

WARHAMMER 40,000

WEBS OF ULURU



**GROPES
MOHAWKS**®



Tallarn Desert Raiders of the 42nd Screaming Camels regiment fall ambush to an onslaught of Gigarachnids amid the red Astroturf fields of Uluru.



Kor's Raiders fight of The Peace Mongers space marines from a particularly important scrap of desert.

WARHAMMER 40,000

WEBS OF ULURU

Welcome to Uluru! What you hold here is a complete campaign scenario pack for two players to play games in the Webs of Uluru setting. The setting is supposed to work as a narrative framework around your games and can be used to greater or lesser detail. In principle all you need to play is 40k miniatures and terrain. In reality you can add several layers of extra on top of that. Let's dig into the sand of it!

What Is It?

This is a labour of love. It has been written and assembled by a single person, Dr. The Viking, using models and images from my own collection and those of generous friends.

Unlike the 2023 Global Campaign, this is not a coordinated, live updated worldwide event. There will be no monthly progress reports, no sector wide tallies and no carefully tracked meta narrative. The Brakkar campaign team are doing an excellent job at that sort of thing. This is something smaller, more self-contained and more old school.

The background sits somewhere between Rogue Trader and early Warhammer 40,000. If you want a precise timestamp, imagine it taking place roughly a week before second edition was released, when the universe was less codified, less uniform and far more open to interpretation.

That looser era appeals to me. The galaxy felt strange. The edges were undefined. There was room to improvise.

You are encouraged to treat this material the same way. Tie it into your existing collection. Replace deserts with jungles. Use Tyranids instead of Gigarachnids. Rename factions. Reinterpret motivations. It all works.

Everything presented here is a suggestion. You are the final authority on your table. Adjust, ignore or expand as needed.

Above all, play it in a way that is fun for you.

What Do I Need to Participate?

Participation is straightforward: Read the background. Play a game or several inspired by it. That is all.

If you feel inclined to write a battle report, post images or otherwise document your games, I would genuinely enjoy seeing it. If you do, feel free to mention me so I can follow along.

This supplement is not a rules cage. It is a toolbox.

Acknowledgements

A sincere thank you to Michael Mørk for moral support and for repeatedly deploying his Imperial Guard so I could remove them from the table. To PygmyHippo for graphic brainstorming and contributing models and images. And to Roger for proofreading, perspective and being a reliably solid human being.

Disclaimer

This setting is intentionally a spoof. It draws obvious inspiration from Dune, Mad Max, Eight Legged Freaks and the wider Warhammer 40,000 universe.

No infringement is intended.

I do not claim ownership of any referenced intellectual property, logos or adapted visual elements. This is a non-commercial fan work created out of affection for the hobby.



WELCOME TO THE TURF WAR

On the borders of the Eastern Fringe lies The Rovedian sector. The sector is home to many famous planets like Khardasian Prime, Pantangya, Hamelia XI (the last known location of Genetic Park) and Melnibonea to name just a few. Far from most of all civilization, beyond the grip of the Imperium, lies Uluru. It is a small and extremely hostile rock with desert gales that will sand the meat right off your bones, scorching firestorms that will burn you to timbers in seconds, and even the doves are poisonous. As they say: Everything on Uluru can potentially kill you, and will probably try.

A small red planet

Despite all these blatant warning signs, Uluru is a highly prized possession amongst kings, tyrants and warriors. The reason for this is exactly one thing: The AstroTurf or Red Butorg as it is known colloquially.

This crop covers large swathes of the planet and grows freely in the arid desert. Once harvested and processed, concoctions can be made that allow the users premonitions! Glimpses straight into the future of the world that would be. This has obvious advantages, and these concoctions are highly sought after among everything from warlords, gamblers, warp seers to people trying to shortcut their way through traffic during rush hour.

Needless to say, in a galaxy where everyone is fighting everyone all the time about all of the things, a substance that makes the user capable of seeing glimpses of the future is both in high demand, highly addictive and, importantly, *not* sanctioned by the Imperium.

The history and downfall of early Uluru

Uluru was first discovered by Eldar Exodites near the end of M13. They believed it to be a prosperous Maiden World and an ideal home.

They did not realise they had brought a small but consequential hitchhiker: The Sarcophagus Jumping Arach.

At the time, it was an insignificant white arachnid. It had no natural enemies on Uluru. More importantly, the pheromone released during its mating ritual proved structurally analogous to native plant auxins.

One otherwise unremarkable ground cover species, *Butorgium aridus oraculum*, responded with unprecedented vigour.

What had once been a modest plant began exhibiting accelerated root elongation, increased cellular division and intensified water uptake. The spider's mating compound, intended only to guide a mate across sun warmed stone, was interpreted by *Butorgium* not as courtship, but as abundance.

At first, the effect seemed beneficial. Denser red growth appeared where spiders gathered. The Exodites assumed the plant simply favoured disturbed soil.

They did not yet understand that the pheromone resisted ultraviolet degradation and bound readily to soil minerals. Each mating season layered residue into the ground. Each layer triggered further growth.

Over generations, *Butorgium* adapted.

Root receptors became increasingly sensitive. Growth cycles shortened. Taproots pushed deeper into Uluru's ancient aquifers. At the same time, the expanding root network released biochemical suppressants that inhibited competing species.

Native flora receded beneath an encroaching red monoculture.

The Arach flourished in return. More *Butorgium* meant more spiders. More spiders meant more pheromone deposition. The feedback loop intensified beyond equilibrium.

Within centuries, Uluru's hydrological balance shifted irreversibly. Aquifers fell. Without diverse root systems to bind the soil, wind erosion escalated. Verdant plains hardened into sand seas.



What had once been a Maiden World became a desert veined in red.

What was even more concerning was that the Arach began thriving on Butorgium spores. Within a few centuries, the species increased dramatically in size, going from coin sized curiosities to predators the size of small tables.

The Eldar recognised the transformation too late.

The spiders had no predators. The plant no longer required natural auxin cycles to regulate growth. It had become chemically dependent on the Arach's mating trails.

The Eldar then did what they do best. They convened a council of seers.

When white smoke finally rose from the tower to signify that a plan had been reached, the first seers to step outside observed that the Eldar population had already been eaten.

They too were eaten shortly thereafter by what were now known as Gigarachnids.

The remaining seers fled by spacecraft and, in a rare display of collective responsibility, agreed not to discuss Uluru for several millennia.

In the end, the web of life collapsed inward until only two organisms remained in meaningful abundance: The Sarcophagus Jumping Arach and Butorgium aridus oraculum, locked in biochemical symbiosis that consumed an entire world.

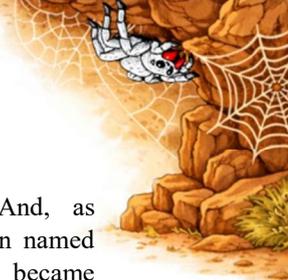
Return to The Forgotten Planet

Centuries passed, and Uluru was all but forgotten. Eventually, however, it was rediscovered by another invasive species: The Mon Keigh.

Around M30, the Imperium was held together largely through an expanding war economy that sought to bring home worlds and civilizations that had been living outside telepathic distance for millennia. Among the planets rediscovered and brought to adherence were Khardasian Prime and others in the Rovedian sector.

Imperial vessels eventually entered orbit around Uluru. After a brief survey concluded that the planet contained no significant intelligent life, it was classified as Agriworld Level 4.

In administrative terms, this meant that it was valuable, taxable, and unlikely to complain.



Imperial ambitions came and went. And, as described elsewhere, at some point a man named Horus and his associate Abaddon became sufficiently discontent to gather every available torch and pitchfork in the galaxy and head for Terra. The rest, as they say, is heresy.

In the Eastern Fringe, however, people were not particularly concerned. Few understood the details. Fewer still cared. Recent Imperial directives banning paper straws and cups while mandating plastic bag usage had already raised a few eyebrows, and the general consensus in the Rovedian sector was that perhaps being temporarily without Imperial oversight was not an entirely catastrophic development.

Uluru, in any case, continued to grow quietly red. Then, for the second time in the planet's history, the most insignificant creature imaginable had the most profound effect upon it.

This occurred when a vessel containing heavily armed buggalo farmers crash landed on Uluru.

They were fortunate enough to come down near a rocky plateau in the northern hemisphere, where the Butorg grew sparsely and the Gigarachnids generally agreed it was a bit too cold for their liking. As trained farmers, they understood the essential principle of survival: if it grows, boil it.

They immediately began cataloguing local flora and soon encountered the Butorg. Through the refined culinary traditions of agricultural pragmatism, which largely consist of reducing organic matter to an unrecognisable pulp, they discovered that the plant could sustain them. It provided both moisture and calories, which in desperate circumstances is considered haute cuisine.

As is often the case with farmers, cultivation followed consumption. The Butorg was boiled, mashed, fermented and eventually distilled in the hope of producing spirits capable of dulling their awareness of their current predicament.

Here, however, events diverged from expectation.

The distillate produced effects far beyond mild intoxication. Those who consumed it reported visions. Futures glimpsed. Secrets buried beneath the sand revealed. Imperial lottery numbers generously disclosed. Thus, Turfshine was born.



The trade begins

There are few certainties in the Dark Millennium, but one of them is that Imperial bureaucracy cannot be beaten.

Eventually, a Senior Agro Output Compliance Auditor of the Adeptus Administratum noticed that agricultural tithes had not been collected from Uluru. As a designated Agriworld Level 4, this was statistically unacceptable.

The Death Emus Space Marine Chapter was dispatched to correct the anomaly. They arrived expecting negligent farmers.

They were first introduced to a Gigarachnid the size of a modest dining table.

After a brief and clarifying engagement, the Marines pressed inland in search of something taxable. What they found instead was a settlement of heavily armed farmers running fermentation stills at industrial scale.

The initial skirmishes were confusing. The settlers appeared to anticipate every manoeuvre, taking cover moments before bolter fire and withdrawing seconds before flanking attempts. Several squads reported that the enemy seemed to know what they were about to do.

The Chapter Librarian eventually confiscated a bottle of Turfshine. Subsequent negotiations progressed rapidly. An arrangement was reached. The farmers would provide refined product in lieu of



traditional agricultural tithes. The Death Emus would classify Uluru as compliant, if unconventional. Official records described the local megafauna as manageable and the inhabitants as spiritually enthusiastic.

Trade followed.

Turfshine spread quietly at first, then enthusiastically. Merchant vessels began making unscheduled stops. Prospectors arrived. Opportunists followed. Settlements expanded beyond the northern plateau. Uluru, once forgotten, became inhabited again.

The Administratum eventually declared Turfshine illegal, citing unsanctioned precognitive effects, destabilising economic forecasts and interference with authorised divination practices.

Enforcement measures were drafted. They were filed. Uluru continued exporting.

Unending Struggle

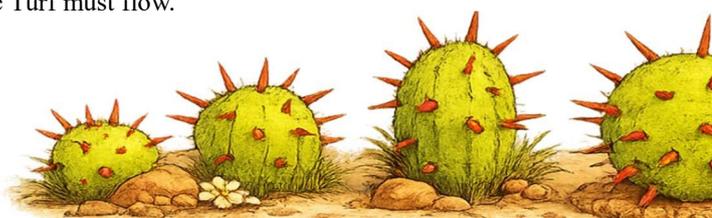
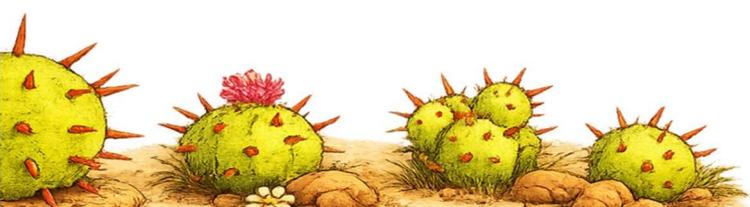
Over the next nine to ten millennia, Uluru never belonged to anyone for very long.

As Turfshine spread along trade routes and through shadow markets, its value became impossible to ignore. Control of Uluru meant influence over foresight. Influence over foresight meant power. And power, in every age, attracts pilgrims, conquerors and fools in equal measure.

Squat prospectors carved fortified extraction sites from the red plains, only to be displaced by Ork warbands who valued a good fight more than a stable supply chain. Imperial crusades arrived to restore compliance, declared victory with impressive paperwork, and departed before the sand had settled. Chaos warlords descended, convinced destiny favoured them. Rival Chaos warlords arrived shortly thereafter, having foreseen otherwise. Uluru changed hands so often that maps became suggestions rather than statements. It has been classified as compliant, rebellious, quarantined, liberated, reconquered and spiritually complicated. Sometimes within the span of a single generation.

