

The Vogen Campaign

Map Location Special Rules

122nd Cadian HQ

One of two islands of resistance to von Guyen's rebels, the commander of the 122nd Cadians, Colonel Karnow had anticipated the rebellion and put his HQ on high alert. Karnow ordered the bulk of the regiment to remain billeted in their fortified camps to the north of the city, trusting that the KZ-PDF could contain any trouble that occurred. This proved to be a costly mistake as the majority of the KZ-PDF had gone over to the rebels and much of Karnow's forces were trapped outside the city. Thousands of frenzied cultists hurled themselves at the Cadians HQ, but the defences were well planned. Heavily fortified bunkers, minefields and razorwire protected every approach and eventually, the rebels were forced to settle for simply containing the Cadians. Only when reinforcements fought their way to the city to relieve their comrades did the re-conquest of Vogen become possible.

2/4 VICTORY POINTS: Imperial Guard players may claim their base for 2 Victory points. It counts as having two 'dots' of fortifications. However, if the base falls, the player that takes it can claim the Imperial Guard base for 4 victory points as the Guard's morale is broken.

Administrative Quarter

The commerce that is the lifeblood of Vogen is regulated and controlled from here, by the fiscal accountancy scribes and legislative scholars of the Imperial Office of Outlays. These loathed, but necessary, officials pen the multitude of laws and regulations that govern and monitor the mercantile and financial activities of the populace. Almost as soon as the first shots of the rebellion were fired, the citizenry of Vogen began tearing down the buildings here with savage abandon and it not certain whether rebels or loyal citizens perpetrated these acts of violence. Despite the fierce fighting nearby at the gates of the Adeptus Arbites Precinct House, Imperial scribes attempted to restore some kind of order to their destroyed records, but the vengeful populace had proven to be exceptionally thorough.

2 VICTORY POINTS

Angel Square

This was once the site of many hundreds of Imperial celebrations in Vogen's long history, thousands of jubilant citizens flocking to hear the proclamations of the Ecclesiarchy from the nearby Basilica. Coronations, declarations of war and knighthoods have all taken place under the shadow of the massive statue of Sanguinius that casts its steely gaze across the square. Formerly Celebration Square, the site changed its name when the immense statue of Sanguinius was erected to commemorate those of the Blood Angels Chapter who gave their lives in the defence of Khai-Zann, during the Myele Insurrection. The statue is a great and potent symbol of Imperial power, and if it should be toppled by the forces of evil, the effect on the morale of the Imperial forces would be devastating.

4 VICTORY POINTS: If a non-Imperial player takes Angel Square, they can elect to topple the statue at the centre of the square. If this occurs, all Imperial forces (Imperial Guard and all their variants, Sisters of Battle, Adeptus Arbites, and all Space Marine Chapters) suffer from -1 Leadership for the whole of the next Campaign phase.

Arbites Precinct

The second island of resistance left within the city when the rebels began the Khai-Zhan uprising, the Precinct House of the Adeptus Arbites saw some of the heaviest fighting of the war. The grim and imposing façade of the Judges headquarters, studded with pillboxes, loopholes and gun nests, is a fearsomely well-defended building and every approach is heavily mined and protected by yard upon yard of razorwire. Using their connection to the water purification plant, the Judges were able to infiltrate the entire city, springing ambushes on unwary rebels and plant booby traps in their midst. In the latter stages of the war, regiments of loyalist KZ-PDF were able to use the Arbites Precinct as a jumping off point as they cleared the north wall of the city towards the North Road Gate.

4 VICTORY POINTS: Any player wishing to occupy the Precinct House must first oust the Adeptus Arbites stationed there. Find a willing Imperial Guard player and play a game against them. If you win, you may occupy the Arbites Precinct House. The Precinct House already has two 'dots' of Fortifications.

