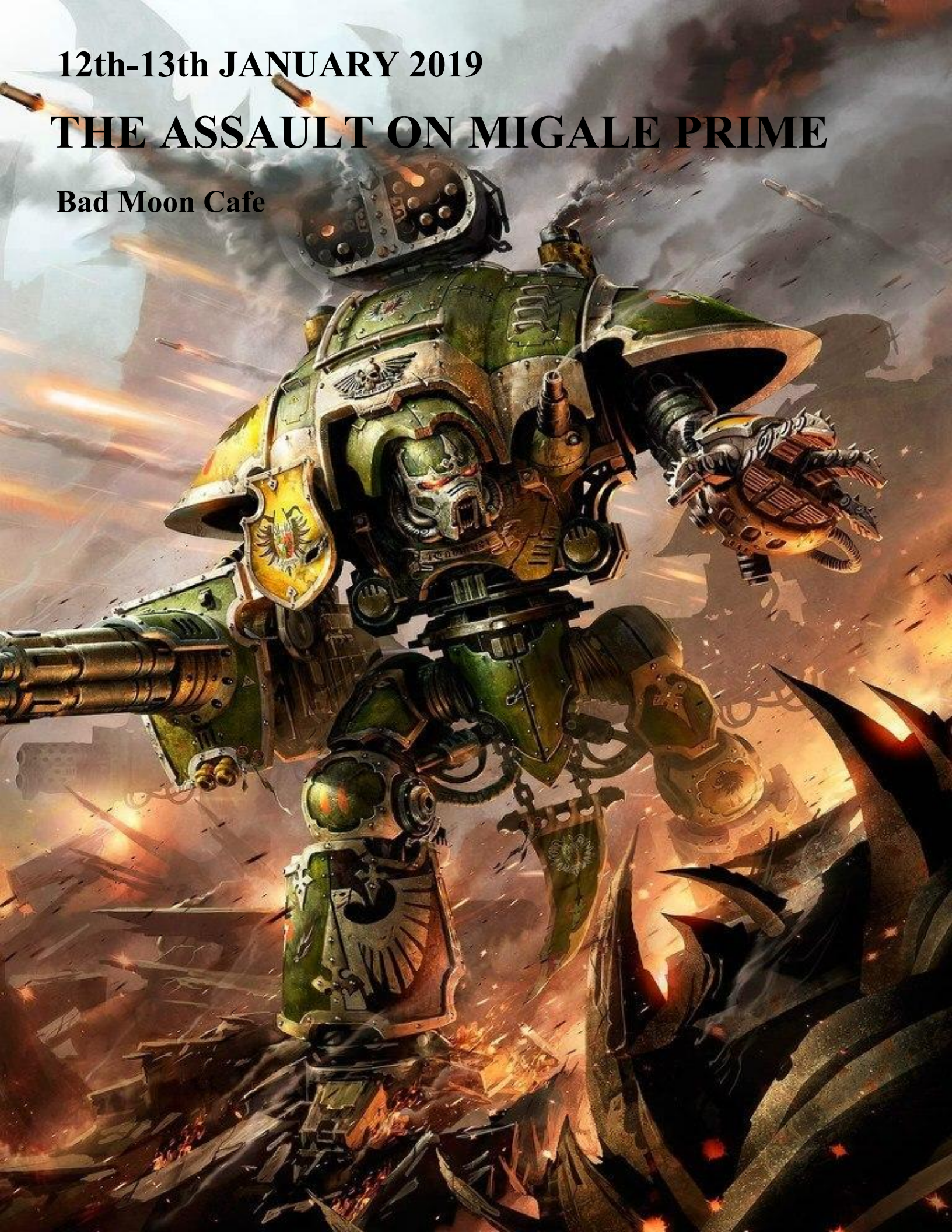
12th-13th JANUARY 2019

THE ASSAULT ON MIGALE PRIME

Bad Moon Cafe



Itinerary

Saturday 12th	Sunday 13th
09:10 - 09:20 - Narrative Briefing	09.45 - 10:00 - Narrative Recap
09.30 - 10:30 - Game 1 (250 Points)	10:15 - 13.15 - Game 5 (1750 Points)
10.30 - 10:50 - Coffee Break	13:30 - 14:30 - Lunch
11:00 - 12:45 - Game 2 (500 Points)	14:40 - 18:40 - [[REDACTED]]
13:00 - 14:00 - Lunch	19:00 - 19:30 - Wrap Up and Awards
14:15 - 16:20 - Game 3 (1000 Point)	
16:30 -16:50 - Beers/Coffee Break	
17:00 - 19:30 - Game 4 (1250 Points)	
20:00 - Close - Beers and games for James 'Bucks' night	

The Factions

Imperial Alliance

1. House Auster: Second Banner
2. ‘The Red Dragons’ - Catachan Urban 28th
3. The Disciples of Rael, Battle Mantiple 2
4. Dark Angels 5th Company
5. ForgeWorld Ryza
6. Argent Blades 4th Company
7. Aleusian 98th Infantry/Hawk Lords Strike Company