Settlements rise from the desert in hope and are swallowed by sand, spiders or artillery. Fortress strongholds dominate the horizon for centuries before vanishing beneath red drift. Merchant fleets grow wealthy beyond reason and disappear between one shipment and the next. Through it all, the Butorg continues to grow. The Gigarachnids endure.

The Turf must flow.



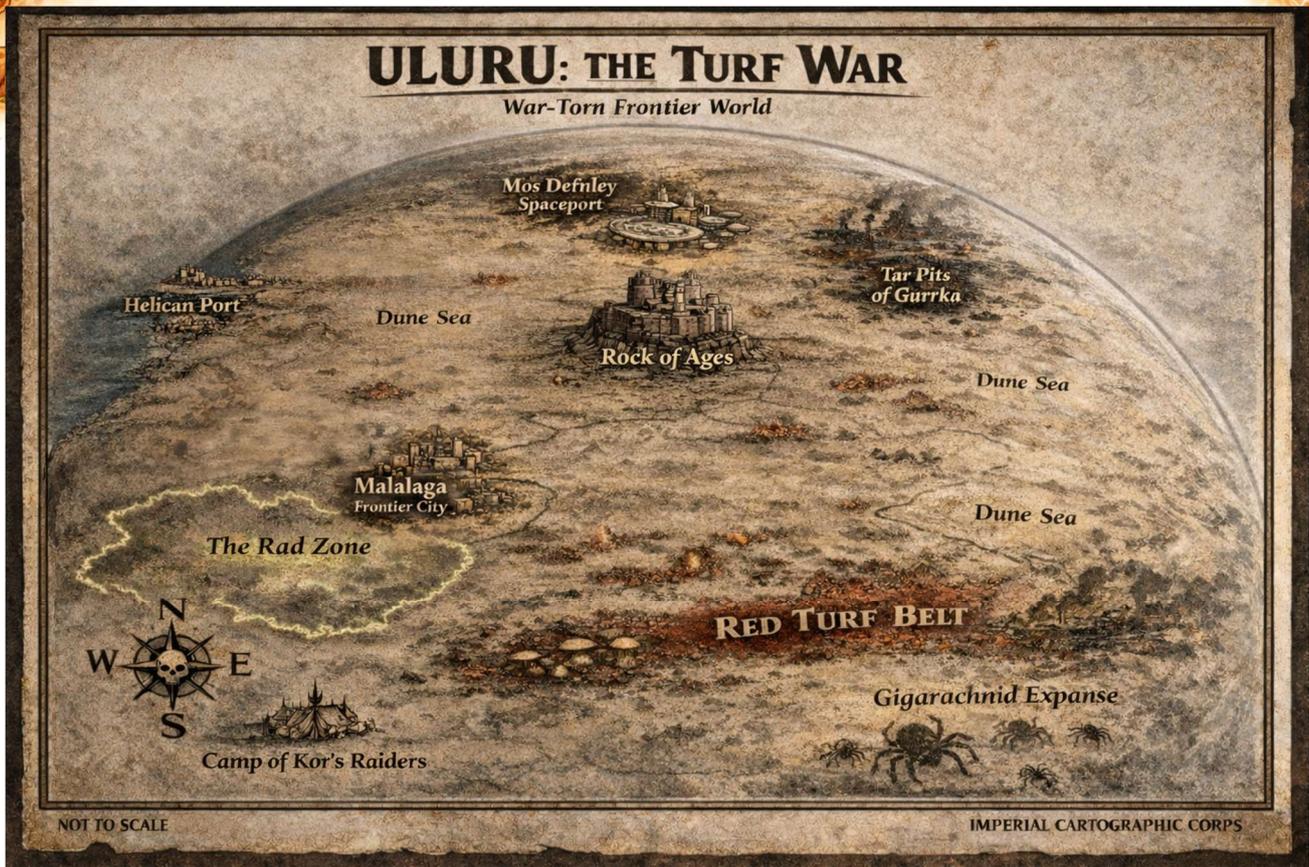


No banner flies long over Uluru. No prophecy secures it. Every conqueror believes they have mastered tomorrow. The desert remains unconvinced. And so Uluru persists as it always has: a small red world whose greatest resource is not water, nor territory, but the promise of knowing what comes next.

That promise ensures it will never know peace.

Because the Turf must flow.





Mos Defnley Spaceport: The primary northern export hub and unofficial capital of everything questionable on Uluru. Officially it is a compliant Khardasian trade facility. In practice it is widely regarded as a hive of scum and villainy. Smugglers, renegade psykers, off-ledger Administratum clerks, failed prophets and heavily armed farmers all pass through its landing pads. If Turfshine moves off-world, it moves through Mos Defnley.

Helican Port: A smaller western harbour carved into basalt ridges overlooking dune seas. Originally a Khardasian logistics node, now a contested trade choke point. Convoys gather here before daring the interior. Most do not all arrive.

Rock of Ages: The dominant fortress overlooking the southern basin. Whoever holds it controls artillery arcs, convoy routes and political legitimacy.

It has crowned tyrants and buried them in equal measure. The desert treats it as temporary architecture.

Malalaga: A hard-edged extraction settlement built around distillation towers and Butorg fields. Population fluctuates with whoever currently claims to govern Uluru. A place of opportunists, prophets and smugglers.

The Rad Zone: A scar left by overzealous purification campaigns and refinery detonations. The Rad Men - a native free people live here.

Red Turf Belt: The planet's most concentrated Butorg growth. Thick carpets of precognitive flora layered by millennia of pheromone saturation. Every faction covets it. Every battle eventually spills into it.

Gigarachnid Expanse: Territory where spiders rule

without negotiation. Sinkholes, burrow networks and shifting crust conceal creatures large enough to overturn armour. Armies pass through only when desperate or foolish.

Tar Pits of Gurrka: Viscous hydrocarbon basins used intermittently as improvised refineries. Vehicles and beasts alike disappear beneath the surface. Raiders favour the area for ambushes and disappearances.

Dune Sea (Northern & Eastern Reaches): Endless red desert shaped by wind and old root systems. Trade roads cut faint scars through it. Control of the dunes means control of movement, but nothing holds still for long.

Camp of Kor's Raiders: A semi-permanent Ork raider enclave. Tents, scrap fortifications and stolen stills ringed by fast attack vehicles. Ceasefires near this camp are statistically improbable





TIME LINE OF ULURU

982.M13: Eldar Exodites discover Uluru and designate it a promising Maiden World. The Sarcophagus Jumping Arach is inadvertently introduced.

995.M13: Butorgium aridus oraculum begins responding aggressively to Arach pheromones. Native ecosystems decline. Councils of seers are convened.

012.M14: Gigarachnids reach significant size. The Exodite population collapses. Surviving seers depart and formally agree not to discuss Uluru for several millennia.

184.M30: Imperial expansion into the Rovedian sector brings Khardasian Prime and neighbouring systems into compliance.

219.M30: Uluru is rediscovered by the Imperium. Finding no organised civilisation, it is classified as Agriworld Level 4. A full agricultural assessment is scheduled. It is never conducted.

006.M31: Sector reporting becomes inconsistent during widespread Imperial strategic disagreement involving Horus and associates.

117.M31: A civilian transport carrying heavily armed buggalo farmers crash lands on Uluru's northern plateau. Survival operations begin.

119.M31: The first successful distillation of Butorg produces verified precognitive effects. Turfshine is born.

142.M31: Turfshine production expands. Merchant vessels begin irregular trade. Several captains report improbably successful voyages.

301.M32: Trade enclaves are established. Population increases steadily. Extraction settlements spread across the red plains.

744.M32: A Senior Agro Output Compliance Auditor of the Adeptus Administratum flags

the continued absence of proper tithe documentation from Uluru.

118.M33: The Death Emus Space Marine Chapter intervenes to correct the discrepancy. Initial contact with Gigarachnids results in revised operational expectations.

124.M33: Conditional compliance is negotiated with foresight enabled settlers. Turfshine is accepted in refined form as tithe substitute.

619.M33: The Administratum formally declares Turfshine illegal due to unsanctioned precognitive properties and interference with authorised divination practices. Enforcement directives are drafted and archived.

002.M34 to 900.M35: Merchant cartels, rogue traders, minor crusades and private militias establish fortified enclaves. Control shifts repeatedly. Several rulers proclaim permanent dominion. None achieve it.

077.M35: The Tallarn 42nd, The Screaming Camels, are deployed to secure desert trade arteries during one of many Imperial stabilisation efforts. Their desert campaigns temporarily secure major supply corridors.

411.M36: The Khardasian Palace Guard establishes a sustained planetary garrison presence, assuming control of major cities and primary export facilities. Uluru gains its closest approximation of formal governance.

442.M36: Harkonn the Slayer of the Blood Skulls launches a major incursion, declaring Uluru the destined cornerstone of his dominion. Several strongholds fall before being reclaimed. Harkonn survives.

Mid M37 to Late M38: Numerous Chaos warbands, pirate confederations, prophetic cults and independent warlords attempt to seize control of

Turfshine production. Hundreds of banners are raised. Hundreds fall.

889.M38: Kor's Raiders descend upon Uluru after hearing reports of a drink that tells you what happens next. Their arrival ensures that no ceasefire lasts long.

118.M39 to 700.M40: The planet changes hands repeatedly. Administratum archives list Uluru as compliant, rebellious, liberated, quarantined and strategically essential, sometimes within the same century.

771.M40: The Death Leopards warband enters the system in strength, seeking to consolidate planetary control. Their campaign ignites renewed large scale conflict with Imperial forces and rival Chaos factions.

118.M41: Reports circulate of Gigarachnids adapting to sustained artillery bombardment patterns. These reports are dismissed until artillery crews begin disappearing.

771.M41: The Blood Skulls return in force under Harkonn the Slayer, prosecuting a renewed campaign against both Imperial holdings and rival Chaos forces.

Late M41: The Khardasian Palace Guard retain control of major population centres and spaceports. The Tallarn 42nd patrol key desert corridors. Kor's Raiders strike opportunistically across the dunes. The Death Leopards push aggressively for planetary dominance. Countless lesser factions fight alongside and against them.

Current Era, Early M42: Uluru remains divided and perpetually contested. No ruler endures. No victory remains uncontested.

The Butorg continues to grow.

The Turfshine flows.





THE ULURU CAMPAIGN: SPECIAL RULES

On the following pages you will find suggestions for terrain pieces, special rules, modelling tips and a gallery to inspire your games of Warhammer 40,000 on the planet Uluru.

The Turfshine Effect

Uluru is permeated by residual precognitive phenomena.

At the start of each game turn both players roll a D6. The player who rolls highest may re roll one dice of their choice during that turn. In the event of a tie no re roll is granted.

Prophetic Overconfidence

Before deployment each player must secretly write down who they believe will win the battle.

At the end of the game reveal the predictions. A player who correctly predicted the victor gains +3 Victory Points.

If neither player predicted correctly no bonus is awarded.

Optional Campaign Rule: If a player predicted victory but loses by 5 or more Victory Points subtract 1 from Leadership tests in their next campaign game.

Monstrous Encounters

The Gigarachnids still roam Uluru.

At the start of each game round before either player takes their turn, roll a D6. On a roll of 1 a Gigarachnid emerges from a randomly determined terrain feature.

Roll a second D6 to determine the type:

1 Swarm

2-3 Giant

4-5 Monstrous

6 Gargantuan

The spider immediately takes a full turn before either player acts. It moves toward the nearest unit by the shortest route possible and must charge if able. Spiders attack the closest unit regardless of allegiance. They cannot hold objectives and will not retreat.

Profiles for spiders can be seen below.

Upgrades for Troops Fighting the Uluru Campaign

Turfshine Concoctions

Any army may purchase Turfshine for a single character model at a cost of 10 points per dose, up to a maximum of 3 doses per model. Turfshine does not count towards the model's war gear limit.

Each dose may be used once per game.

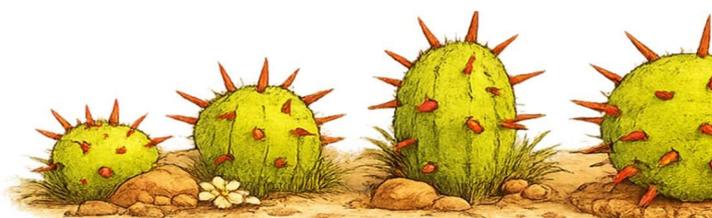
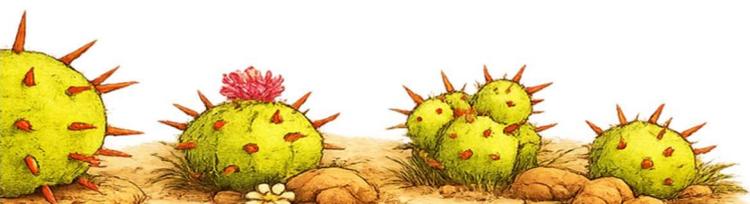
When a model consumes a dose it may immediately re roll any single dice roll it has just made.