Basilica Imperius Dominatus

The oldest structure in the capital city, the Basilica Imperius Dominatus, or Basilica as it is more commonly known, is the hub of the Imperial cult of Vogen. Every day the priests of the Ecclesiarchy rang the faithful to worship and despite horrendous damage suffered during the fighting, the preachers and minor functionaries continued to lead the faithful in prayer over the crash of artillery and rattle of gunfire. On the third day of the war, warriors from the Night Lords Chapter of Chaos Space Marines overran the Basilica and murdered every one of the priests, hanging their mutilated corpses from the statuary around the temple's cloisters. These terror tactics would prove to be a miscalculation as they merely spurred a wrathful population to unheard of acts of zealotry, recapturing the Basilica from the Night Lords despite horrific losses and bloodshed. The ruined shell of the Basilica once again echoed to the sound of Imperial hymns and prayers, remaining in loyalist hands for the remainder of the war.

2/4 VICTORY POINTS: If a Sisters of Battle player controls the Basilica, they benefit from D3 extra Faith points in every battle they play. The Basilica is worth 2VPs to non-sister Imperial players, and 4VPs to Sisters and non-Imperials; as the Basilica is a potent symbol of Imperial authority and cannot be seen to fail.

Building 235

With the destruction of Vogen's genatorium, von Guyen's techs were forced to rig a temporary power grid in a nearby building. With jerry-rigged energy generators connected to the underground geysers, von Guyen was able to supply power to his traitorous army. However, once Imperial auguries had identified the building, its destruction was immediately assigned to a battalion under the command of lieutenant Badenhall of the 122nd Cadians. After three hours of fighting, the building was captured with a casualty rate of 83%. It was later discovered that the generator machines had been removed from the building to another location before the assault was launched.

4 VICTORY POINTS: The High Ground mission is always played in this location with Building 235 as the objective.

Cartel House Dwellings

When the families of the various family cartels journey to Vogen, they reside in magnificent townhouses in the segregated western quarter of the city. The rebellion had, in part, been fuelled

by Governor Kadulus' excessive profit skimming which resulted in a terrible financial burden being placed on the workforce. When the rebellion broke out, many amongst the rebellious populace saw this as a chance to take back their hard-earned wealth from those who had profited from their toil and sweat. Many of the fine townhouses were ransacked and their occupants murdered before they could escape. When Imperial forces began clearing the district in preparation for their attack towards the North Road Gate, they were forced to destroy armed gangs of squatters who had taken up residence in the houses of those they had murdered and attacked anyone who came near. Desperate to hold onto what they saw as rightfully theirs, the commencement of the Imperial assault had to be delayed several days as vicious skirmishes were fought amongst the ruined finery of the wealthy to dislodge the squatters.

1 VICTORY POINT.

Dealers' Accommodation

The middle-men who negotiate the sales and prices of the Vogen kelp cakes to off-world buyers often travel far and wide across the landmass of the planet to secure the best prices. When they travel to Vogen it is customary for them to stay in this fashionable district, enjoying the lavish hospitality of the family cartels. By day they work in the sweat pits of the Vogen Trading House and by night enjoy the exotic delights of the Pleasure districts. When hostilities erupted, many of the fine hotels were largely unoccupied, and were subsequently occupied by von Guyen's officers. An Imperial kill team, posing as citizens pressed into the rebels service, infiltrated the hotel and were able to administer a lethal toxin to the wine at a banquet celebrating the capture of the Palace of Peace. The upper echelons of the rebel command structure were thrown into disarray by the subsequent deaths and the traitor army was paralysed for nearly twelve hours. Imperial forces used this time wisely, fortifying their positions and advancing into strategic positions within the city. Following the mass poisoning, rebel officers became much more cautious, moving from building to building, eventually abandoning the district as more of their number succumbed to explosive booby traps and time delayed bombs.

