The Devouring of Nyx Beta

*Player Pack*

V. 1.1 - April 2024

After the defeat of the Tyranids on Ichor IV during the second Tyrannic War (M41.993), the remaining hive fleet elements scattered north. For years they laid low, hiding from the gaze of the imperium rebuilding their forces - consuming planets only when absolutely necessary, and with no conceivable pattern.

50 years to the day after the end of the 2nd Tyrannic War, an organic warp beacon was lit by a hidden sect of Genestealer Cultists on Nyx-Beta's moon, Serin. This beacon was picked up by the surviving splinter fleets. With the full might of Hive Fleet Leviathan attacking within Segmentum Pacificus, pulling the Imperium's focus, these splintered fleets decided now is the time to renew their harvest in full.

SECTOR BRIEFING

++The Taivian Belt Sub-Sector++

Located in the southern portion of the Pilgrim Sector, the Taivian Belt is a wide-spanning, resource-rich subsector, where many have gone to try and make a name for themselves. The area is known for its vast number of manufactorums, ship yards, and forge worlds. Being on the outskirts of the Pilgrim sector, it is a primary hub for trade into, and out of the sector. However, being located on the outskirts makes it very vulnerable to attack from the Imperium's many enemies.
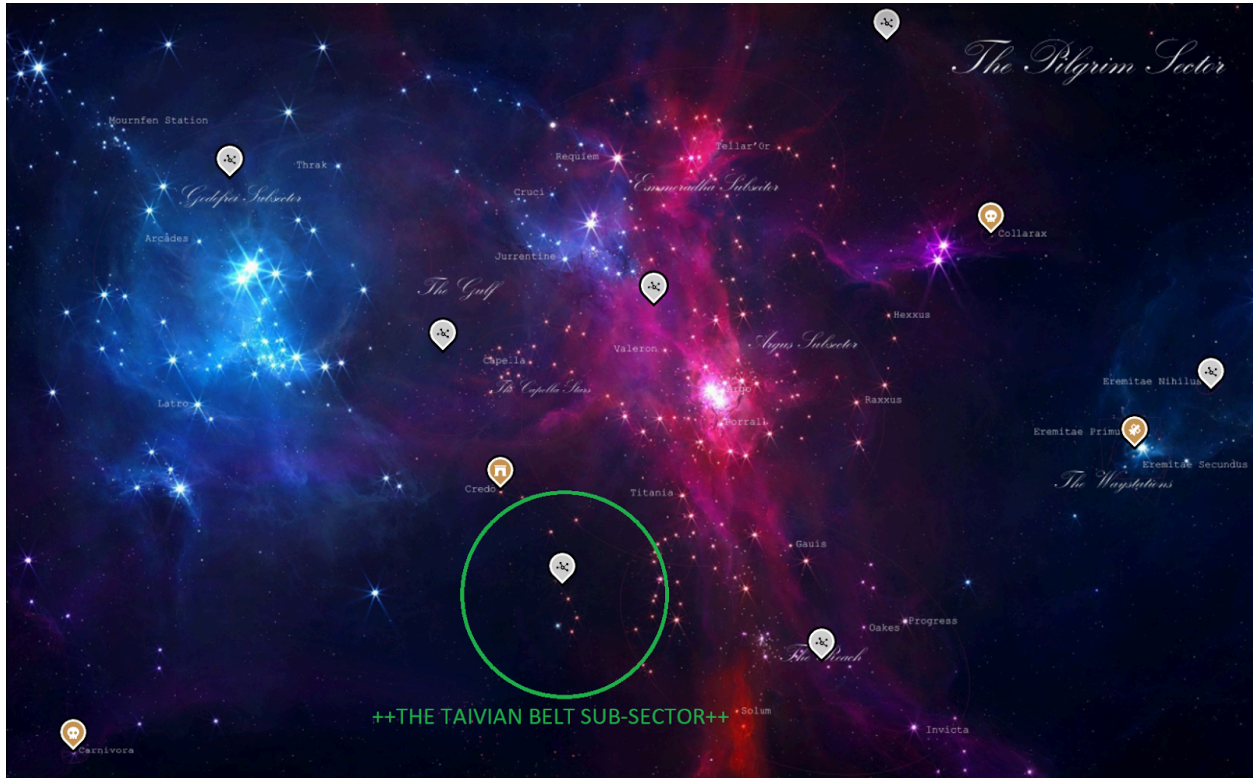
++*The Eskair System*++

The Eskair System is on the true outskirts of the Pilgrim sector - and is one of the few systems on the outermost edge of the Taivian Belt. It is a system that is often the first stop for traders making the long journey into the more populated areas of the sector

The system was named after its founder, Kalli Eskair, who ventured out to make a name for herself in M28 and stumbled upon a series of resource rich planets. The system has four life sustaining planets, the two largest are the twins Nyx-Alpha and Nyx-Beta located in its mid rift.