After resolving the re roll a D6. On a roll of 1 the model suffers Turfshine Delirium.

Turfshine Delirium: The model is removed as a casualty with no saves allowed.

Giant Spider Riders

Many forces operating on Uluru have learned that if something keeps trying to eat you, it may be more efficient to ride it. Any army, apart from Tyranids, may mount a single infantry unit on Giant Gigarachnids. Each spider costs a flat 15 points per model and turns the unit into cavalry. The Giant





Spider has a 4+ armour save and the following profile:

M 7 WS 4 BS 0 S 4 T 4 W 1 I 3 A 2 LD 5

The rider uses their own Weapon Skill and Leadership where appropriate. Giant Spider Riders count as cavalry for all rules purposes.

Monstrous Spider Mount

A single Independent Character may purchase a Monstrous Gigarachnid as a mount. The mount costs 40 points. The Monstrous Spider has the following profile:

M 8 WS 5 BS 0 S 6 T 5 W 4 I 4 A 3 LD 6

The character gains +1 Wound while mounted. The mount causes Fear. If the mount is slain, the character continues on foot but must take an immediate Leadership test.



Gargantuan Spider Transport

Across Uluru, particularly ambitious warlords have learned that the largest Gigarachnids are capable of bearing considerable weight. A Gargantuan Gigarachnid may be taken as a transport choice. Points cost: 120 The Gargantuan Spider may carry up to 10 infantry models or 5 Ogryn sized models. Models embarked may shoot as normal. If the Gargantuan Spider is engaged in close combat, embarked models may also attack as if fighting from an open topped vehicle.

M 6 WS 4 BS 0 S 7 T 6 W 8 I 3 A 4 LD 6

The Gargantuan Spider causes Terror and counts as a Monstrous Creature. If reduced to 0 Wounds, roll a D6. On a roll of 4+ the creature collapses violently. All embarked models suffer a Strength 5 hit before being placed within 3" of the corpse. Players are encouraged to model how their troops are secured to the creature. Saddles, harnesses, platforms or simple optimism are all acceptable.



Tallarn Desert Raiders stride through the butorg fields on camel back. A Gigarachnid is spying its next meal.





TERRAIN SUGGESTIONS AND 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. Uluru is dominated by desert plains covered in Butorg growth. Over the millennia refineries, fortresses and settlements have been raised, fortified and destroyed across the planet. What remains is a mixture of industrial structures, abandoned strongholds and vast open dunes.

Red Butorg Fields

Large parts of the planet are covered in thick carpets of Red Butorg. The plant grows densely where pheromones have accumulated over centuries and often surrounds old refineries and settlements. The fields can be represented by red flock, alien grass mats or textured dunes.

Special Rules: Units positioned inside a Butorg field count as being in light cover (-1 to hit). And shooting attacks made through more than 6" of Butorg suffer a -1 to hit modifier.

In addition, at the start of the round, before either player turn roll a D6 for each unit inside a Butorg field. On a roll of 1 the unit suffers mild Turfshine delirium and 1d3 models are out of action (cannot move/shoot/fight/use abilities, auto hit in CC).

Distillation Refineries

The Turfshine trade relies on numerous distillation refineries scattered across the northern plateau and equatorial regions. These may be represented by industrial terrain, pipe networks, fuel tanks or improvised stills built from scrap.

Some refineries are heavily fortified. Others appear to have been defended purely by optimism.

Special Rules: Refineries count as fortified buildings.

Once per game a unit inside a refinery may attempt to tap into volatile reserves. Roll a D6. On a roll of 1 the reserves detonate and all models inside suffer

a Strength 8 hit. On a roll of 2 to 6 the unit gains +1 Leadership for the remainder of the battle.

Abandoned Extraction Rigs

Scattered across Uluru are skeletal drilling towers and long silent pumping stations from previous regimes. These may be built from industrial kits or spare mechanical parts. They provide elevated positions and are frequently contested.

No special rules are required. Treat them as ruins or industrial structures as appropriate.

Desert Trade Roads

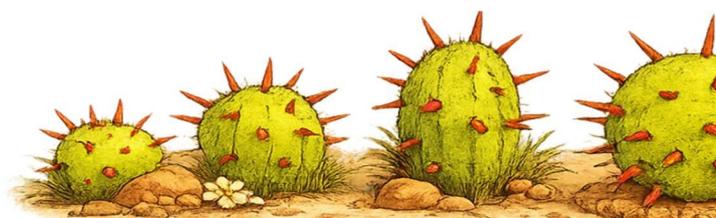
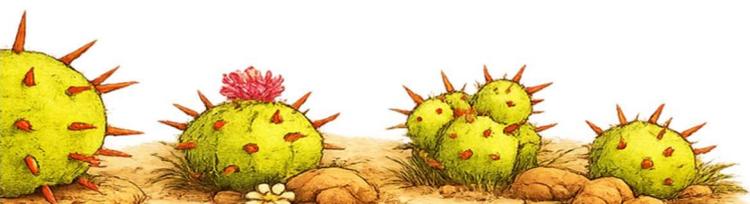
Over centuries of traffic, certain routes have been compacted into hardened trade roads linking spaceports and refineries. These may be represented by painted strips, textured pathways or low ridge lines cutting across the table.

No special rules are required, though players may agree that vehicles moving along a defined road do not count open desert as difficult terrain.

Red Dune Seas

Much of Uluru consists of open desert with shifting sands and low ridges. Sculpted foam dunes or textured boards work well here.

Special Rules: Open desert counts as difficult terrain for vehicles moving above slow speed.





Infantry units moving more than 6" across open terrain must roll a D6. On a roll of 1 reduce their movement by D3".

Abandoned Strongholds

Countless rulers have constructed fortifications on Uluru. Most now stand partially ruined or buried beneath sand. These can be represented by ruined bastions, half buried walls or broken gatehouses.

Special Rules: Strongholds count as heavy cover.

Mos Defnley Spaceport Complex

A wretched hive of scum and villainy. Landing pads, hab blocks, control towers and defence lines make ideal centrepieces for larger games. Adobe compounds from your father's Texas War of Independence or Spanish Napoleonic War model collection or similar could work perfectly.

Cracked Aquifer Wells

Beneath Uluru lie the ancient aquifers once drained by Butorg root systems. In some regions old well heads and collapsed pumping stations still mark where previous rulers attempted to extract water from an increasingly unforgiving world.

These may be represented by circular well structures, broken pump towers or industrial debris surrounded by darker sand.

No special rules are required. Treat them as craters or industrial terrain as appropriate.

Derelict Convoy Columns

Across the red plains lie the remains of countless trade caravans and armoured convoys that never reached their destination. Their wrecks are often half buried but still provide cover and salvage.

These can be represented by destroyed vehicles, cargo containers, fuel tankers or scattered crates.

No special rules are required. Treat them as barricades or wrecked vehicles.

Rad Fields

In the Rad Zone, fields of radioactive matter are everywhere. Use noxious green pools, create bubbles with Styrofoam spheres.



Special rules: Treat the areas as a Rad Grenade marker with a radius equal to the terrain piece.

Old Webs

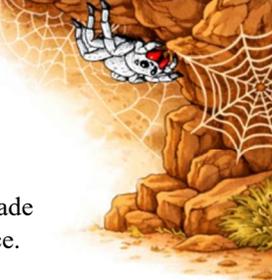
In some regions the Gigarachnids have completely overtaken and buildings and ruins are covered in old webs. Use cotton or Halloween spider web to make temporary adjustments to current terrain.

Special Rules: A unit moving within 1" of webs must roll a S test to not get caught.

Spore Choked Sinkholes

In certain regions the desert crust conceals cavities saturated with Butorg spores. These may be represented by craters, collapsed ground sections or darker textured areas.

Special Rules: If a unit Runs or Charges across a sinkhole area roll a D6. On a roll of 1 D3 models suffer a Strength 4 hit with no armour save.



A brother of the Golden Axes space marines

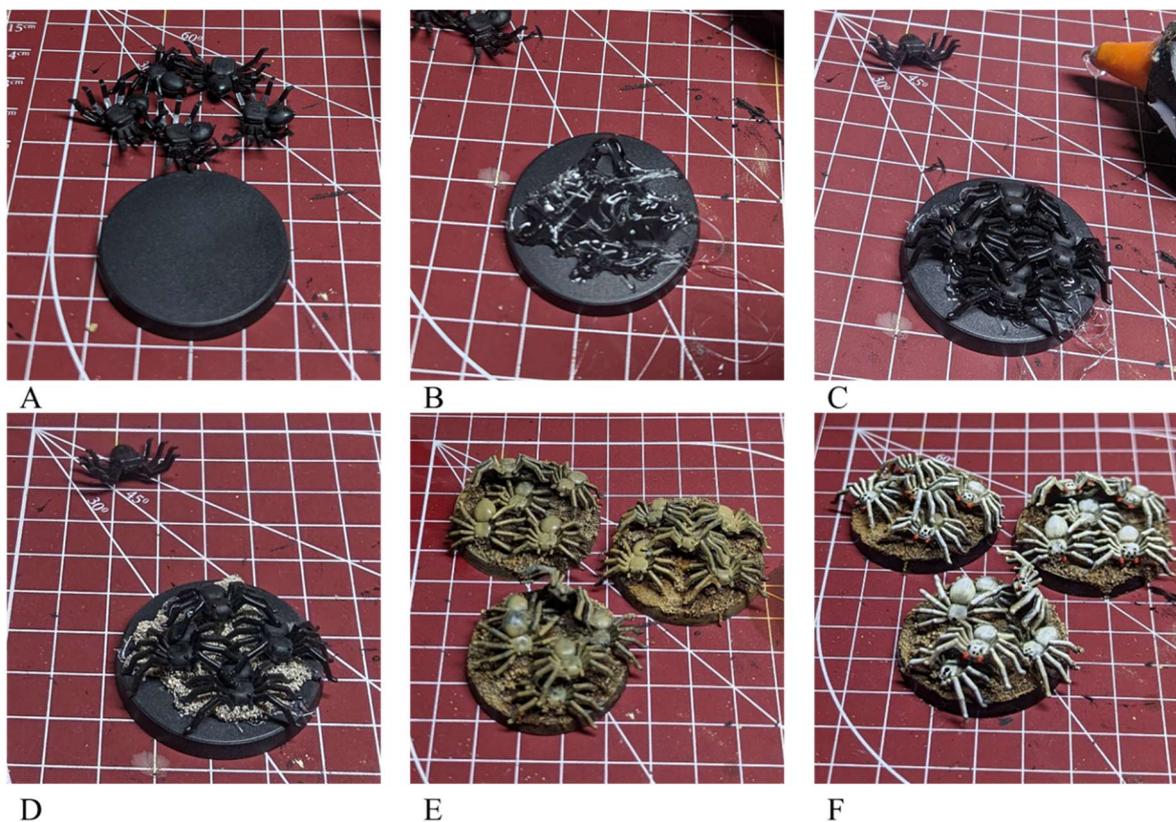


MODELLING ULURU



There is a plethora of ways to model the Gigarachnids and the red butorg of Uluru. These are mere suggestions that the studio at Cowabunga Towers used to model the collection used here. Treat this only as suggestions.