2 VICTORY POINTS. *A Callidus Assassin is still operating here and may be used by Imperial players at the normal points value.*

Execution Square

When the defence laser batteries were constructed on Gibbet Hill, public executions were moved to the more sheltered location of Khai-Zhan square, which was renamed, with typical Arbites imagination, Execution Square. Lawbreakers, heretics, traitors and witches were dragged in chains to the centre of the square and either shot or burned at the stake for the citizenry's edification. For the majority of the war, Execution Square served as a staging area for the rebel army of cultists as they laid siege to the Adeptus Arbites precinct house. For days the rebels hurled themselves at the bronze gates of the Judges, but could not breach the defences, losing thousands of their number in a matter of hours. Eventually von Guyen realised he was achieving nothing other than depleting his own army and settled for simply preventing the Arbites from breaking out, though he was unsuccessful even in that.

2/4 VICTORY POINTS: *4 Victory Points for Chaos players, 2 for all others.*

Genatorium

Virtually all of Vogen's power comes from coastal wave generators and is channelled to the northern genatorium. From here, power is distributed throughout the city and this was one of the

first buildings targeted by von Guyen's rebels. The heroic resistance of loyalist KZ-PDF units gave the workers time to booby trap the machinery with crude explosives and the resulting detonation flattened buildings for two hundred yards in all directions, opening a breach in the north wall. The area around the Gensorium became a no-man's land as automated underground turbines continued to pump out scalding hot water in man-killing steam geysers.

2 VICTORY POINTS: *The steam geysers follow the rules for Magma Vents outlined in Hostile Terrain, WD255, p36. There are D6+1 geysers on the battlefield. You could use cotton wool to mark out where the geysers are.*

Gibbet Hill

Situated on an exposed and windswept rocky island to the northeast of the city walls, Gibbet Hill has always had associations with death. Once, convicted murderers were hung by the neck until dead here, but now it is a fortified gun emplacement. When public executions were moved to the more sheltered location of Execution Square by popular demand, the hill was fortified and defence laser silos constructed atop the old detention complex. Gibbet Hill was the scene of fierce fighting due to its elevation above the city. Though only fifteen metres or less above sea level, it provides a vantage point from which the Imperial palace can be bombarded. The fortress changed hands many times during the fighting, until there was virtually nothing left of the original buildings.

5 VICTORY POINTS: *If you control the arsenal of laser silos on Gibbet Hill you may use preliminary bombardment in every game you play. You may also destroy one 'dot' of Fortifications in any square or location per week.*

Gun Towers and Sniper's Alley

These heavily armoured gun towers changed hands many times over the course of the war, their strategic location overlooking the Basilica and law courts making them ideal vantage points for forward artillery observers and snipers. Indeed these were among the few structures that survived the war relatively intact, despite attempts by both sides to reduce them to rubble. Chentelle Street, the long road that led from Harikon's Bastion on the south wall to the gates of the Palace of Peace became known as Sniper's Alley and, soon, it was a brave soldier who dared to try and cross from the east side of the city to the west.

2 VICTORY POINTS per gun tower location: *Each of the Gun Towers has both Lascannon and Heavy Bolter Sentry Guns, set on point defence mode. They are elevated 8". Once the location is claimed, they will fire upon the nearest enemy target every turn. High Ground is always played in these locations, with the gun towers themselves as the objective.*

2 VICTORY POINTS for Sniper's Alley South,
4 VICTORY POINTS for Sniper's Alley North:

A Vindicare Assassin is operating in Sniper's Alley and may be used by Imperial players at the normal points value. The Gauntlet is always played in these locations.

Hab-blocks Alpha, Beta, Gamma, Delta.

When the forces of Chaos hit Vogen like a thunderbolt, much of the habitation districts were levelled by artillery duels between rebel and loyalist forces. Many of the workers had looted the nearby mercantile districts and were unwilling to relinquish their new possessions. When forces

from both sides attempted to traverse this rubble choked wasteland, they found themselves under attack from blackened and wretched gangs of workers, driven mad by the shelling, who steadfastly refused to abandon their homes. Fiercely protective of their shattered domains and obsessed with obtaining more of their filthy possessions, the area swiftly attained a dangerous reputation where a lone sentry could be dragged into the shadows by crazed looters and murdered for the laces in his boots.