The system itself is home to many manufactorums and refineries which mine and convert raw resources into more useful forms for the Imperium's vast war machine. It is also home to the orbital shipyard, Cy'Rax Station, that produces an average of 6 Imperial Navy frigates (typically Firestorm pattern) per Terran Solar rotation. The ships produced are first given priority to the local Imperial Navy to replenish any losses. After which, any remaining ones are used to help shepherd trader fleet's throughout the system.

++*Planetary Survey*++

Name:	Nyx Beta
Designation:	BM 42292-E
Type:	Terra like planet
Sky Colour:	Brilliant yellow with bands of copper and red
Moons: 3	(1) Xenith (2) Sarin (3) Lumen
Total Population:	25.3 Billion
Imperial Tithe Grade:	Decuma Secundus
Supplied Imperial Tithe (per Terran Solar rotation):	1) 2,000,000 Soldiers 2) 20% of fuel requirements for the local Imperial Navy fleets
Planetary Stats	
Size:	4.6 x Terra
Radius:	20,307km
Gravity:	1.63 x Terra's Gravity
Temperature Range:	Low:-25C High: +55C Average: +15.2C
Water Prevalence:	43.8% (35% Surface, 65% Subterranean)
Planetary Motion	
Length of Day	39 Hours
Length of Year	471 Terra Days
Seasonal Variation	Minor: The planet's axial tilt results in extremely long lasting seasons

Nyx-Beta and its slightly smaller sister planet, Nyx-Alpha, are both located in the mid-rim of the Eskair System. It is one of the largest planets (by population), and provides many vital resources to the other local planets and satellite stations. Due to its large populations that could be consumed, it was a prime target for the Tyranid Splinter Fleets entering into the Taivian sector. However, due to the planet's significance within the system, it is also one of the most defended. It has a constellation of 8 orbital defense platforms, and often has at least a few Imperial Navy vessels stationed nearby.

++Key Locations++

Aaru's Paradise

Aaru's Paradise is located on the dark side of Xenith, such that the reflected light off the planet doesn't interfere with the view of the stars. The Settlement was started by the wealthy investor Emil von Wyld, who made his fortunes shipping goods through the Pilgrim sector, and was named after his wife Aaru Phix. Aaru believed heavily in astrology, and believed the settlement's remote location would be a draw to like minded individuals, who wanted to study the stars. She also chose the settlements location, based on the belief that is located on one of the moons ley lines, and would enhance the spiritual healing aspects of esoteric astrology - which would provide a more touristic draw to the area.

Adeptus Mechanicus Research Facility Zulu-Epsilon:

Facility Zulu-Epsilon is a facility researching the emerging Tyranid threat in the region. It is operated by tech priests of Stygies VIII Explorator Fleet Delta Kilo. It is located far from any settlements, in a temperate forest region on Nyx Beta. The area is cordoned off by numerous layers of force field generating containment fences, and the usage of long range scanners.

The facility is also said to be attempting to merge what they have learned from studying Tyranid species into new more powerful weapons that the Imperium can harness. This research has only been allowed to continue due to the dire threat the splinter fleets pose - and are being conducted under the watchful eye of the Ordo Xenos.

Axiom Hive

Axiom Hive is the Capital of Nyx Beta, and the largest of the Hive cities (home to approximately 4 billion citizens). The city is comprised of a seemingly unending number of hive spires, many of which rise up to a kilometer in height - blotching out the sun from reaching the ground.

It is mandatory for all citizens on Nyx Beta to serve in the Planetary Defense Forces for at least 2 years. This service begins at 18 years old, and has a yearly, two day refresher, until the age of 40.

Due to its size, and importance as the Capital, many of the hive spires and smaller buildings are reinforced, and are intended to be used as make-shift bunkers to grind any enemy advances to a stand still.

Command and Control Bunker Complex 461

Bunker Complex 461 was unfortunate enough to be with a few hundred kilometers of the initial Tyranid landing zones. It is one of the many Imperial planetary defense, command and control centers. The complex is comprised of a vast network of bunkers, and sensor arrays that are used to give the commanders on the ground as much information as possible, and to let them keep in communication with their army elements. All of the bunkers in the complex are connected via underground passageways, that interconnect in an almost maze like fashion.

Deep Space Observatory "The Oculus"

The Oculus is a satellite at the LaGrange point between Nyx Beta and its moon Xenith. The observatory is used to scan the depths of space for research purposes. Its location is ideal as it is relatively shielded from the light from the system's sun, Eos. Its network of cameras and scanners were the first to pick up the encroaching Tyranid splinter fleets.