Modelling spider swarms



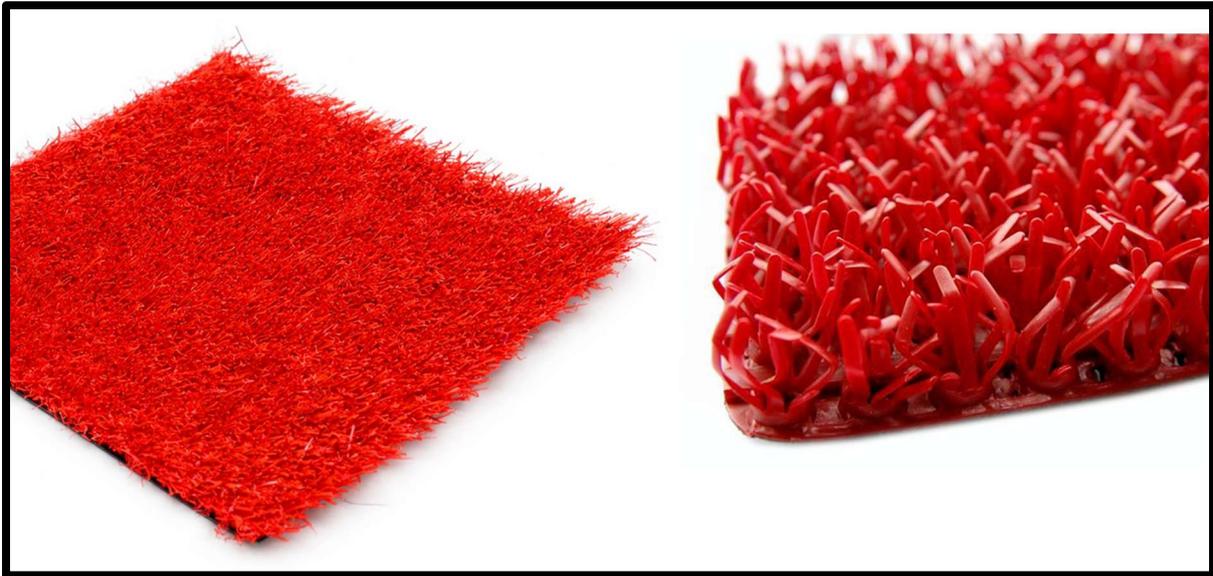
A) Start with a round base in the size appropriate for your game, typically 40 mm. **B)** Apply a dollop of glue gun glue to the centre of the base. **C)** Then while the glue is hot, start constructing the swarm by gluing one spider in the centre of the base. From there, build outward in an irregular pattern, slightly overlapping the spiders and varying their angles so the arrangement feels chaotic rather than symmetrical. Allow some spiders to climb partially over others to create height and a subtle mound effect. If you want a more organic shape, you can add a small raised area in the centre using texture paste, sand, or modelling putty before attaching the spiders.

D) Before the glue has cooled dowse the model with fine sand to cover visible glue. **E)** When everything is dry, add more sand and paint it in desert colours. Then drybrush the bases and finish them. Once the bases are done base coat the spiders (here Vallejo Japanese uniform). **F)** Add finishing touches, give the bases a thick coat of spray varnish and get ready to game.





Astroturf / Red Butorg



Variants of AstroTurf are available at many DIY stores today, in addition to being used as alien flora, the use astroturf has even bled in to real life applications like doormats and floor covering. The easiest way to go about creating the butorg is simply cutting out smaller fields (ovals with roughly 10 cm x 20 cm size is good) and then cutting an MDF base that extends around a centimetre out from the butorg. After glue it in place (use hot glue – it works!) the butorg can be dry brushed liberally with orange paint to give it some life. Add sand to the base and paint it in your desired scheme. Voila!



VISIONS FROM ULURU DESERT WORLD

On the following pages you will find a selection of miniatures inspired by the world of Uluru



A Tallarn Desert Raider of the Screaming Camels approaching a Gargantaun Gigarachid with caution. He hopes to subdue the creature and use it as a means of transportation.



The Tallarn does not rush. A Gargantaun Gigarachid is not a target. It is an opportunity. The Screaming Camels have learned that engines fail, fuel runs dry, and convoys burn — but spiders endure. If he can bring the beast down without killing it, if the sedatives bite before the mandibles do, he will have something better than a transport. He will have momentum. The creature's vast limbs flex in the dust. The Raider circles, patient, calculating distance and nerve.



Gigarachnids from the Cowabunga Journal studio collection. These are used to represent Monstrous, Giant and Swarm Gigarachnids. The swarms and monstrous spiders are on 40 mm bases while the giant spiders are on 32 mm bases. Unfortunately, this type of base will not be available until the 2010's.



Trap Door Spider from the collection of the talented Doctor Burgundy



Death Emus Space Marine



Turfshine Merchant Arnst Tot and Ork Bodyguard



Arnst Tot trades in Turfshine along the red trade roads of Uluru, drifting between refineries, convoy columns and half-buried strongholds. He sells not hope, but advantage — distilled Butorg that lets commanders glimpse what comes next, just long enough to make a bad decision with confidence.



Death Emus Space Marine Captain



Nurgle Chaos Space Marine



Lhars Thinskids – spider farmer



Uluran Free Man

WARHAMMER 40,000

WEBS OF ULURU

THE DAWN OF DEATH

Patrol mission on Uluru by Michael Mørk Jensen & Dr. The Viking



Sector: Rovedian/ Eastern Fringe

Planet: Uluru

Location: Imperial Camp KPG/ Uluru Mesa

Date: 045.468.M41

Login: Colonel Bobson Dugnutt, Tallarn 42nd Regiment, 3rd Company

The red rock is hot and dry as ever and the Butorg is abundant. Storms are picking up on the southern front, but nothing we can't handle yet. The harvest seems promising, if we can stay clear of the Gigarachnids, quotas should be met. An interrogation is scheduled for tonight, the talk about this so-called "noodle incident" is spreading

among the troops. I'm not sure what or who Sergeant Calvin is hiding, but I'll get to the bottom of it. Colonel Dugnutt

<<< Incoming message, transcribed by Imperial Commissar Fick Moley >>>

We set out from Port Helican before the sunrise, trying to get a few hours of comfortable heat, Emperor willing. I'd been attached to the command section of the 1st platoon, led by Lieutenant Hickson. He's young but eager, though he has yet to prove his bravery. He didn't look happy when I

THE SCREAMING CAMELS



1,004 PTS IMPERIAL GUARD

Lieutenant Hickson Command Squad - 94 pts

Chainsword, Bolt Pistol 4
Guardsmen Grenade Launcher,
Mortar

Commissar Fick Moley - 64 pts

Power Sword, Bolt pistol

Chimera Dedicated Transport - 140 pts

Sergeant Munkspeyer, 1st Squad - 123 pts

Power sword, Las pistol 9
Guardsmen,
Meltagun, Heavy bolter

Sergeant Bierzwowski, 2nd Squad - 123 pts

Power sword, Las pistol
9 Guardsmen, Meltagun, Heavy
bolter

Sergeant Al "No Pain" Opane, 3rd Squad - 125 pts

Chain sword, Auto Pistol

9 Guardsmen, Meltagun,
Autocannon

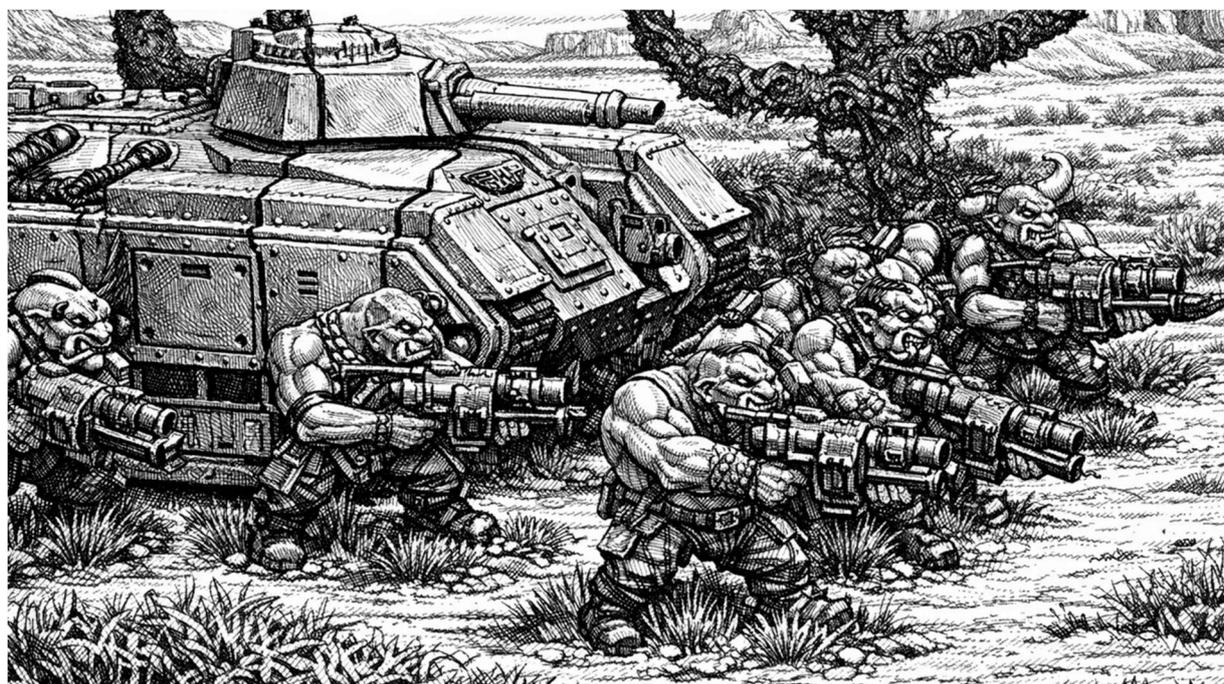
Ogryns Squad - 235 pts

Ripper Guns, frag grenades

Tallarn Rough Rider Squad - 100 pts

Hunting Lances

Total points 1004



THE BLOOD SKULLS



CHAOS 985 pts

Jhunkhed – 138 pts

Chaos Lord in Terminator
armour

Snaggletooth – 55 pts

Chaos Space Marines Battle
Standard Bearer

Ziggy – 50 pts

Aspiring Champion of Slaanesh,
Doom Siren

The Haemophiliaks – 244 pts

7 Chaos Space Marines, Flamer
Aspiring Champion w. Power
Fist & Plasma Pistol

Squad Xyphilis – 245 pts

7 Plague Marines

Anemiaks – 186 pts

3 Terminators

Traitor Guard – 117 pts

10 guardsmen, Heavy bolter,
Flamer



stepped into the Chimera, I suppose he thinks that a simple routine patrol is beneath a Commissar. As it turned out, he was very wrong.

By the time we reached the astroturf fields, the inside of the Chimera was boiling. I never thought I'd love to hear myself think, "I wish I was back in the cool air of the "Two Highest Towers" of Khardasian Prime.

Hickson dispersed the troops. Chances of Gigarachnids were pretty high, so we sent the Rough Riders down the left flank and the Ogryns on the right, keeping the three squads of 1st platoon in the centre. Should anything show up, hopefully the riders would be able to herd the monsters towards the Ogryns right past the firing line of the guardsmen.

I could feel it in the air and almost taste it, just seconds before the thunder boomed and lightning struck. As I looked up into the clear sky, I quickly realized it wasn't lightning. I grabbed my magnoculars and scanned the fields... nothing...



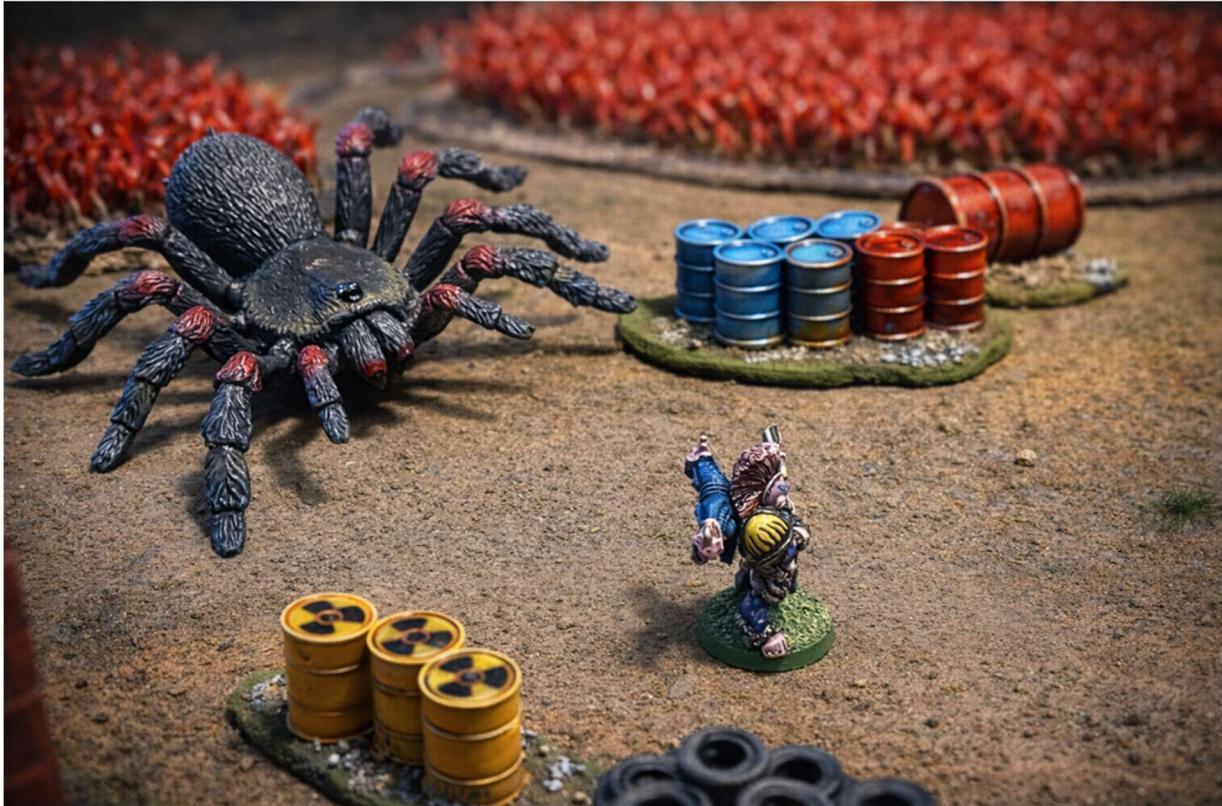
then something in the turfs, something red moving. And then I saw them... the skulls, the horns and those damned unsettling impossible traitorous red trims... the Blood Skulls.