1 VICTORY POINT PER HAB: *If a model is All On Its Own at the beginning of any turn, remove it from play as it is mobbed and murdered by a band of armed scavengers. If you have all the Hab-blocks under your control, they are worth 8 VPs in total.*

Hab-blocks Epsilon & Zeta

Largely demolished during the fighting, this region became a relative haven for refugees displaced by the fighting. Both forces attempted to clear the area several times, as the camps made ideal staging areas for saboteur teams to operate from in secrecy. Riots were a regular occurrence in this district, erupting as citizens, both loyal and traitor, would fight for scraps of food and their possessions.

1 VICTORY POINTS EACH

Harikon's Gate

These swallow-tailed bastions guarded the eastern approaches to Vogen and the river crossing at Cho-Kai Bridge. These bastions were to play little part in the conflict as the rebels were already within the city and their open rears rendered them largely useless in terms of attacking the city.

0 VICTORY POINTS

Imperial Senate House

The Senate House was built when Vogen was first founded and, at the time, stood as a symbol of co-operation between the planet's various family cartels. Local laws were passed here and disputes between the cartels resolved. During the uprising, the building was more or less empty and von Guyen's men seized the Senate House in little under an hour. As a tactical base it was practically valueless, as its plan was indefensible and its structure unfortified. Early on in the fighting, it was used as an ammo dump by von Guyen's troops, but when Imperial saboteurs managed to detonate the ammunition, it was abandoned. When Cadian troops attacked from the north, they pressed it into service as a field hospital and it was said that the screams of the wounded could be heard over the incessant artillery barrages as far away as the Ecclesiarchal palace in the southern quarter.

1 VICTORY POINT

Mercantile and Pleasure Districts

The once prosperous mercantile and pleasure districts, popular with the moneyed members of society, lay to the north of the Palace of Peace and were a target of opportunity once the rebellion began. Looters from the nearby worker habs took the chance to 'liberate' much of the merchandise from this district in the mistaken belief that this uprising was a simple civil matter and they could wait it out in comfort. The fighting in these districts was fierce as the main push of

the Cadians northern forces advanced through here once the Imperial Fists had taken the Genatorium breach.

2 VICTORY POINTS EACH

North Road Gate

When the re-conquest of Vogen began, the loyalist forces used the Arbites Precinct as a jumping off point, fighting their way through every building and street along the north wall until capturing the North Road Gate. This enabled loyalist KZ-PDF and Cadian regiments besieging the northern wall access to the city. With the capture of the North Road Gate, the rebellion was effectively over, though this would not be recognised until the fighting had ceased. Imperial forces were now able to penetrate deep into the city virtually unopposed and bring up large scale breaching batteries with which to hammer the walls of the Imperial palace.

4 VICTORY POINTS: *If you control the North Road Gate, you may re-roll any unsuccessful reserves rolls you make in all locations.*

Palace Gate

The lavishly decorated Palace Gate on the eastern wall was one of the first symbols of Imperial rule to fall when von Guyen's rebels struck. Adorned with larger than life marble statues of Governor Harikon Kadulus and his immediate family, the gate stood as a monument to his greed and vanity. Protected from the east by two vast bastions, the gate was well defended from an enemy outside the city walls, but vulnerable to traitors within. The opening of the rebellion was signalled by the detonation of breaching charges at its base, destroying the gate, toppling the vast statues and completely blocking the eastern road from the city.

