

The campaign is fought in 4 phases.

Phase 1 'Portents and Signs' covers one of several small scale Ork attacks on Imperial Worlds between Gulmere and Birmingham.

Phase 2 'Orks at the Gate' covers the unleashing of the full Waagh against the Birmingham system until landfall.

Phase 3 'Planetfall' covers the early stages of the grand war as the Black Planets strongholds' fall before the Orks.

Phase 4 'Retribution' covers the relief of Birmingham by returning Harbingers and Dark Angels.

Phase 1

WH40K Orks Vs Imperial Guard

Setting – Baring; A feral Water World with a large Imperial trading station which is strongly garrisoned.

Objective – Warlord Gorbag is clearing the path to the Black Planet, at the same time withholding his main force as a surprise and attracting recruits with loot and victory.

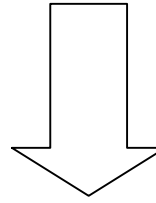
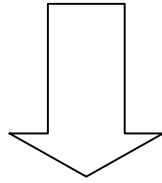
Note – this is just one of several such attacks, remarkable only insofar that Gorbag is present in person and that the Guard garrison was capable of inflicting at least a local reverse.

An Imperial win in this phase indicates that resistance goes on long enough for a distress call to be received in Piscina, the Dark Angel and Harbingers wind up their operations quickly and get an advantage in phase 4.

An Ork win indicates success in getting within striking distance of Birmingham with their true potential unknown. They therefore gain an advantage in phase 2.

Phase 1 Scenarios

1. MEATGRINDER action (BATTLE) Orks attacking



Ork Win

Defences overwhelmed quickly,
And phase now. Orks gain an advantage
In Phase 2.

Imperial Win

deprived of a quick
victory the Orks must
Grind out a win.



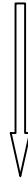
2. BUNKER ASSAULT (BATTLE) Orks attacking.

Ork Win

The job gets done but not impressively.
End phase now.

Imperial Win

Heroic defence forces the
Orks to bring up significant
reserves



3. REARGUARD MISSION (BREAKTHROUGH) Orks attacking

Ork Win

Finally the defenders die but
It bodes ill for the campaign
To follow

Imperial Win

The guard dies but never
retreats. Their efforts
allow numerous citizens to
take refuge with the Feral
population, not only that but
one their psychic distress
calls finally gets through.
Gain advantage in Phase 4.

Phase 2

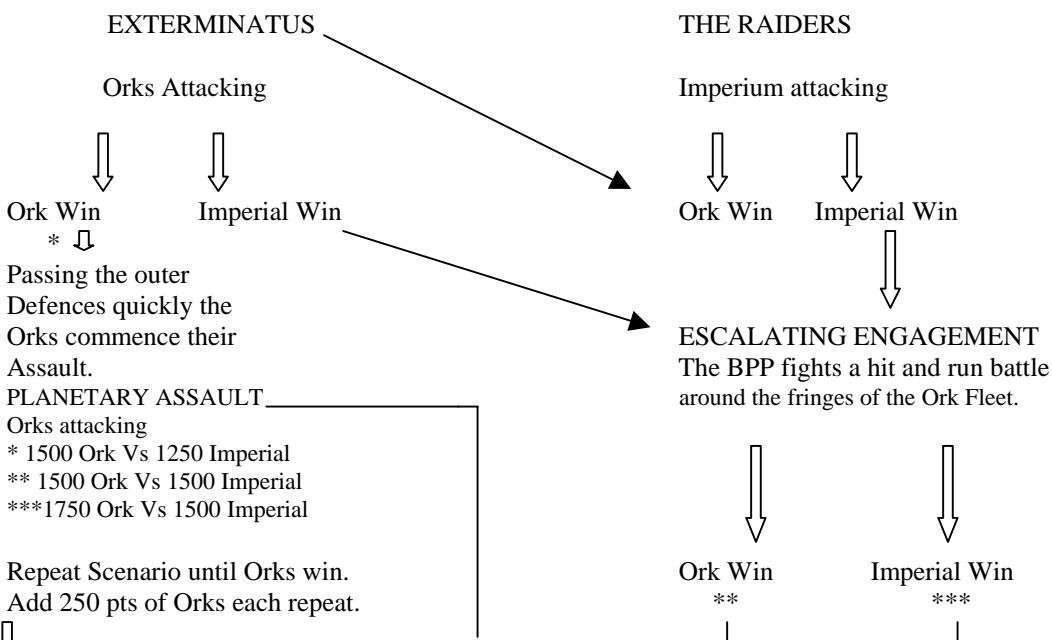
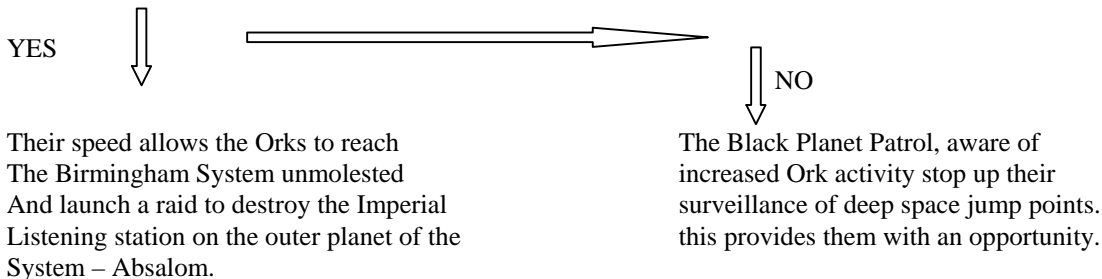
Battlefleet Gothic – Orks Vs Imperial Navy

Setting – Starts in deep space at a pirate jump – point and ends with the Orks assaulting the Black Planet.