The second the traitors made themselves known, they advanced on our position, only to hide amongst the turfs as the cowards they are. They even showed their true colours, sending forth a group of even more traitorous fallen guardsmen to draw our fire. Meanwhile the source of the lightning showed itself, as a small group of Terminators, having teleported onto the battlefield, unleashed their heavy weapons on both guardsmen and Rough Riders alike. The riders, being fast, managed to avoid any casualties, and quickly retaliated by lowering their Hunting Lances and charging bravely towards the enemy.

Following the brave charge of the Rough Riders, the driver revved the engine and the Chimera ploughed its way through the nearest field turning the corner, spitting a fusillade of multilaser and heavy bolter fire towards the enemy. Usually both effective and deadly, this time it turned out quite the opposite as the multilaser both missed and jammed, followed by the heavy bolter doing exactly the same. *The Litany of Unjamming* sang in the hollow space of the Chimera... at least I wouldn't need to find a new crew just yet.

The guardsmen slowly advanced across the battlefield, under controlled and lethal lasgun fire. On the right flank the Ogryns had decided to take things slow, not feeling in a hurry, having met no resistance yet. This changed however, as a group of ugly putrid Nurgle Marines came out of hiding, bolters spitting ugly death. Through the noise of combat rose an unsettling sound, as my attention was drawn towards the centre of the battlefield as a particularly noisy marine came out of hiding. His weird powers sent shockwaves towards our frontline, but the troops held firm.

The Rough Rider's charge proved disappointingly unsuccessful against the ancient terminators, and as the Blood Skulls advanced I ordered the Lieutenant and his men to disembark the Chimera, power sword humming in my hands. We would



have to deal with this menace head on. Even at this great distance I could hear the Ripper Guns and grenades from the Ogryns delivering the Emperor's judgement on the vile Nurgle followers. And as the lasguns cut down the traitorous guardsmen, they turned tail and hid in the nearest turf field.

enemies, the greater size and strength of the Ogryns helped them deliver a well-deserved death to the vile foe. In the face of almost certain death, Sergeant Munkspeyer and his squad did what little they could, from the soft cover of the astroturf fields, as the terminators slowly advanced on their position.

Meanwhile the unspeakable noise had attracted some unwanted attention as a Gigarachnid burst forth from its hiding place in the middle of the field. To our advantage it went straight for the noise, for the moment sparing the lives of several guardsmen. Recognizing the futility of a direct assault on the terminators with what few troops we had, I drew the command section towards the Blood Skulls. They had already suffered several wounds as the gunner in the chimera managed to get the multilaser spinning again. In the heat of the battle Lieutenant Hickson failed to recognize the flamer pointing towards our position, and as the flames engulfed us I felt the Emperor protecting me, so that my vengeance would come swift and deadly.

Though I didn't see much from my point of view, I later learned that the Ogryns found little effect of the Ripper guns against the Nurgle Marines. But as they assaulted the





Through the static on the vox, I could hear the Chimera preparing a full fire pattern. I rallied the last guardsmen of the command section and ordered them on the mortar. And so supported by laser fire, bolter round and mortar shells, citing *The Litany of War*, I charged the remaining Blood Skulls. I quickly cut my way through them, and turned my attention towards the remaining traitor guards, who cowardly had decided that the Gigarachnid was a greater threat. With their backs turned to me, they proved no match as they fell as quickly as they had turned.

Though they delivered heavy damage on the 1st platoon, the terminators saw themselves outmatched and outnumbered, and they cowardly fled the battle seeing their fellow traitors destroyed. With the help of the Chimera, I managed to convince the Gigarachind to clamber back to the hole it came from, and after securing the last of the battlefield, the patrol returned to base.

Hard fought and with expected casualties, we still came out of the fight victorious. I expect this is not the last we have seen of the Blood Skulls. Though we see them rarely, history has shown that they seldom come in small numbers when they do make themselves known. The fate of the dreaded Harkonn the Destroyer remains unknown, but I sense that we will soon learn whether or not he has set his mind to claiming

Uluru as his prize.

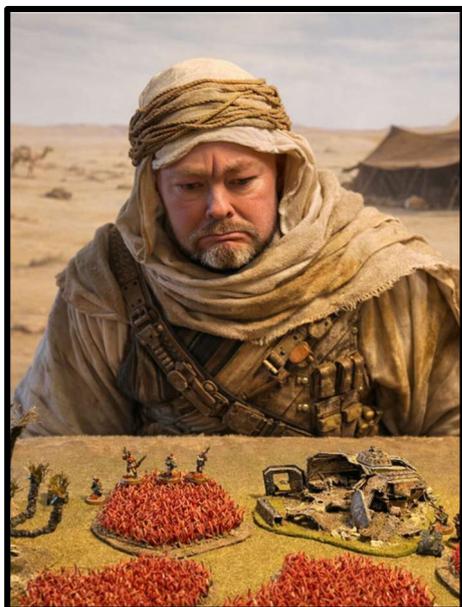
They will fail as they have failed before... the Emperor protects.

For Tallarn and the Screaming Camels... the Turfshine must flow.

<<< *End transmission* >>>



Imperial Guard Victory Points: 6



Sheik Shaddam Mørk: For this game I tried a different approach to my army list. I went with a single Command Squad (with Lieutenant), instead of the normal Captain/Colonel squad. This mission being a simple patrol, it wouldn't make much sense for the Company Colonel to tag along.

For the first time in many years I fielded both Rough Riders and Ogryns in the army, and I was very excited to see what (if anything) they would be able to do. As it turned out the Rough Riders didn't do much (I obviously blame the Dr.'s lack of armour on the field), whereas the Ogryns proved more successful than I had anticipated (it had absolutely nothing to do with the Dr.'s dice rolls).

As close a fight as always, and as fun as always. I won on point, but had the Blood Skulls had another turn, I'm pretty sure that outcome would quickly have changed. As always it's obvious that those pesky terminators are still something I have a hard time getting off the board.

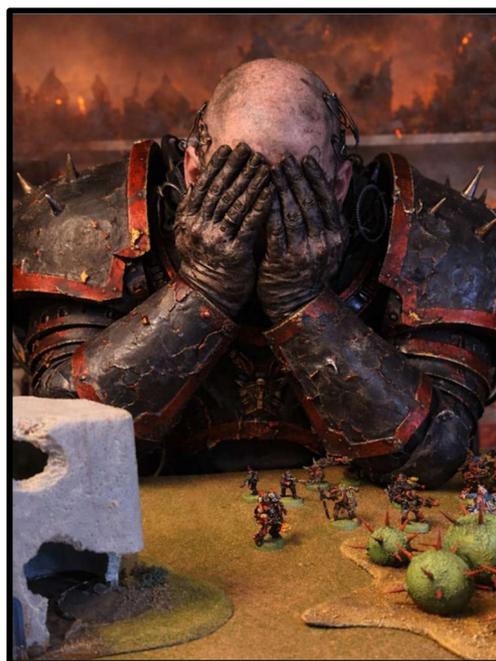


Chaos Victory Points: 4

Dr. The Viking: Well. Even if my terminator assault didn't go exactly as planned I still think the unit made a whole lot of difference in this battle. The terminator armour is just like wearing an impregnable fortress as armour! And with a trophy rack who's going to dare go up against you? No one. That's who! I fully recommend these suits for anyone seriously considering galactic supremacy.

As for the battle I tried my best to get into the safety of Close Combat... but as usual when opposing the Guard, the journey towards safety is what kills you!

Once we start racking up the campaign games I am confident that Chaos will prevail and that Uluru will finally have a ruler that actually cares about its population unlike the current Khardasian Planetary Governor of Peace.



CAMPAIGN GAMES



This supplement is intended to play as a campaign where several games are locked together in a continuous narrative. The following pages will detail the rules for playing the campaign, as well as the scenarios.

How the Campaign Works

To play the campaign contained in this supplement you will need the following: another player, at least two armies and suitable terrain.

It is highly recommended to use patches of coloured astroturf to represent the Butorg fields of Uluru, though this is not strictly required. A selection of Gigarachnid models in various sizes is also advisable, given how frequently they tend to interrupt otherwise well planned battles.

The campaign represents one of the many historical attempts to seize control of Uluru. One player takes on the role of the Lord of Uluru - the current planetary governor or tyrant. This player is referred to as The Incumbent. The other player takes on the role of the commander for the force that wants to gain control over Uluru. This player is referred to as The Usurper.

The campaign is played strictly in order. First you play Scenario One, in which the usurper attempts to establish a foothold on the planet. Then Scenario Two, and so forth.

In some cases, the result of one scenario will grant minor advantages or disadvantages in the next. In other cases, it will determine who acts as attacker or defender. These bonuses are deliberately subtle. The outcome of one battle should influence the next, but it should never decide it outright. There must still be a game left to play.

Some narrative guidance may be useful. Tyranids, for example, should always be considered the attacker regardless of what a scenario might suggest. It makes little sense for them to hold defensive positions or negotiate access to refineries.

Other forces such as Necrons have not been specifically accounted for in the background. This does not mean they cannot participate. It simply means you must invent a plausible reason for their presence. Alternatively, consult Roger.

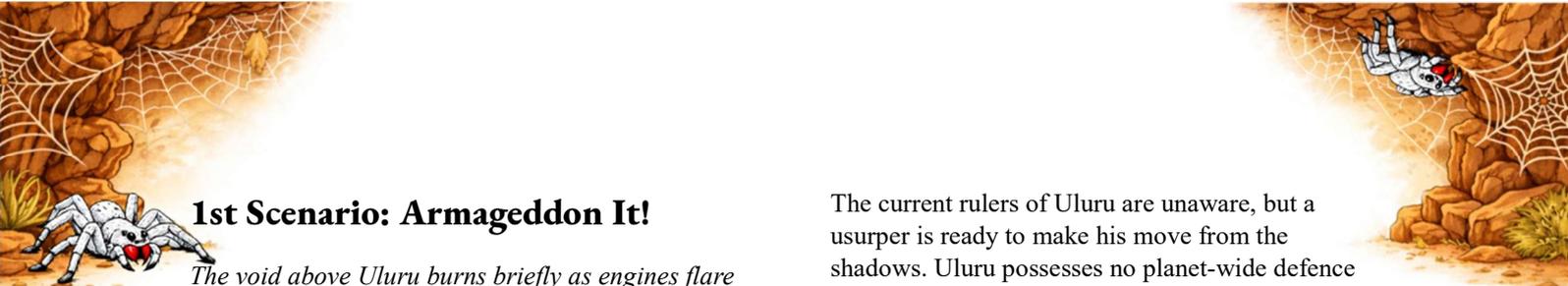
Concluding the campaign

The campaign ends when you have played through all 6 scenarios. Record victory points for each game along the way in a total Victory points tally. When the final game is played use the tally as instructed in that scenario to calculate how the invasion went overall.

Having fun

When you are building your list for the scenario, try to imagine what makes sense and use that guiding your list building. For instance, the Sabotage mission should feel like a special forces action, so bringing 5 tanks doesn't really make sense. At the end of the day: have fun your way and Don't Be A Dick ®.





1st Scenario: Armageddon It!

The void above Uluru burns briefly as engines flare against the black. Drop ships descend through red dust clouds untouched by orbital defence. Across the southern basin, watch posts report falling stars. Some call it invasion. Others call it opportunity. The Butorg fields sway beneath the shockwaves of landing craft. Gigarachnids retreat into fissures, disturbed but not frightened. Signal towers crackle with confused reports. No banners have yet been raised, but weapons are already primed. On the high ridges overlooking the basin, silhouettes gather. Uluru changes hands again.

Planet Uluru has changed hands more times than anyone cares to remember. Located in the Rovedian sector at the outer edge of the Eastern Fringe, the Imperium's grip here is light at best. The planet is a prized possession due to its vast fields of astroturf, the substance that has become the core of countless conflicts in the region.