Gherick's Fall Space Port

Gherick's Fall Spaceport is said to be the location where famous explorer Gherick Le'tang made planet fall, in his discovery of Nyx Beta. The space port now serves as the planet's primary transportation hub on and off world. Any new Imperial citizens will have passed through the space port before being routed to their new homes.

The spaceport itself spans thousands of square kilometers and can support docking many of the Imperiums larger vessels.

The spaceport grounds are divided into three distinct areas, each with a unique focus; Transit of general goods and materials, civilian traffic, and military traffic.

Heladon, the Abandoned Slum Hive

Heladon was a failed project envisioned by one of the Planet's former governors, Elisah Heladon, who was said to be a heavily religious man.

Elisiah Heladon governed the planet during a decade of particularly bad warp storms that cut the system off from Terra/ the rest of the imperium.

The Hive was meant to be his defining achievement, a new self sustaining Hive City with heavy ties to the Ecclesiarchy. However, just as the project got off the ground, Governor Heladon was found guilty of heavy corruption - including deceiving the population of his close connections with the Ecclesiarchy (Which previously could not be verified due to the warp storms disrupting communications out of the system)

Construction of the city was halted, and was never resumed, due to the heavy costs and bad reputation it garnered amongst the population.

Over the years the construction ruins have become home to many local gangs, and displaced individuals who have taken refuge there.

Kharos' Pyre

Kharos' Pyre is the primary chemical refinery for all of extracted elements/ materials from the moon of Sarin. The refinery spans hundreds of kilometers, and produces fuel used for planetary power generation, the vessels of the imperial navy, weapons (e.g. promethium, and melta packs), and general manufacturing.

The Refinery provides approximately 20% of all fuel used by the local imperial navy fleets, with another 60% being refined at Taverax Station, that orbits the gas giant of Phaetah Minoris.

Miners in Promethium guild 749, were the first to find an organic pulsating relic of unknown origin on the planet in the year M42.17. Slowly those who found it began to mutate, with their heads growing and visible ridges forming. Over time, the guild members began to move away from the Emperor's Edict, and started to preach, in secrecy, about a 4-armed emperor who would come to liberate the people of the Eskair System.

Moon #1: Xenith

Xenith is the farthest orbiting moon of Nyx Beta, and the smallest. It is primarily a tourist destination for many of the region's wealthy nobles, and lower citizens who have saved decades worth of wages. The few bubble domed settlements that exist on the moon, provide a stunning lookout into the reaches of the galaxy, immersing the viewer with the sight of millions of stars.

Moon #2: Sarin

Sarin is the middle orbiting moon of Nyx Beta. It is highly toxic, and contains vast quantities of chemical elements underneath its surface (e.g. Hydrogen, Uranium, and Phosphur). The moon is primarily composed of drilling/ extraction sites, large refineries, and sealed settlements that house the many workers.

Moon #3: Lumen

Lumen is the closest moon to Nyx Beta. It is one of nine planets/ moons within the Taivian Belt subsector that is known for its abundance of crystalline material that protrudes from its surface. It gives the moon a slight reflective glow that is visible on Nyx. The largest build up of Crystals is in a location known as ' Lumen's Gate'. This area got its name from the early settlers of the Nyx who believed it was a gateway into the beyond, due to the localized extreme brightness that looked like a sparkling portal from the planet's surface.

Ordo Xenos Field Base (<REDACTED>)

<REDACTED> is an Ordo Xenos field base that houses a small contingent of the 934th Rapid Response Force. Its primary purpose is to keep an eye on the Stygies VIII tech priests conducting research at facility Zulu-Epsilon, along with containing and eliminating any threats that may escape.

The Ordo Xenos forces are being led by Inquisitor Miriya Grimvir.

Orbital Defense Battery Sierra-Yankee 5

Nyx Beta is surrounded by a constellation of 8 Orbital Defense platforms. These platforms provide a last line of defense for the planet. Each platform is outfitted with 8 macro cannons installed in an octal pattern, along with 4 Lance batteries situated across the platforms X and Y Axes. All of the weapon batteries are controlled from a crewed command station that runs along the station's Z-Axis.

Each platform has a rotating crew of approximately 75 personnel who run weapon targeting, power management, communications, and attitude control. The station also includes a complement of servitors who perform menial tasks, and operate each of the autoloaders for the macro cannons.

Pioneer's Spire

Pioneer's Spire is an agricultural hive settlement located around the equator of Nyx Beta. This location is perfect for growing the neverending quantities of food required to feed the citizens of the planet, as crops can be grown year round. The farms in this region are contained in massive protective greenhouses that span kilometers in length.