Objective – Gorbag needs to brush aside the light initial organised resistance and get his forces to the planet

Note – These actions involve virtually the entire Imperial Navy in the Birmingham area but only the vanguard of the Waagh. Ultimately the line WILL be drawn at the Black Planet.

IF THE ORKS GAINED AN ADVANTAGE IN PHASE 1



- Orks win with 1500 point limit – gain advantage in phase 3
- Orks win with 2000 points or more – Imperium gain advantage in phase 3.

Phase 3

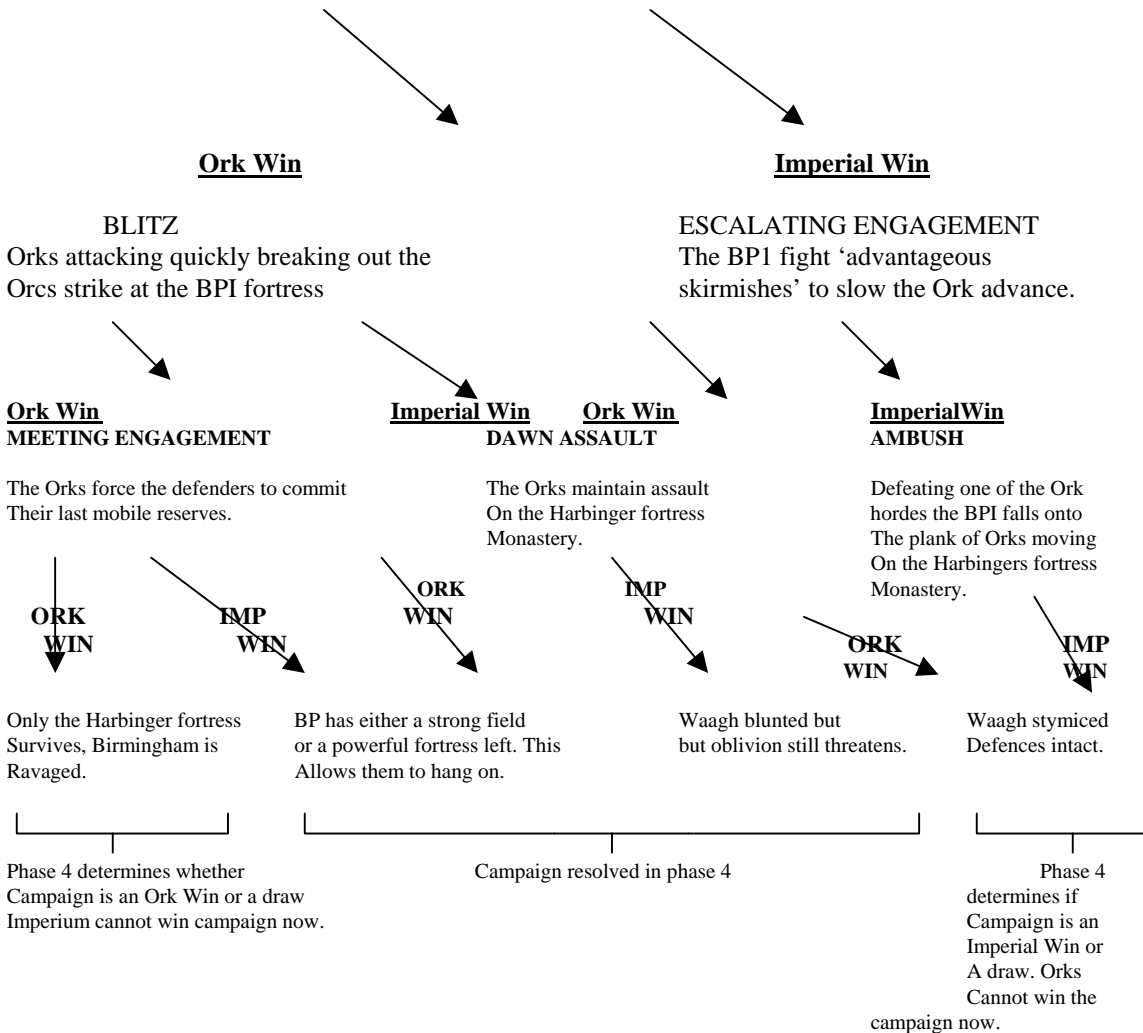
Epic 40K – Orks Vs Titan Legion (Black Planet irregulars).

Setting – The surface of the Black Planet.

Objective – Orks seek to destroy the surface fortifications prior to plunging into the depths.

**Planetary Assault
Orks Attacking**

Whoever had the advantage from phase 2 gets +1 on all reserve rolls



Phase 4

ALL SYSTEMS - EPIC 40K/WH40K/BFG

SETTING – SURFACE OF THE BLACK PLANET AND BELOW/ABOVE

This phase consists of 3 distinct scenarios, each of which is played, the phase is won by the player winning most of the games.

If the Imperium gained an advantage in phase 1 they start the series with advantage

1- 0.

BATTLE OF THE BOOK

2000 PTS

Amidst the wreckage is the Harbinger artifact – an alien ‘book’ – actually a pair logic engines – one on Birmingham are on Forra with a command database. The book is central to the harbinger cult and must be secured.

WH40K take and hold. Space Marines

Space Marines attacking. Vs

Orks

CLASH OF THE TITANS

3000pt

Eventually the two greatest war machines on The Black planet had to clash. The Ork mega-Gargant Mighty Nazdreg and the BPI Imperator Maximilistain.

EPIC 40K Meeting Imperium

Engagement Vs

Orks

THE STARS AFLAME

2000 PTS

The fully assembled Imperial Fleet meets the main Ork battlefleet in a battle for Supremacy

BFG – Fleet Engagement Imperial Navy

and Space Marines

Vs

Orks