Now the time has come again.

The current rulers of Uluru are unaware, but a usurper is ready to make his move from the shadows. Uluru possesses no planet-wide defence grid and no meaningful orbital presence. The usurper therefore plans to land near the southern turf basin, where defensive forces are scattered and response times are slow.

Unfortunately, this region also hosts one of the largest remaining populations of Gigarachnids.

Overlooking the basin stand two elevated ridgelines, both ideal for establishing a forward base. From a distance, the advance forces of the Incumbent have observed the landings. They choose to strike immediately.

Whoever holds the high ground will dictate the pace of the campaign.

Suggested Game Size: 1,500 points

Table Layout: Place two hills evenly spaced along the centre line of a 6' x 4' table. Scatter Butorg fields, dunes and ruined structures across the board.





The hills should be the dominant features and clearly visible from most angles.

Mission: In addition to standard Victory Points for destroying enemy units, each hill is worth 5 Victory Points. To control a hill at the end of the game count the numbers of models on that hill: Models with 25 mm bases count as 1, while models with >25 mm bases count as 2. The side with more models within 1" of the hill controls it.

Deployment: Both sides deploy up to 12" from opposite long table edges and at least 12" from the side edges.

Game Length: 4 turns.

Special Rules: Monstrous Encounters, Prophetic Overconfidence and The Turfshine Effect from the special rules section are in play. Since it is in the open, and close to the Gigarachnid Expanse, Monstrous Encounters can be on 5+ should the players wish so.

Aftermath: The winner may redeploy one unit after both sides have finished deployment in Scenario 2, representing superior knowledge of the basin's terrain.

2nd Scenario: This is Sabotage

Smoke still drifts from the first clashes in the basin. Supply craft either land boldly or circle uncertainly overhead. Yet the refinery stacks continue to vent their steady columns. Pipes thrum with pressure. Vox arrays whisper coordinates. As long as the complex stands, the Incumbent commands the rhythm of war. Orders are relayed. Convoys are routed. Harvest quotas remain. The usurper studies the structure through magnocular lenses. It is not a fortress. It is a heartbeat. Remove it, and the body falters. Tonight, shadows move toward steel.

The clash for the ridgelines has set the tone. If the usurper secured them, supply ships begin landing in greater numbers. If the Incumbent held firm, the beachhead remains fragile. Yet the industrial heart of the southern basin still beats.

A central refinery and control complex coordinates harvest schedules, supply convoys and communications. As long as it stands, the Incumbent retains operational authority.

The usurper cannot allow this.

The outcome here will decide whether the war spreads or stalls.



Suggested Game Size: 1,000 points

Table Layout: Use a 6' x 4' table. Place a large industrial terrain piece in the centre representing the control complex. Surround it with pipes, storage tanks and scattered Butorg growth. The structure should dominate the battlefield.

Mission: Do not use standard missions.

The usurper must destroy the central structure.

At the start of the game, the usurper secretly nominates one unit as carrying demolition charges. A model from that unit must spend one full Shooting phase in base contact with the structure without shooting to arm the charge. If the unit survives until its next turn while still in contact, the bomb is armed.

At the end of each subsequent turn after arming, roll a D6. On a 4+, the structure detonates and the usurper wins.

If the structure is not destroyed by the end of Turn 5, the Incumbent wins.

Deployment: The Incumbent deploys entirely within 12" of the central structure. All Incumbent units begin on Overwatch.

All the Usurper units deploys using Infiltration rules.

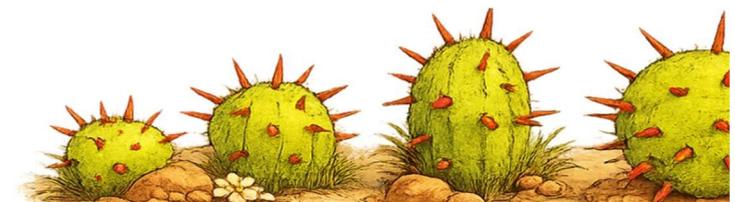
Game Length: 5 turns.

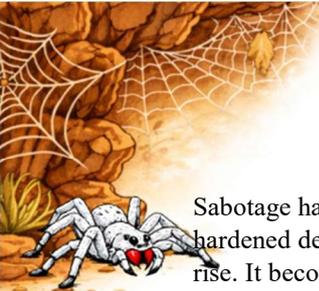
Special Rules: Monstrous Encounters, Prophetic Overconfidence and The Turfshine Effect from the special rules section are in play.

Aftermath: The winner may add an additional 25 points for free in Scenario 3, representing tightened security and reinforced patrols.

3rd Scenario: In the Still of the Night

Sabotage breeds suspicion. Guards double their patrols. Officers sleep lightly. Rumours spread faster than ammunition. Some say the war will be decided in the fields. Others say it will be decided in a private chamber. Within reinforced walls, a leader studies maps by dim lumen light. Outside, a small team moves without heraldry or noise. No artillery will announce this engagement. No banners will be raised in victory. Only one figure must fall before dawn.





Sabotage has either crippled production or hardened defences. Suspicion spreads and tempers rise. It becomes clear that the war may not be decided by artillery or harvest quotas, but by a single decisive act.

A strike team slips into the heart of enemy territory. The objective is simple: reach the leader's chambers and ensure that he does not survive the night.

This battle is fought using the **Necromunda** rules. If you don't own a copy, search for Yaktribe and find it there.

Forces: Each side fields 200 points of Warhammer 40,000 models. Both forces must include a designated Leader. A maximum of one model per force may have more than one Wound. No model may cost more than 100 points. The Incumbent may only field "grunts" as agreed by the players. The Usurper must field elite or commando style units appropriate to their army.

Table Layout: The game is played on a 2' x 2' board densely packed with terrain representing inner territory, corridors and enclosed industrial spaces. There should be no clear fire lanes longer than 10".

Mission: The Usurper wins if the Incumbent leader is taken Out of Action. The Incumbent wins if their leader survives until the end of Turn 6 or if the attacking force bottles out.

Deployment: The defending side deploys within 6" of the centre of the table. The attacking side enters from a direction that looks natural given the terrain setup.

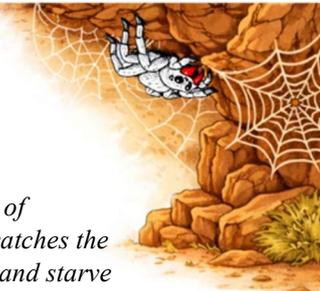
Game Length: 6 turns or until one side bottles out.

Special Rules: Prophetic Overconfidence and The Turfshine Effect from the special rules section are in play.

Aftermath: The winner gains +5 to the roll to see who get the first turn in game 4.

4th Scenario: Harvest Moon

Even in war, the Butorg grows. Red fields stretch toward the horizon, indifferent to gunfire. Without harvest there is no leverage, no payment, no loyalty. Convoys rumble forward under escort. Harvesters grind through fibrous stalks with industrial patience. Marksmen scan the dunes for movement.



Every cut stem is contested. Every crate of Turfshine is worth blood. The usurper watches the machinery advance. Starve the harvest, and starve the war.

With leadership shaken or vindicated, attention returns to what truly sustains power on Uluru: the harvest.

Without Turfshine, neither side can maintain control for long.

The Incumbent attempts to resume harvesting operations under armed escort. The usurper seeks to prevent this and starve the campaign at its root.

Table Layout: Use a 6' x 4' table. Place three large Butorg fields roughly along the centre line. Scatter light industrial terrain and dunes across the table, leaving firing lanes between fields.

Mission: This scenario is a variant of a standard Take and Hold mission.

Each Butorg field counts as an objective worth 3 Victory Points at the end of the game.

The Incumbent also gains 2 additional Victory Points for each field that has been harvested.

To harvest, the Harvester must enter a field a one side and exit it at another. A harvested field still counts as an objective.

The Harvester: The machine is a dense block of solid metal, and counts as a Land Raider with no weapons. There are many possible suitable models that can be used as a harvester, from rhinos with combines on them to hover style boxes made from disposables.

If the Harvester is destroyed, the usurper immediately gains 5 Victory Points.

Deployment: Both sides deploy up to 12" from opposite long table edges. The Harvester must be deployed within the Incumbent's deployment zone.

Game Length: 6 turns.

Monstrous Encounters, Prophetic Overconfidence and The Turfshine Effect from the special rules section are in play.

Aftermath: The winner gains 3 Turfshine Concoctions for use in Scenario 5.





5th Scenario: The Prophet

In the aftermath of raids and reprisals, a voice rises. A harvester turned seer. A soldier turned visionary. He speaks of futures as if they are memories. Some swear he knew the outcome of the last battle. Others insist he predicted a commander's death. Crowds gather where he walks. Commanders frown where he speaks. Faith spreads faster than discipline. If he is right, one side is already doomed. If he is wrong, he is still dangerous.

The harvest either stabilises morale or deepens resentment. In the confusion, a figure rises among the ranks — a man who claims to have seen how this war ends. Some listen. Some laugh. Some grow afraid. Both sides seek to control him before his words control the war.

Table Layout: Use a 6' x 4' table. Place a single marker in the centre of the board representing the Prophet's last known location. Surround it with dense terrain and Butorg growth.

Mission: This scenario is a variant of the standard Rescue mission. The Prophet begins the game neutral and immobile at the central marker. A unit that moves into base contact with the Prophet may take control of him at the end of the Movement phase. The Prophet then moves with that unit but may not fight or shoot. If the unit escorting the Prophet is destroyed, place the Prophet where the last model fell. Victory Points are awarded as normal for destroyed enemy units. In addition, the side controlling the Prophet at the end of the game gains 5 Victory Points.

Deployment: Both sides deploy up to 12" from opposite short table edges.

Game Length: 6 turns.

Special Rules: The unit escorting the Prophet may re roll one failed Leadership test per turn. Monstrous Encounters, Prophetic Overconfidence and The Turfshine Effect are in play.

Aftermath:

The side that controlled the Prophet gains d6 rerolls for Scenario 6.



6th Scenario: Assault the Rock of Ages



The Rock of Ages looms above the basin like a verdict. Its walls have seen rulers crowned and broken. Supply lines converge beneath its shadow. The Prophet's words still echo in barracks and bunkers. The harvest lies contested behind advancing lines. Artillery is dragged into position across the dunes. Banners are raised without subtlety. There will be no raids tonight. There will be no negotiation at dawn. Uluru will be decided by assault.

Prophecy and supply now give way to inevitability. The Rock of Ages, fortress overlooking the southern basin, stands as both symbol and prize. Whoever controls it controls Uluru. The invasion campaign ends here.

Table Layout: Use a 6' x 4' table. The Incumbent sets up a fortified position occupying roughly one third of the table, including walls and interior structures. The remainder of the table should include dunes and sparse cover.

Mission: This scenario is a Siege mission.

Victory Points are awarded as normal for destroyed enemy units.

In addition, each breached wall section is worth 2 Victory Points to the usurper. A wall section is treated like an immobile vehicle with an armour of 18 and 3 structure points. Each penetrating hit takes away 1 structure point. When there are no more structure points, the piece is removed.

The central command structure inside the fortress is worth 10 Victory Points to the side controlling it at the end of the game.

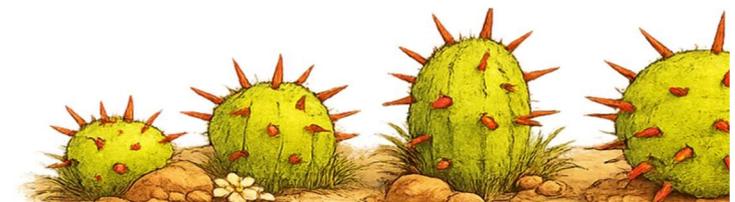
Deployment: The Incumbent deploys entirely within the fortress. The usurper deploys within 12" of one long table edge.

Game Length: 6 turns.

Special Rules: Monstrous Encounters, Prophetic Overconfidence and The Turfshine Effect are in play.

Aftermath:

The side with the most Victory Points in this scenario doubles his VPs for all other scenarios fought in the campaign. Now compare the Incumbent and the Usurper's total VP for the entire campaign to see if the invasion was successful.





HISTORICAL SCENARIOS

Uluru has shifted hands more times than any other planet in the Eastern Fringe. Presented here is a selection of historical scenarios allowing players to refight famous battles drawn from the long and violent history of the planet.

IT'S AN UGLY PLANET, A BUG PLANET!

112.M33 – The Tallarn Miscalculation

When the Tallarn 42nd Screaming Camels attempted large scale reclamation of the southern basin, they believed the spider populations had receded into isolated nests. Orbital augurs detected movement but no central mass.