The hive settlement of Pioneer's Spire was erected to house the millions of staff required to keep the farms running efficiently. Supplementing the staff, and countless numbers of of specialized servitors who plant and harvest all of the crops, and help to keep the animal populations alive till they are slaughtered for food.

All the food is processed locally within the region. After which it is shipped off to all of the cities around the planet for distribution to the population - and offworld to the moons settlements.

Should the agricultural hive ever cease functioning, or its outputs even fall below 50%, the planet would quickly begin to starve. Each region of Nyx Beta has warehouses filled with extra food rations in the event of war. But, little to the knowledge of the general population, these stores would only last a few months at most - as most of the planet's aristocracy have slowly siphoned and diverted spare rations to their own personal stores.

Praxis Secundus

Praxis Secundus is a minor Manufactorum run by Magos Vherrus Ovex It is one of the many feeder facilities to Praxis Major - the Sub-Sector's primary ship building manufactorum, located on the planet Verseriah IV. Praxis Secundus' primary output are macro caliber munitions for the vessels/ planetary defense platforms of the imperial navy. However, it is also one of the many suppliers of smaller munitions for the Sub Sector's Planetary defense forces.

Space Hulk "Gilded Light"

The Gilded Light was an Emperor Class Battleship, part of the Ordo Xenos fleet sent to the Taivian Subsector to help combat the Tyranid threat. During the initial invasion of Nyx Beta it was crippled by Kraken class bio-ships which overwhelmed its defenses. This was then followed up by a swarm of boarding worms launched from one of the Hive ships above the planet.

The Gilded Light housed a small contingent of Death Watch marines, a company of the Inquisitorially Sanctioned 934th Rapid Response Force, along with Imperial Navy personnel. The troops stationed on the Gilded Light fought heroically to the last man, but the tide of Tyranid organisms ultimately overran them.

Due to it being an Ordo Xenos vessel, it was one of the few general Imperial Navy ships outfitted with a teleportarium array. Miraculously during the attack, this array was undamaged, and the ship's emergency generators maintain enough capacity to operate it for short periods of time.

The Choir Needle

The Choir Needle is one of two operating Astropathic stations within the Taivian belt sub-sector. It is located on the surface of Nyx-Beta, and is a massively beautiful complex, made of white marble that is built into the largest mountain range on the planet. At the range's highest peak sits the main sanctum of the Choir Needle. Inside the sanctum is an immense psychic beacon that siphons power from nearby psykers. The beacon dates back to a time before the Great Crusade. While many of the assigned tech-priests know how to fix relatively minor issues with the beacon, the in-depth knowledge of its operation has been lost for many millennia. Many of the tech-priests fear the day that a major malfunction will occur, as such an event would likely extinguish the beacon for good.

The Siren's Grave

A ship graveyard in the middle region of the Taivian Belt subsector. It was first the site of a large scale engagement between Loyalist and Traitor fleets during the Horus Heresy. Since then it has been a growing graveyard of space hulks. Numerous fleet engagements have occurred locally over the millennia, with many admirals claiming their Navigators were drawn to the area by some ever calling force. In the center of the graveyard is the "Adephagia" a Universe Class Mass Conveyor that was crippled by pirates - however, the raiders who boarded the ship looking to plunder its vast wealth, were never heard from again. Over time, the graveyard has become a source of great concern for the Inquisition. Yet every attempt to get close to it, has been met with mysterious ship failures or been attacked by others drawn to it.

RULES

++General++

The Devouring of Nyx Beta uses the Warhammer 40,000 10th Edition Core Rules.

The most up to date source of all army rules should be used. If an Army gets a codex release during the course of the Campaign, their new rules will take effect after the actual street release date (i.e. leaks are not to be used). The Crusade Roster will be updated as necessary (for points, unit size, stock war gear, etc.) – if after the update, a Crusade Roster ends up exceeding its current Supply Limit, the player should spend RP to make their Roster a legal list as soon as possible. If any unit entries are removed during the Codex release, the unit entry will remain using the original source (e.g. Index). Relics and Enhancements will not be freely replaced if a Codex has more unique options.

Legend units are allowed in the Crusade.

If players have any concerns over rules. Bring them up for discussion or message Jeff! House rules might be implemented/ changes to the Strategic Objective Bonus' might occur if there are unforeseen interactions or things are getting out of hand.

++Crusade Rules++

The Devouring of Nyx Beta campaign will utilize the standard Crusade ruleset. The Tyrannic War Crusade Supplement will be used from the start of the Campaign. If other Crusade Supplements are released, they will be reviewed, and players will be notified if the new crusade rules will be used.

The key points are (if there are rule discrepancies, the rulebook takes precedence – with the exception of any House Rulings which are marked accordingly):

1. Each player will create an Order of Battle (herein referred to as the "Crusade Roster") for their army. The Crusade Roster will start with a Supply Limit of 1000pts. Each player can use Requisition Points as listed in the rules to increase their roster size as desired.

