick the loot on the quiet.

Reaping the rewards

- If the Orks manage to take down Pedro Kantor, he escapes with his life but is badly wounded, and must subtract 1 from all his characteristics for the remainder of the campaign.
- If Thrugg Bullneck gets to the Stash counter and the Warlord survives, he spends his ill-gotten gains in the Painboy's klinik. He adds +1 to all his characteristics when he appears in the Battle for Jadeberry Hill.
- If the Space Marines manage to kill Thrugg Bullneck they are bolstered by their success. All surviving Crimson Fists are counted as Fearless for the rest of the campaign.
- If the Space Marines kill all the Orks then the greenskin forces in the area are not alerted to the Crimson Fists' presence. They need not play the Road to New Rynn City scenario. All Space Marines surviving the Battle of the Farm are added to the forces used in the final battle.

BUILDING THE FARM

Studio modellers Mark Jones, Chad Mierzwa and Dave Andrews were responsible for the new Battle for the Farm terrain. Here's how they did it.



Farm ruins

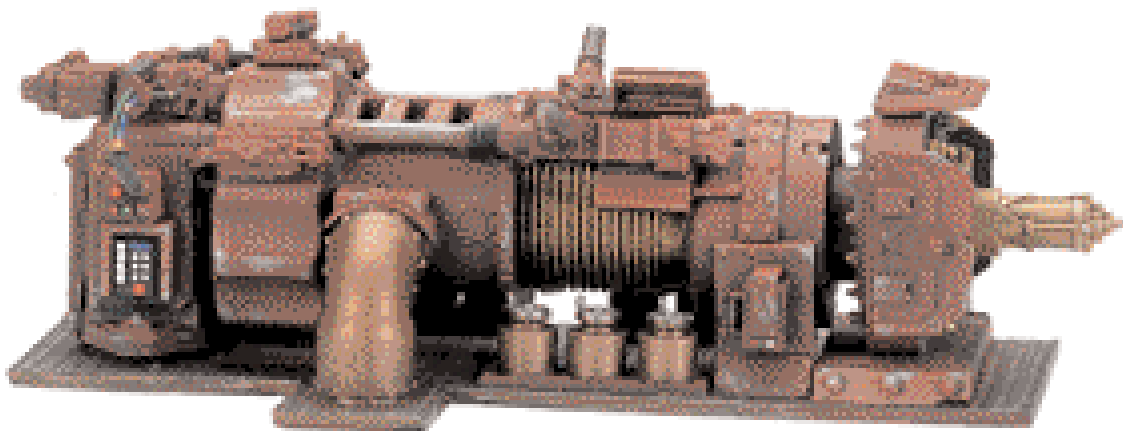
Chad created the farm ruins using the Warhammer 40,000 City Ruins frames. Just one of the ruined building kits should provide you with enough components to create the ruined outline you need to represent the farmstead. Once the ruins were based, they were painted in dull greys and metallic greens. Make sure a couple of your farm ruin parts have an extra level to provide your Space Marines with some elevated positions.

The generator

For the generator, Chad found a bit of old scenery that Dave had made years ago, and simply spruced it up a bit! For this kind of scenery piece, try to get hold of some bits from broken household appliances – these items should have components that, with a bit of modification and a swish paint job, will combine to make a perfect generator for your game.

Stash counter

Mark Jones made the Stash counter by raiding his bits box and sticking components that any self-respecting Ork Boss would find desirable onto a resin base although you could use a 40mm round base. On the counter we used you'll find loads of plastic weapons, an ammo crate from the Battlefield Accessory frame, a shell casing and even some rock crystal procured from a craft shop.



Ⓒ THE ROAD TO NEW RYNN CITY

Combat Patrol scenario (adapted)

On the tenth night after the destruction of the fortress-monastery, Kantor and his command reached the outskirts of New Rynn City – only to find shattered ruins in place of the once-proud metropolis. The central portion of the city was built on an island in the midst of the great river Pakomac, and this appeared battered but still standing. The rest had been destroyed in the fighting. Many Ork forts had been built out of the rubble and it was obvious that several warbands were vying for the glory of capturing the last city on the planet. Each Warboss was busy trying to cross the river – some were building bridges under withering fire from the defenders, others were constructing boats or pontoons or submersible siege towers, still others were bombarding the city with artillery. Kantor still had a chance.



Chapter Master Kantor is equipped with a power fist and the treasured heirloom of the Crimson Fists Chapter, Dorn's Arrow.

Forces:

- The Space Marines field the same forces as used in the Battle for the Farm.
- The Orks have 300 points of Troops from the Ork army list.

Terrain:

- Place as much city terrain as possible on the board. You could even use the Cities of Death rules.

Special Rules:

- The victor may add the survivors of this battle to the army in the next Scenario.
- If the Space Marines were all taken down at the Farm, play a Breakout mission with the Space Marines as the Attackers.

7 THE BATTLE OF JADEBERRY HILL

Apocalypse game, no points limit

Kantor led his men to a major underzooom that led under the river near Jadeberry Hill. The Crimson Fists reached the tunnel entrance only minutes before the Orks advanced. They rejoiced when they discovered that the tunnel mouth was being held by a large force of Crimson Fists who had been dispatched to New Rynn City before the Orks attacked. Their leader was Veteran Sergeant Huron Grimm, who was astounded to find his old Chapter Master emerging from the pre-dawn mist with the battered and bloodied remnants of his command.

The rejoicing was short-lived. Moments later all had to man the barricades. A vast force of Ork troops, led by Snagrood himself, melted out of the dawn light and battered at the Crimson Fists in successive wave attacks.



This Ork Warboss has a Power Claw, achieved with a basic hand swap. Check out this month's Citadel Toolbox for some conversion tips.

Special Rules:

- Thrugg Bullneck may take part in this battle if he survived the Battle at the Farm – he is used in addition to the normal Ork point total.
- While Kantor is alive, all Crimson Fists receive the Counter Attack universal special rule.

Bonus Strategic Assets: Space Marines

Hold at All Costs, Obstacles, Recon.

Orks

Flank March, Tunnels, Camouflage.

The victor of this game wins the campaign.

Congratulations!

THE AFTERMATH

After three days of constant fighting, the Crimson Fists were driven back down the underzooom tunnel and forced to use demolition charges to prevent the Orks following. New Rynn City was left completely isolated and besieged.

The eighteen-month siege of New Rynn City, and the campaign to liberate Rynn's World when Imperial reinforcements finally arrived, would

make epic tales in their own right and great material for a future campaign. As Kantor had predicted, it took years of fighting to reconquer the worlds in Loki Sector, which were seized by Waaagh! Snagrood.

Badlanding remains in Ork hands to this day, but there's no reason why you shouldn't revisit its war-torn dust seas with revenge in mind...