They were wrong.

Entire companies were swallowed beneath rupturing Butorg crust as coordinated swarms erupted from below. At the centre of the infestation towered a creature so vast that later records simply labelled it: Megarachnid.

This battle represents the disastrous first engagement between Imperial reclamation forces and a full Gigarachnid brood.

Forces; One side must field Imperial Guard (historically Tallarn 42nd Screaming Camels). The opposing side consists only of Gigarachnids using the list below.

Tallarn Restrictions: All Tallarn units must be infantry on foot.

No tanks, artillery, transports or bikes may be taken.

The only vehicles permitted are Walkers (Sentinels or similar).

Table Size: 8' x 4'

Table Layout: Dense Butorg fields across the centre and at least three rocky outcrops. Place 5 Gigarachnid tunnel entrance markers before

deployment, one at the centre and one in each table quarter (more than 16" from another marker).

Deployment:

TUNCAN Drop Pods: All Tallarn units deploy via TUNCAN Drop Pod during turn 1. Hence, Tallarn automatically get turn 1. Capacity: 20 Infantry models or 10 Ogryn sized models.

Armour Value: 11 all the way round.

Armament: One hull mounted twin linked bolter.

The TUNCAN is immobile once it has landed and may not move for the remainder of the battle.

The TUNCAN drop pod arrives using the rules for teleportation (it scatters).

It counts as a vehicle for all rules purposes and blocks line of sight as a Rhino sized hull.

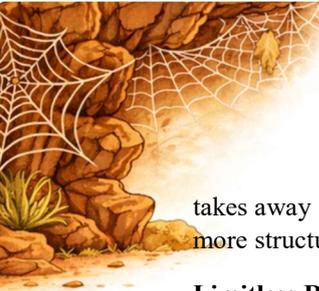
Infantry models in base contact with the hull may treat it as hard cover.

The Gigarachnid brood deploys freely across the battlefield, anywhere more within 8" from a Tunnel Entrance.

Tunnels entrances:

Tunnels entrances work as spawn points for the Gigarachnids and can be collapsed by putting sufficient firepower on them. You can use a small marker or a model to signify a cave entrance. They are treated like an immobile vehicle with an armour of 16 and 3 structure points. Each penetrating hit





takes away 1 structure point. When there are no more structure points, the entrance is removed.

Limitless Reserves

The Gigarachnids possess effectively limitless reserves.

Destroyed Gigarachnid models are placed into a reserve pool instead of being removed from play permanently.

Whenever the pool contains any of the following combinations, a new unit may immediately be summoned at the start of the Gigarachnid Movement phase from any Cave Entrance marker:

5 Monstrous Gigarachnids
10 Giant Gigarachnids
3 Swarm bases

Remove the appropriate number of models from the pool when a unit is summoned.

Gargantuan Gigarachnids and the Megarachnid may not be replaced in this way.

Summoned units must be placed wholly within 6" of a Cave Entrance and more than 1" from enemy models.

Mission: Cleanse.

Table quarters are worth standard Victory Points (3 each).

In addition, destroying the Megarachnid is worth 15 Victory Points to the Guard.

If the Megarachnid survives, the brood gains 5 additional Victory Points.

Game Length: 6 turns.

Gigarachnid Brood List

All Gigarachnids are immune to psychology. The brood does not use a standard army list. Instead it consists of a maximum of:

1 Megarachnid

2–4 Gargantuan Gigarachnids

Any number of Monstrous, Giant and Swarm Gigarachnids.

Megarachnid – 300 pts

A colossal alpha predator towering above refinery stacks. The model should be approximately 20-30 cm in foot print

Suggested Profile:

M 6 WS 6 BS 0 S 8 T 8 W 10 I 4 A 4 Ld 10

Special Rules:

Monstrous Creature.

Causes Terror.

Ignores Difficult Terrain.

Venomous Strike: Any unsaved wound caused by the Megarachnid inflicts D10 damage.

Burrow: Once per game, instead of moving normally, the Megarachnid may disappear and re-emerge anywhere on the table more than 12" from enemy models at the start of its next turn.

Giant Gigarachnids 15 pts

The Giant Spider has a 4+ armour save and the following profile:

M 8 WS 4 BS 0 S 4 T 4 W 1 I 3 A 2 LD 5

Monstrous Gigarachnid 40 pts

The Monstrous Gigarachnid has a 4+ armour save and the following profile:

M 7 WS 5 BS 0 S 6 T 5 W 4 I 4 A 3 LD 6

A single Independent Character may purchase a Monstrous Gigarachnid as a mount. The mount costs 40 points. The Monstrous Spider has the following profile:

Gargantuan Gigarachnid 75 pts

The Gargantuan Gigarachnid has a 4+ armour save and the following profile:

M 6 WS 4 BS 0 S 7 T 6 W 8 I 3 A 4 LD 6

Causes Terror and counts as a large Monstrous Creature. If reduced to 0 Wounds, roll a D6. On a roll of 4+ the creature collapses violently.





MAD

MADDIX

781.M35 – The Wheel Wars

During a prolonged period of fractured rule in M35, the warlord Mad Maddix rose to prominence in the southern basin. Rejecting static warfare entirely, Maddix declared that any commander who allowed his troops to stand still deserved to lose Uluru.

For three months the basin became a blur of engines and dust trails. Fortified positions were ignored. Infantry without transport were abandoned. Convoys rammed one another at full speed across open Butorg flats.

The Wheel Wars ended not with a decisive victory, but when fuel reserves ran dry and half the surviving warbands had welded their vehicles together out of necessity.

Forces: Both sides must construct fully mechanised forces.

All units must be mounted in a transport, be cavalry, bikes, walkers or vehicles.

Infantry units that cannot begin the game embarked inside a transport may not be selected.

At least 50 percent of each army's total points must be spent on vehicles, walkers or dedicated transports.

Table Size: 6' x 4'

Table Layout: The battlefield should be sparse and open. Place no more than six terrain features. Dunes and wreckage are appropriate. There should be clear fire lanes across most of the table.

Deployment Roll for table edge as normal. Both sides deploy up to 12" from their table edge.

Mission: Standard Victory Points are awarded for destroyed enemy units.

In addition:

3 Victory Points are awarded to the side with the greatest number of operational vehicles at the end of the game.

2 Victory Points are awarded for each enemy vehicle destroyed while going at Combat speed or above.

Special Rules

Full Throttle: Any vehicle that moves its maximum distance in the Movement phase may re roll one failed roll to hit in the following Shooting phase.

Unstable Constructions: On any Vehicle Damage roll of 6, add +1 to the result to represent overloaded engines and improvised armour.

Game Length: 6 turns.

Mad Maddix – Warlord of the Wheel Wars

In the Mad Maddix scenario, one side must include Mad Maddix as part of their force. He may not be taken in other Historical Scenarios unless both players agree.

Mad Maddix rose from convoy outrider to self-declared master of the basin in less than a decade. He trusted engines more than men and momentum more than strategy. It is said he never fought the same battle twice from the same position.

Points: 125

M 4 WS 5 BS 5 S 4 T 4 W 3 I 5 A 3 Ld 9

War gear Bolt Pistol Power Axe Frag grenades Krak grenades Custom Combat Bike "Red Howler"

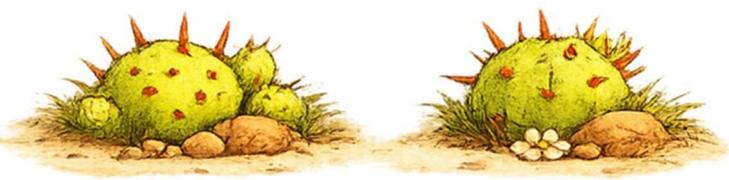
Red Howler (Vehicle Mount) M 14 Front 10 Side 10 Rear 10

Armed with twin linked bolter (as described above).

Special Rules Lord of Momentum: If Maddix and his unit charge after moving at least 8", they gain +1 Attack each for that turn.

Dust Trail Commander: Friendly vehicle units within 12" may use Maddix's Leadership.

Never Stationary: Maddix must always move a minimum of 5" per turn.



ESCAPE FROM MOS DEFNLEY

443.M38 – The Mos Defnley

Incident

Mos Defnley was a backwater refinery settlement where nothing of importance was ever meant to happen.

Until Inquisitor Lhars Vadar arrived.

Clad in blackened carapace, respirator hissing, Vadar had built a reputation for hunting down those touched by unsanctioned prophecy. When rumours spread of Turfshine visions predicting sector instability, he came personally.

A small band attempted to flee into the dunes before his cordon closed.

Among them were the smuggler Han Duo, the towering mercenary Chew-Barkka, the farm born latent psyker Chad Clouddrunner, and the ageing desert mystic Odee Wang Chemobody. With them clattered two loyal droids: R2D7OX and C-3POMG.

This is not a battle. It is a pursuit.

Forces: This scenario is played exclusively with special characters on one side and Lhars Vadar and his Imperial Storm Troopers on the other.

Table Size: 4' x 4'

Table Layout: Dense urban terrain. Narrow alleys, refinery towers, moisture condensers and cargo stacks. No fire lane should exceed 10". IN the centre of the board an Outbound Freighter is placed on the Landing Pad.

Deployment: Fugitives deploy anywhere within 8" of the Northern Table edge.

Lhars Vadar and Storm Troopers deploy anywhere within 8" of the Western, Eastern and Southern Table Edges.

Mission:

The Fugitives score 3 Victory Points for each named character that exits via the Outbound

Freighter. The Hunter Force scores 3 VP for each character slain.

If Vadar personally slays Odee Wang Chemobody in close combat, gain +3 additional Victory Points.

Game Length: 6 turns.

Hunter Force

Must include Inquisitor Lhars Vadar.

The remainder of the force consists of Imperial Storm Troopers in Carapace Armour.

No additional independent characters may be taken except a single Lieutenant as described below.

No vehicles may be taken.

Recommended Composition:

Lhars Vadar is typically accompanied by 30–35 Storm Troopers organised into 3 squads of 10 and a small command element.

Imperial Storm Troopers

M 4 WS 3 BS 4 S 3 T 3 W 1 I 3 A 1 Ld 8

Unit Size: 5–10

War gear

Hellgun

Range 24" Strength 3 Save Modifier -1 Sustained Fire Dice 1

Frag Grenades

Carapace Armour (4+ save)

Options

Up to two Storm Troopers per squad may replace their Hellgun with one of the following:

Plasma Gun (+8 pts)

Range 24" Strength 7 Save Modifier -3 Sustained Fire Dice 1

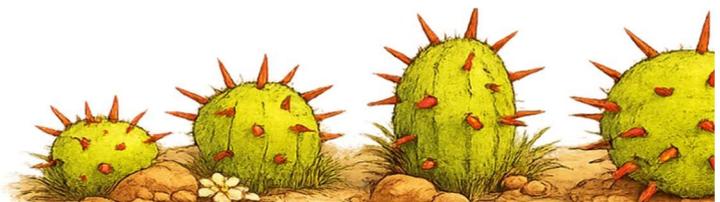
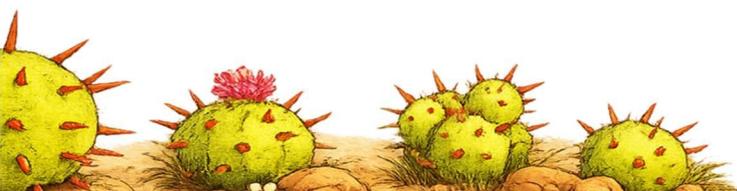
Heavy Bolter (+20 pts)

Range 40" Strength 5 Save Modifier -2 Sustained Fire Dice 3

Sergeant: +10 pts

M 4 WS 4 BS 4 S 3 T 3 W 1 I 3 A 2 Ld 9

May take Power Sword (+10 pts) or Bolt Pistol (+2 pts).





Storm Trooper Lieutenant

M 4 WS 4 BS 5 S 3 T 3 W 2 I 4 A 2 Ld 9

Wargear
Hellpistol
Range 12" Strength 4 Save Modifier -1

Chainsword
Range – Strength 3 Save Modifier -1

Carapace Armour (4+ save)

Special Rule
Disciplined Volley: One Storm Trooper squad within 12" may re roll failed rolls of 1 to hit during the Shooting phase.

Fugitive Force

Must include all named characters listed below.

Remaining points may be spent on lightly equipped allies (Guardsmen equivalents, hive scum profiles, etc.).

No vehicles may be taken.