    Note 1: While the campaign will not enforce strict point limits for monthly games – as it is up to the players to decide on a game size. However, the Multi-Game days will be played at specific point limits, and if a player does not have the required Supply Limit they will play at a disadvantage. The game sizes for these Multi-Game days will be posted in advance – and will assume an increase of approximately 250pts per month.

    Note 2: Players are expected to keep their Crusade Roster up to date. Various apps exist to track Crusade games/ Rosters. (E.g. The Automated Crusade Roster from The Beard Bunker, *https://www.thebeardbunker.com/2020/09/40K-crusade-roster.html*)

2. Players will generate an army list for each specific game only using units in their Crusade Roster.

   Reminder: In Crusade, players have to pay for Enhancements/ Crusade Relics/ Battle Traits through spending Requisition Points.

3. Each Player will start the campaign with 5 Requisition Points to spend as they see fit.

4. All units begin the Crusade with 0XP points.

House Rule: All units in your roster that are painted (or get painted during the campaign) get a one time 2XP bonus. This bonus is applied when the unit is added to your roster, or immediately after it is painted (if it was already in the roster).

5. Units that part-take in a game can earn experience as follows (in addition to any extra XP earned through Mission rewards):

   (a) Battle Experience: All units that took place in the battle gain +1XP

   (b) Dealers of Death: A unit gains +1XP for every third unit is kills.

   Note: Players should keep track of the number of enemy units their own units have killed. Most Crusade Roster apps have a section for this. Units have to be fully killed off to count – if a character is attached to a unit, the bodyguard unit and character count as separate units.

   (c) Marked for Greatness (<u>has been House Ruled</u>): At the end of the battle two units can be "Marked for Glory". Those units receive an additional +3XP. One unit is selected by the controlling army's player, and the second by your opponent.

   Note 1: for Boarding Action Games, only a single unit is "Marked for Greatness" and it is chosen by the controlling player's army.

   Note 2: Players should try and pick a unit that made a difference in the battle, and not just a unit they want to gain XP (i.e. if a unit stood around doing nothing in a game, was killed before it could accomplish anything meaningful, failed every roll, etc. it should not be chosen)

   (d) Bounty Hunters (House Rule): Units will gain additional XP if they kill enemy units of extreme renown:
       (i)   +1XP if the destroyed unit was a "Heroic" Rank (had 31-50 XP)
       (ii)   +2XP if the destroyed unit was a "Legendary" Rank (51+ XP)

       Reminder: The following unit types cannot gain XP:

1) Epic Heroes
2) Fortifications
3) Swarms
4) Summoned and "Replacement" units

Note: Summoned and Replacement units are defined as units that are added to your Crusade army during the battle, but are not permanently added to your Order of Battle.

6. Each player gains +1 Requisition Point per game played (in addition to any extras they may receive from Mission rewards)

7. Units may gain Ranks as they gain XP (refer to the Crusade Rules for the XP breakdown). Only characters may exceed 30XP (unless the Legendary Veterans RP is purchased). Each time a unit gains a Rank they receive a new Battle Honour (Battle Trait/ Weapon Modification/ Crusade Relic). Each Battle Honour increases the unit's Crusade Points by 1 (2 if a Titanic Unit).

   Note: Crusade Relics increase the unit's Crusade Points by differing amounts (Artificer = +1, Antiquity = +2, Legendary = +3)

   House Rule: When selecting a Battle Honour, you cannot choose whichever option you like. Instead, roll 2d6, and pick which dice result you like best. If doubles are rolled reroll the dice until you no longer do.

8. At the start of each battle, prior to deployment, each player must secretly choose Agendas for the battle. Each can award the player with extra XP if accomplished. The number of Agendas is dependent on the type of battle being played:
   (a) Standard Game = 2 Agendas
   (b) Boarding actions = 1 Agenda

9. Prior to deployment, If there is a difference of at least 5 Crusade Points between two players Army Lists, the player with the lower number is considered the Underdog, and gains a number of Crusade Blessings depending on the size of the difference. Refer to the Crusade rules (specifically found in the Tyrannic War Supplement) for the number of blessings and which can be selected.

10. After each battle, any unit that was fully destroyed must make an Out of Action test.

    Note: If a character is attached to a unit, the bodyguard unit and character count as separate units.

++*Campaign Mechanics*++

The Devouring of Nyx Beta campaign utilizes a modified version of the Conquest Campaign rules found in the Horus Heresy (v.1.0) Book 4: Crusade. All rules for the system are found below.