0 VICTORY POINTS: *The Palace Gate has been destroyed and is tactically worthless. However, the Bastions on either side are heavily fortified and count as having two 'dots' of fortifications.*

Palace Grounds

This once fertile and pleasant park was used for state functions and gala dinners of the Governor when Vogen's temperamental summer would allow such events to be held outdoors. These events were said to be magnificent and only those members of Vogen's mercantile cartels who currently enjoyed the Governor's favour would be invited. However, the ornamental gardens and lush orchards of the palace grounds were burned to the ground in the early stages of the war to prevent enemy infiltrators from approaching the palace undetected.

4 VICTORY POINTS PER HALF: *The grounds consist of hectares of rolling greenery, with much of the vegetation now burnt to the ground. All games in these regions follow normal Warhammer 40,000 rules. Use a standard green table and scenery. The grounds cannot be fortified.*

Palace of Peace

The Governor's Palace sits at the centre of Vogen and is perhaps the oldest structure on the planet, with the exception of the Ecclesiastical temple. Cunningly designed by Leonos del Torquemas to be both an architectural masterpiece and impregnable fortress, the palace is designed to be a maze to those not familiar with its layout. Numerous blind alleys and killing grounds masquerade as ornamental hallways and marble flagged plazas, every square inch covered by concealed bunkers and decorative loopholes. Three centuries ago, in response to

increased warp storm activity around the Eye of Terror, Imperial engineers strengthened the walls of the palace, obscuring much of its beauty, but rendering much of the structure virtually indestructible. Only after an immense bombardment from the Vogen Law courts was a breach finally blasted in the walls and the Adeptus Arbites, who had so bravely held their precinct throughout the rebellion, were granted the honour of leading the final assault on the palace. The rebels died to a man and, deep in the palace dungeons, the victorious Arbites discovered the bodies of von Guyen and Governor Kadulus.

10 VICTORY POINTS: *This is a fortress, indispensable in times of war and the jewel in the crown of Vogen. The Grand Assault scenario is always played here. It already counts as having three 'dots' of fortifications.*

You may not move into the Palace unless you have a solid foothold in Vogen. Such a massive undertaking as claiming this fortress requires well-established supply lines, troop bases and specialist equipment. Therefore, to take the Palace you must have garnered no less than 8 Victory Points.

If you lose control of the Imperial Palace in the Grand Assault, you must lose D3 pins as well as the pin claiming the Palace as your forces are routed. These must be the pins nearest the Palace of Peace.

Railhead Depots and Terminus

The major rail artery from the massive harbour facilities on Vogen's southern coast enters the city next to the HQ of the 122nd Cadians where every item of rolling stock is vigorously checked before it enters the city. Suicide bombers packed a train with high explosives and drove it through the gates of the railhead terminus before detonating it. Fortunately, the blast shielding of the Cadian HQ protected it from major damage, but the devastation wreaked within the rail terminus was catastrophic and 90% of the facility was damaged beyond repair. Throughout the fighting, the smashed railhead had to be swept regularly for enemy saboteurs en route to the Cadian's HQ and fierce battles erupted in the twisted metal graveyard as von Guyen's troops attempted to break the Cadians resistance.

2 VICTORY POINTS EACH: *If you control either the railhead depots or the terminus, you may assault the 122nd Cadian HQ from this location. This bypasses the fortifications of the 122nd HQ.*

Spaceport Complex

The reason for Vogen's continued dominance of planetary affairs, the sole spaceport on the planet is where all Vogen's imports and exports arrive and depart. The landing fields and warehouse complexes stretched far to the north of the city and Imperial forces were forced onto the defensive as traitor units attempted to wrest control of the facilities. Units of the Cadian 122nd stationed outside the city walls were able to lend their strength to the defence of the spaceport, but were annihilated when Thunderhawks carrying debased warriors of the Night Lords Chaos Space Marines dropped from orbit and struck within the defensive perimeter. Reinforcements from the north, in the shape of fresh regiments of Cadians retook the spaceport several days later, but it was only to find the landing platforms and runways cratered and booby-trapped. Engineers from the Departamento Munitorum worked non-stop for days to repair the sabotage and soon fresh troops were able to be brought in from off-world.