Special Characters

Inquisitor Lhars Vadar

M 4 WS 6 BS 5 S 4 T 4 W 3 I 5 A 3 Ld 10

Wargear
Force Sword
Range – Strength 4 Save Modifier -3 Parry
If Vadar successfully wounds and passes a Psychic test, the victim is slain outright regardless of remaining Wounds.

Bolt Pistol
Range 12" Strength 4 Save Modifier -1

Refractor Field: 5+ invulnerable save.

Frag & Krak Grenades.

Psychic Powers
Psychic Shriek
Range 18". Target model must pass a Leadership test or suffer one wound with no armour save.

Special Rules
Aura of Dread: Enemy models within 6" suffer -1 Leadership.
Relentless Hunter: Vadar may add 1d6" to his charge distance



Han Duo

M 4 WS 4 BS 6 S 3 T 3 W 2 I 4 A 2 Ld 8

Wargear
Heavy Blaster
Range 24" Strength 4 Save Modifier -1 Sustained Fire Dice 2

Laspistol
Range 12" Strength 3 Save Modifier 0

Special Rule
Quick Draw: Han Duo does not suffer the -1 penalty for firing while on Overwatch. In addition, if Han Duo is chosen as the target of a shooting attack and has line of sight and range to the attacker, he may immediately resolve one shooting attack against that unit before the enemy attack is rolled. This may be done even if he has already fired earlier in the turn.

Chew-Barkka

M 5 WS 5 BS 3 S 5 T 4 W 3 I 4 A 3 Ld 8

Wargear
Bowcaster
Range 24" Strength 5 Save Modifier -2 Sustained Fire Dice 1

Brute Blade
Range – Strength 5 Save Modifier -1

Special Rule
Furious Loyalty: If Han Duo is taken Out of Action, Chew-Barkka gains +1 Attack and immunity to psychology for the remainder of the battle.

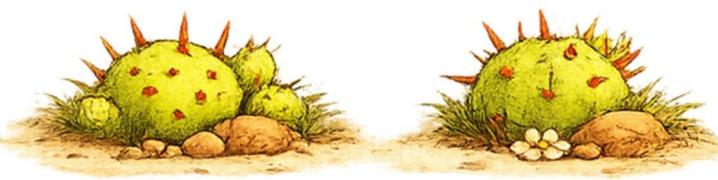
Chad Clouddrunner

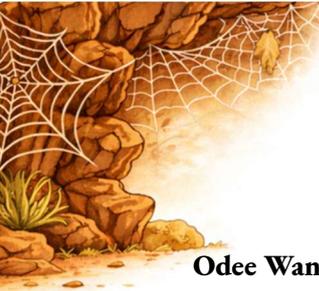
M 4 WS 4 BS 4 S 3 T 3 W 2 I 5 A 2 Ld 9

Wargear
Laspistol
Range 12" Strength 3 Save Modifier 0

Improvised Energy Blade (once per game counts as Power Sword)
Range – Strength 3 Save Modifier -3 Parry

Special Rule
Awakening: Once per game Chad may re roll any single dice roll.





Odee Wang Chemobody

M 4 WS 5 BS 4 S 3 T 3 W 3 I 5 A 2 Ld 10

Wargear

Force Staff

Range – Strength 4 Save Modifier -2 Parry

Laspistol

Range 12" Strength 3 Save Modifier 0

Psychic Powers

Psychic Shield: Odee and one friendly model within 6" gain a 4+ invulnerable save until the start of his next turn.

Special Rules

Old Mentor: Chad Clouddrunner within 6" may use Odee's Leadership.

Sacrifice in the Dunes: If Odee is slain in close combat by Lhars Vadar, Chad immediately gains +1 WS and becomes Immune to Psychology for the remainder of the battle.

R2D7OX

M 3 WS 2 BS 2 S 2 T 4 W 2 I 2 A 1 Ld 8

Unit Type: Small Walker / Robot

Wargear

Arc Welder

Range – Strength 4 Save Modifier -1

Shock Prod

Range – Strength 3 Save Modifier 0

Special Rules

Utility Droid: May attempt to open a locked door, disable a control panel or activate an objective on a 4+ instead of requiring a full turn action.

C-3POMG

M 4 WS 1 BS 1 S 2 T 3 W 1 I 3 A 1 Ld 9

Unit Type: Civilian Robot

Special Rules

Protocol Droid: Friendly models within 6" may re-roll a failed Leadership test once per game.

Oh No!: If C-3POMG is hit by any shooting attack,

he must immediately move D6" directly away from the nearest enemy after the attack is resolved.



Key Terrain Features

The Outbound Freighter

A small void capable transport rests on the edge of the settlement. This is the fugitives' intended escape vessel.

The Freighter counts as a stationary vehicle. It may not move or fire.

Embarking: Up to 15 Infantry models may embark by moving into base contact with the access ramp and spending their Movement phase embarking.

Launch Sequence: If at least two named fugitives are embarked and no enemy models are within 3" at the end of a Fugitive turn, the launch sequence may begin. Roll a D6 at the end of each subsequent Fugitive turn. On a 4+, the ship lifts off and all embarked models count as having escaped.

If the Freighter suffers a Destroyed result on the Vehicle Damage Table, it explodes with Strength 6 and a -2 Save modifier in a 3" radius and may not be used.

Landing Platform

A raised ferrocrete platform overlooking the settlement.

Models on the platform count as being in hard cover from shooting attacks originating at ground level.

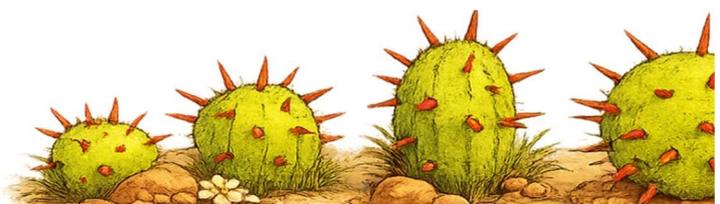
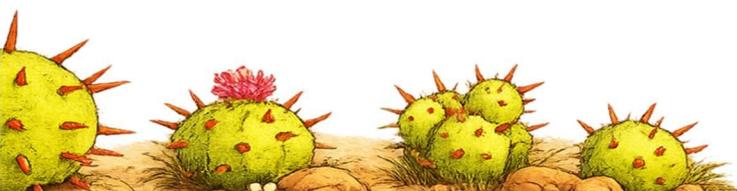
Any Heavy Bolter firing from the platform may re-roll rolls of 1 to hit.

Moisture Condensers

Scattered industrial towers that obscure line of sight.

Models within 2" count as in light cover.

If hit by a weapon of Strength 6 or greater, roll a D6. On a 6 the condenser ruptures, creating a 3" cloud that blocks line of sight until the end of the next turn.





THE STAR GATE KEEPER

611.M40 – The Basalt Awakening

In 611.M40, a team of Imperial archaeotechnologists attached to the Khardasian Expeditionary Command uncovered a cyclopean ring structure beneath a basalt column formation north of the southern basin.

Preliminary readings suggested xeno origin, pre-dating even the Eldar Exodite settlement. The structure responded to power input.

It responded violently.

Within hours of activation, the sands around the formation split open. Green lightning lanced across the dig site as skeletal figures rose from beneath the crust. Vox transcripts recovered from the site record a final transmission:

“Gate is active. Repeat— Gate is—”

The engagement that followed was brief, clinical, and entirely one-sided.

Forces: One side must field Imperial Guard representing the Archaeotech Expedition. This force must include at least one Tech-Priest, Enginseer, or equivalent character to represent the lead archaeotechnologist.

The opposing side must field a Necron force.

Table Size: 6' x 4'

Table Layout: Place a large circular terrain feature in the exact centre of the table representing the Stargate. Surround it with rocky columns and

excavation equipment. Scatter light cover across the rest of the board, but leave the immediate 12" around the Gate relatively open.

Deployment: Imperial Guard deploy first within 12" of the Stargate, representing the excavation perimeter.

Necrons deploy using hidden reserve markers. At the start of Turn 1, place all Necron units anywhere on the table more than 12" from Imperial models. Alternatively, units may enter play from any table edge starting Turn 2.

Mission: Variant of Take and Hold.

Standard Victory Points are awarded for destroyed enemy units.

The Stargate objective is worth 10 Victory Points to the side controlling it at the end of the game.

If the Necrons control the Gate at any point during the game, all Imperial units suffer -1 Leadership for the remainder of that turn as arcane energies destabilise the dig site.

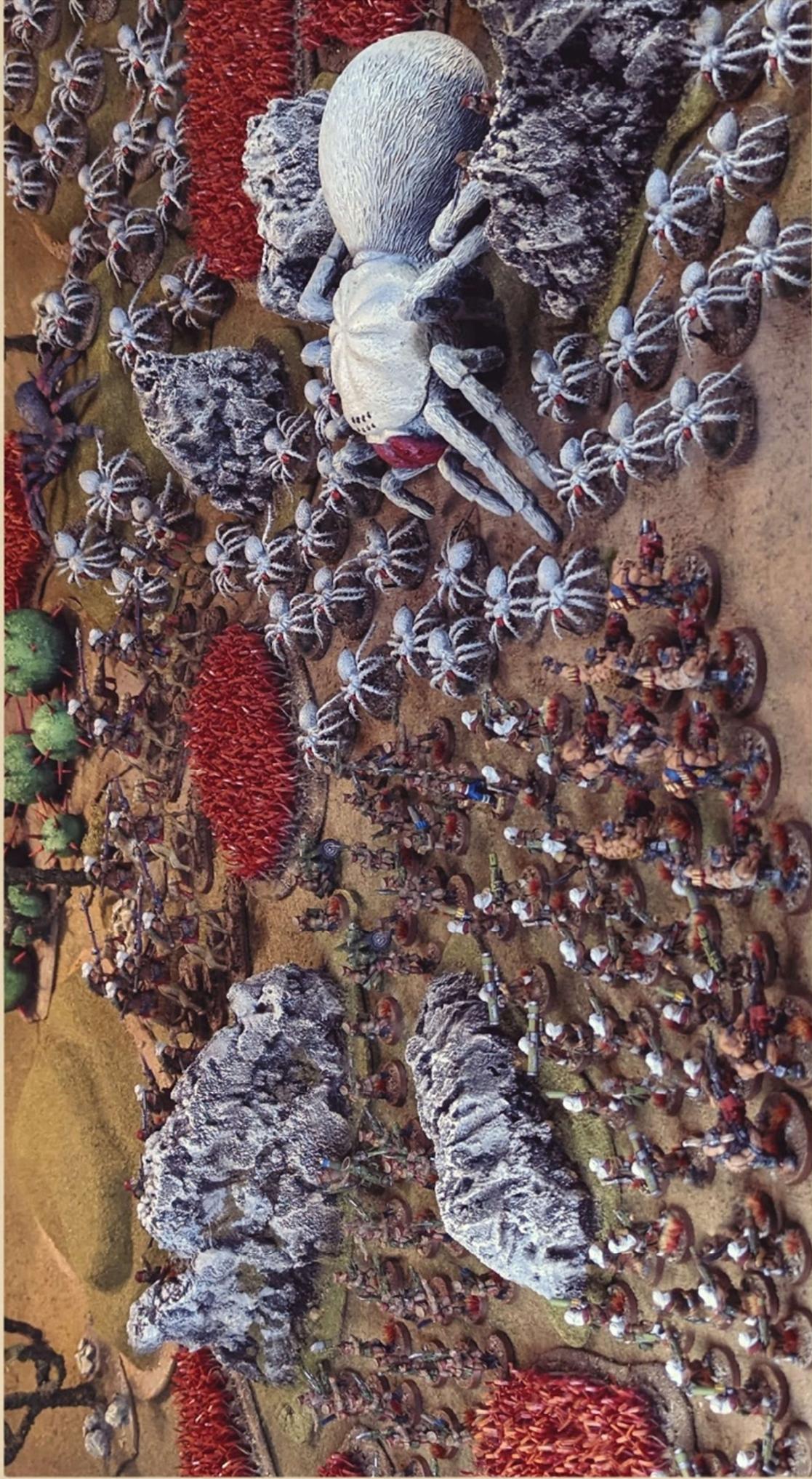
Special Rules

Awakened Protocols: All Necron units may re roll failed Morale tests while within 12" of the Stargate.

Catastrophic Activation: If a Tech-Priest or Enginseer is in base contact with the Stargate at the end of their Shooting phase, roll a D6. On a 6, the Gate discharges energy. Every unit within 6" suffers a Strength 6 hit with -2 Save modifier.

Game Length: 4 turns.





Tallarn Desert Raiders of the 42nd Screaming Camels unleash disciplined volleys as the sands rupture before them. From the broken Butorg fields rises the Gigarachnid brood, led by the towering Megarachnid that turns the basin into a churning sea of legs and venom.