Campaign Procedure

1. Everyone will be split into two teams
    a. Defenders (Imperium Factions)
    b. Invaders (Nids/ GSC/ Chaos Factions)

2. The campaign map will contain 14 Strategic Objective Tiles.

3. Each team will start with 20 Reserve Points. These reserve points are used to wage the campaign – with each point representing a single played game.

4. At the start of each month, each team will roll off for "initiative". The winning team gets to issue the first challenge for an adjacent tile space (the person issuing the challenge becomes the "attacker"). The other team can then assign a player to "defend" the tile. The teams then alternate issuing as many challenges as they want.

    Note 1: Each challenge reduces the attacking team's Reserve Points by one.

    Note 2: The Defending Team does not need to accept a challenge. If no one is defending the attacker gets an automatic win. However, each team MUST accept a minimum of 2 challenges a month (unless the "attacking" team cannot issue that many challenges).

5. The players play their game(s) at some point during the month

    Note: It is expected that the players organize a time and place to play their game(s).

6. If the attacker wins, the tile becomes under their control. If the defender wins, the tile control does not change (including if the tile in question is not under either teams control)

7. Repeat steps 4-6 each month until BOTH teams run out of Reserve Points. The team with control of the most tiles wins (can also assign a points cost to each tile).

General Note 1: If a team runs out of Reserve Points before the other does, it cannot issue any more challenges. This represents a faction having no more resources (e.g. manpower, vehicles, biomass, etc.) to continue waging an offensive campaign.

General Note 2: If a team controls the entire planet map before either team runs out of Resource Points there will be a one last turn, where the "losing" team can try and mount a final last ditch offense issuing one challenge per player. If no territories are gained by the "losing" team, the campaign will end.

Starting Campaign Map Tiles

Each team will start the campaign with between one and three tiles. The number of tiles will be decided during a campaign kick-off game day. The theme of the game day will be *"Planet Fall"*.

The number of games that each team wins during the game day, will determine how many tiles they begin control with:

- 0 - 2 Wins: 1 Tile
- 3 - 6 Wins: 2 Tiles
- 7 - 9 Wins: 3 Tiles

Note: The number of required wins may change everyone is not able to attend the kick-off game day.

The team that wins more games chooses the first tile (there will be some limitations to which tiles can be chosen). If tied, teams roll off.

Multi-Game Days

Throughout the course of the campaign, there will be months that will have a singular planned game day, instead of the regular issuing of challenges. These game days will consist of multiple games being played per player. These games do not cost any reserve points – rather they will be more narrative focused around a set theme.

Tile Mechanics

Each tile (known as a Strategic Objective) has a unique bonus associated with it.

Each tile has two tiers of control:

a. Neutral (no one controls it):

    When a tile is Neutral, it does not confer its bonus to either team.

b. Controlled (by the team that last won a game on the tile):

    When a tile is Controlled, its associated bonus is available to the controlling team.

Every month, **EACH player** can select **ONE** tile bonus their team currently has under their control, to be in effect for their army. If the player is scheduled to play more than one game, the same bonus is in effect for each game.

Some (but not all) Strategic Objective tiles have two bonus'. The first is a standard bonus, which can always be used. The second is a 'once per campaign' ability, activated at the start of a monthly campaign phase – before any games are played. These one off abilities ultimately destroy the tile (i.e. it is not longer has any strategic value, and does not count towards a team winning the campaign) – but impacts all of the games being played, instead of just the player(s) who selected the standard bonus.

If a Strategic Objective has been destroyed by a team, it will not be replaced. This means the final number of campaign tiles that determine the outcome of the planet, will be between 9 and 14.

Some bonus' impact "d#" units. These are rolled at the start of each game, prior to army deployment.

A list of all Strategic Objective bonus' can be found on the following pages.

Tile	Tile / Lore Reasoning for Bonus	Bonus
Aaru's Paradise	The owner of Aaur's Paradise is able to give their troops higher quality rest, taking advantage of the moons vacation hot spots, improving morale.	Gain a +1 to all battleshock rolls (Once per campaign – Tyranids Only) *Never Ending Hunger*: at the start of a phase, the Invader's team may consume the settlement. Until the end of the phase, all Imperial units are -1 penalty to Leadership and Battleshock tests. **Note:** This penalty cannot be ignored by other rules.
Adeptus Mechanicus Xenos Research Facility Zulu-Epsilon	The research conducted in the facility is focused on improving infantry weapons. The chosen squads are given experimental weapons to test.	1 Battleline Infantry unit: the unit's standard Infantry weapons (I.e. not special or heavy weapons) gain +1 str and +1AP, along with the Hazardous keyword. **Note:** If it already has the Hazardous keyword, it goes off on a roll of 1 or 2 instead.
Axiom Hive	The holder of the Axiom Hive conscripts its inhabitants to fight for their cause.	The player gains access to a 20man unit Astra Militarum Infantry squad with the following modified stats: - 19 Guardsmen, 1 Sergeant. - Sergeant is equipped with Laspistol and Close Combat Weapon - Guardsmen equipped with Lasguns (19). - WS/BS 5+ - Leadership 9+, but can use the leadership of a friendly unit within 6" - Does not get the ability: "Defenders of Humanity" **Note:** This unit does not count towards the army's total points cost.