0 VICTORY POINTS: *Any forces with a pin in the Spaceport Complex may place a pin in **any** unnamed location on the map (it does not need to be adjacent to a square occupied by that player). They may not place a pin in a named location.*

They may also Deep Strike any units they wish to keep in reserve if the scenario uses the Reserves rules.

Trading Houses

The main business of Vogen took place here, in the heaving, sweating floor of the trading house as the cartel's representatives negotiated with off world buyers. Competition was fierce and fights common as the methods of sale frequently became little more than brawls. Von Guyen's troops neglected to seize this building early in the fighting and by the time his troops moved into the building, the major financial resources of the family cartels had been transferred off world, depriving von Guyen of a major source of funds with which to motivate his troops. Von Guyen had the buildings demolished by artillery in a fit of pique, a decision which would later cost him dear as it allowed the Imperial counter-attack to reach the northern walls with an abundance of cover and his own forces with nowhere to mount an effective holding action.

2 VICTORY POINTS

Vogen Law Courts

The foremost authority on the planet, the law courts were the preserve of the wealthy, where members of the mercantile cartels would bring any grievances to the Chief Judge of the Adeptus Arbitres. Only the most serious and public cases were tried here and frequently these attracted the avid attention of the masses. During the reconquest of Vogen, Imperial officers quickly realised that the capture of the Law courts was a necessary precursor to the assault on the Palace of Peace. The south wall of the palace had been under repair when the uprising occurred and the position of the Law courts, so close to the damaged section of wall, made it a logical position for Cadian heavy artillery pieces. Von Guyen's forces realised this also and fought tooth and nail to deny the Cadians occupation of the building. Some of the most desperate fighting of the war took place in the streets surrounding the Law courts as both forces attempted to wrest control of the complex. Eventually, the building was to fall into Imperial hands when warriors of the Imperial Fists arrived and swept the defenders from its corridors and rooms. The bombardment of the palace walls could now commence.

5 VICTORY POINTS: *Any player controlling the Arbitres Law Courts may discount two 'dots' of fortifications when attacking the Palace of Peace.*

Vogen Theatre House

Patronised by the wealthy members of Vogen society and trade negotiators, the finest works of Imperial playwrights were performed here. The building's enormous armaglass dome was said to be the most magnificent example of Leonos del Torquemas' work, the architect who also built the Palace of Peace. Actors once trod the boards here, re-enacting the heroic deeds of the Emperor and his Primarchs, but one of the first shells fired by the rebels scored a direct hit on the armaglass dome as the Governor's players enacted scenes from the infamous 'Downfall of Vandire'. Lethal shards of glass, each as large as a man's arm, slashed downward, killing hundreds of theatregoers in seconds. A second shell followed the first, demolishing the east wall and killing the actors in its fiery detonation and there were those amongst the survivors who claimed that, given their performance, this was a blessing in disguise.

2 VICTORY POINTS

Water Purification Plant

Since 98.3% of Khai-Zhan's surface is ocean, the water requirements of the populace is easy to

meet, although the high salt content of the water requires rigorous purification before it is fit for human consumption. The vital nature of this facility made it a prime target for the rebels, but its strategic location next to the Arbites precinct made its capture an extremely difficult proposition. The rebels' reluctance to flatten the plant with artillery played into the hands of the Arbites, who used the underground pipe system to launch raids behind the rebels' lines and throughout the city. Vicious battles were fought as the rebels attempted to wrest control of the purification plant from the Arbites and provide their soldiers with a readily available source of fresh water, rather than the desalination capsules they were forced to rely on.

0 VICTORY POINTS: *Any forces occupying the Water purification plant may use any unnamed location on the map when they place a pin (it does not need to be adjacent to a square occupied by that player). They may not place a pin in a named location. Their troops also benefit from the Subterranean Movement rule.*