Command and Control Bunker Complex 461	The occupants of the Command and Control Bunker utilize its vast sensor arrays to disrupt enemy equipment, allowing them to better ambush their enemies on Nyx Beta	Standard: Let a team deploy d6 units in ambush. These units are not placed on the battlefield during deployment. Instead place an "ambush marker" with a number representing the unit on the field (Note: keep what number is assigned to each ambushing unit hidden from your opponent). This unit can be placed in no mans land, up to 9" forward of the player's deployment zone.

In the first battle round:
- If you have the first turn, you must reveal all your ambush markers during your command phase.
- If you do not have first turn, you must reveal all your ambush markers after your opponent's movement phase.

Setting up an Ambush Unit:
- Setup 1 model from the unit in the center of the ambush marker. All other units must be placed within unit coherency (and within 6" of the first placed model).

(Once per campaign) *Vox Screech*: The controlling team may overload the sensor arrays to create heavy interference on all enemy channels. For that phase, every time the enemy gains a command point at the start of their Command Phase, they must roll a D6: on a 1-2, they do not gain the command point. |
| Deep Space Observatory "The Oculus" | The camera sensors are turned towards the planet and are used for surveilling the enemy. | The player starts the game with +2 extra CP |

Pioneer's Spire	The owner of the agricultural hive, is able to supply their forces with higher quality food supplies to bolster their energy	Standard: d3 Infantry/mounted/ monster keyword units gain the Scout keyword (Once per campaign) *Starve the Enemy*: the controlling team may burn the farming complexes. For that phase only, Infantry from the opposing team is at -2" movement penalty. **Note:** This penalty cannot be ignored by other rules.
Heladon, the Abandoned Slum Hive	Military units train in the ways of urban combat in the abandoned Hive City, including the frequent usage of traps.	3 pieces of terrain can be booby trapped (write down which ones, but keep them hidden from your opponent). When an enemy unit enters the terrain piece, roll a d6, adding +1 if it's an infantry unit, on a 4+ that unit takes d3 MWs.
Gherick's Fall Space Port	The spaceport is utilized to rapidly air lift units to where they will be needed most on the battlefield.	d3 units (and any attached characters) gain the infiltrate keyword
Kharos' Pyre	Higher quality melta fuel is provided directly from the local Refineries, straight to the front lines.	Increase the range of Melta Weapons by 4". Additionally, add 2 to the Melta ability (e.g. Melta 2 becomes Melta 4)
Orbital Defense Battery Sierra-Yankee 5	The occupiers of the Orbital Defense Platform turn its weapons upon the planet.	Standard: Place a marker in your command phase, at the start of your next command phase, roll for every unit within 6": on a 3+ it takes D6 mortal wounds (similar to how these worked in 9th) (Once per campaign) *Big Guns Finally Tire*: The controlling team may begin a sustained bombardment, exhausting the power and munition supplies to annihilate another Strategic Objective. Remove this Strategic Objective AND another Strategic Objective of the controlling team's choice: neither has any further value.

Ordo Xenos Field Base (<REDACTED>)	The occupiers of the field base gain access to a rapid response team from the local garrison	The player gains access to ONE of the following units: Imperials, Genestealer Cult, or Chaos Space Mariens: 10 Tempestus Scions equipped with: - Tempestor: Hot-Shot Laspistol & Power Sword - Scions: 7 Hotshot Lasguns, 1 Plasma Gun, 1 Hot-Shot Volley Gun Devourers: 5 Aberrants. Equipped per their datasheet. **Note:** This unit does not count towards the army's total points cost.
Praxis Secundus	The abundance of extra ammunition pumped out by the region's manufactorums are rapidly provided to the front line troops.	Vehicles, along with any weapons with the Blast keyword, can reroll the number of attacks they generate (I.e. reroll the d# dice for number of attacks)
Space Hulk "The Gilded Light"	The occupiers of the space hulk gain access to the ship's Teleportarium, allowing them to deploy squads anywhere on the planet with pin point accuracy	d3 Infantry keyword units can gain the deepstrike ability
The Choir Needle	The power of the warp is focused through the Astronomicon in such a way to improve Psychic powers	Add +1 Damage to all Psychic attacks. (Once per campaign) *Psychic Scream:* Until the end of the phase, all Psychic attacks and actions (friend and foe) require an additional Hazardous check as the astropaths are being tortured/ murdered. **Note:** This penalty cannot be ignored by other rules.

++*Missions*++

All missions will be posted, prior to each month's games.

The following Strategic Objective tiles will be played using the standard rule set of Warhammer 40,000 (at a point level agreed upon by the two players):

        (i)   Aaru's Paradise
       (ii)   Adeptus Mechanicus Research Facility Zulu-Epsilon
     (iii)   Axiom Hive
     (iv)   Gherick's Fall Space Port
      (v)   Heladon, The Abandoned Slum Hive
     (vi)   Pioneer's Spire
    (vii)   Praxis Secundus
   (viii)   The Choir Needle
     (ix)   Kharos' Pyre

The following Strategic Objective tiles are to be played using the Boarding Actions ruleset:
        (i)   Deep Space Observatory "The Oculus"
       (ii)   Command and Control Bunker Complex 461
     (iii)   Ordo Xenos Field Base (<REDACTED>)
     (iv)   Orbital Defense Battery Sierra-Yankee 5
      (v)   Space Hulk "The Gilded Light"

Missions will primarily consist of ones from the current/ past iterations of the Warhammer 40,000 core rulebook, and any supplements. Some missions may be modified for narrative twists, or general tweaking. These will be noted in the specific Mission rules.

Note: Not all mission tweaks may be known to each player (e.g. the possibility of hidden narrative objectives when they make sense).

++ *Additional House Rules++*

Allies: Allied units are units from a different faction than your army. You may include allied units in your army equal to 25% of the game size (i.e. if your army is 1,000 points, up to 250 points of your army may be allies). This supercedes any other allies rules, such as the rules for bringing allied Knights. Allied units must share the IMPERIUM, CHAOS, or GREAT DEVOURER keyword with the main army, with additional exceptions listed below.

- ASTRA MILITARUM and ADEPTUS MECHANICUS units may replace the IMPERIUM keyword with the CHAOS keyword to represent Traitor Guard and Dark Mechanicum forces. ASTRA MILITARUM and ADEPTUS MECHANICUS EPIC HEROES may not be taken in such an army.
- AELDARI armies may take DRUKHARI allies and vice versa.
- An IMPERIUM army may take VOTANN allies and vice versa, as long as there are no ADEPTUS ASTARTES, GREY KNIGHTS or ADEPTUS CUSTODES units in the army (i.e. neither the main army nor allied units may have these keywords).
- A T'AU EMPIRE, ORKS, or GENESTEALER CULTS army may take ASTRA MILITARUM allies representing Gue'vesa auxiliaries, Diggas, and Cult Infiltrated Militia respectively (replace the IMPERIUM faction keyword with T'AU EMPIRE or ORKS or GREAT DEVOURER as appropriate). ASTRA MILITARUM EPIC HEROES may not be taken as allies in such an army.

Note: this standardises the ally rules that exist in the various indices and codices. For example, a 2,000 point Chaos Space Marine army in matched play is able to take 500 points of cult troops (Khorne Beserkers, Rubric Marines, and/or Plague Marines), 500 points of Chaos Daemons, and one to three Chaos Knights. This rule gives an even ground to many armies and opens up more narrative possibilities.

Points of Interest: Some missions may have additional objectives on the battlefield representing points of interest that units can interact with. If completed, the player will draw a card from a Mystery deck, which will provide a small fun bonus (e.g. a Psyker, or a unit/ army ability bonus). The bonus is active only for the next game that is played.

Characters with Enhancements: Per the Crusade rules, a character that receives an enhancement is locked to the associated Detachment. We will **not** be following that. Instead, a character can only receive ONE enhancement. That enhancement is locked to the associated Detachment. However, you can still take the character in another Detachment, but they will not benefit from the enhancement. You can lower the cost of the character accordingly (unit points and Crusade Points) for such games.

Warlord: Your army's warlord must be the highest ranking model in your army: i.e. if you have a Space Marine Captain and a Lieutenant in your army, the Captain must be your Warlord. Note, this may be somewhat subjective depending on the army, and is left up to the player's discretion.

Points Per Model: Units with a number of models above its minimum but below its maximum may pay points per model instead of paying for the maximum sized unit. To determine the points per model, divide the maximum-sized unit points by the maximum squad size and round up to the nearest whole point.

Campaign Kickoff (Day 0) - Theme =Planet Fall

Possible missions:
Leviathan Crusade pack:
1. Screaming Into the Void
2. Against the Swarm
3. Scattered Supplies
4. Insurgency
5. The Gathering Shroud
6. Routed Prey

Boarding Action Games:
1. Void the Ship
2. Pull their teeth
3. Drastic defense
4. Sweep the decks