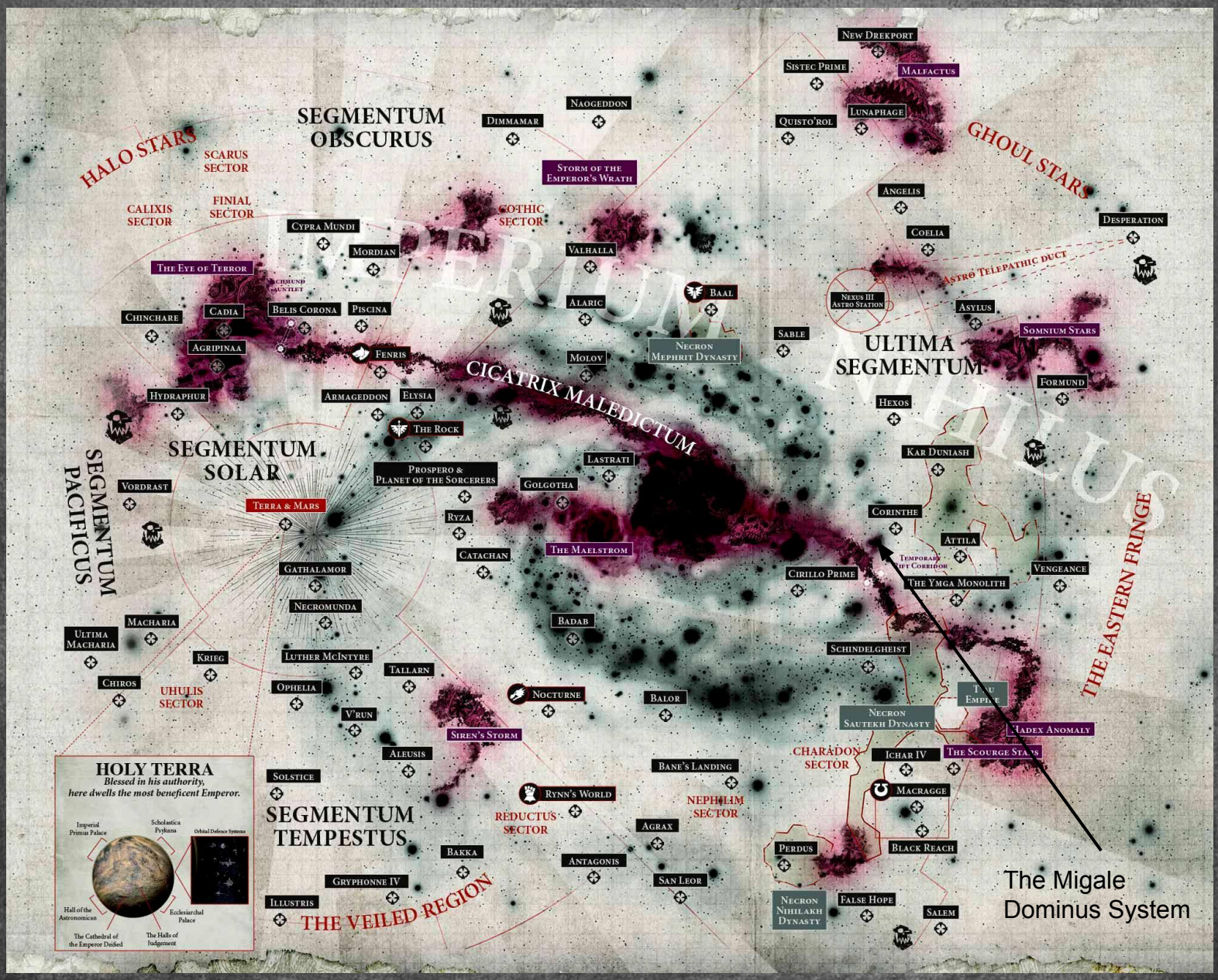
The Despoiling Invaders

1. 1st Company Harbingers
2. Black Legion
3. Hive Fleet Chimera
4. The Court of the Gilded Tyrant
5. Eightscarred of Khorne
6. Slaaneshi Host
7. Da Grate Wites!
8. Alpha Legion

The Migale Dominus System

The Ultima Segmentum is by far the largest Segmentum, and is home to feted realms such as Ultramar, and Badab. The Segmentum has seen much war over the millenia. Fleets of Chaos spew from the Maelstrom, great Waaghs! rampage through the sector, and the dreaded Hive Fleets of the Tyranids claw into Imperial space from the Galactic east. Local forces of the Imperium have won great renown, with legends like the Ultramarines and the Crimson Fists needing to defend its worlds time and time again.

The Migale Dominus System is one of many Imperium held systems within the Ultima Segmentum, and has been noted as one of the most stable Imperial Domains within the Vidar Sector. First discovered during the the Forging of M32, the system has come under several attacks across the centuries, as it has risen to prominence within the local subsector, pirate raids and xenos incursions alike turned aside by the cold intellect of the system's Martian Overlords. However, the laws of the Galaxy have changed. The warp writhes in an open wound across the Segmentum, shaking the Migale System to its core.



A History of the Migale System

- Early M32 - The Migale System is discovered by a Rogue Trader mercantile fleet of House Draik. The resource-laden system is bought in its entirety by the nascent sector Ecclesiarchy
- M33.121 - The Treaty of Steel and Sinew - A pact is signed by the Ecclesiarchy's Most High Cardinal Xandas, and the Mechanicum. The industrious Migale Dominus system is given over to the Mechanicum, in exchange for their vow to defend the Shrine World Golone, in the neighboring Urga System.
- M34.081 - The capital planet of the Migale Dominus system, Migale Prime, is declared a Forge World proper
- M35.121 - The Legio Periculus of the Collegio Titanica return from the Eastern Fringe to find their home Forge World destroyed. Amidst much pomp and ceremony, the Legio is relocated to the fledgling Forge World, Migale Prime
- M35.567 - The Black Ships of the Inquisition arrive at the Migale Dominus System. Their presence is known only to a few High-Ranking Imperial Officials
- M36.781 - The first founding of the planet Draco Minus occurs. The twenty regiments produced are swiftly destroyed in their first warzones, and sector command quietly marks the population as unfit for further Astra Militarum tithing
- M37 - The Waaagh! Sharptoof arrives in the Migale Dominus System. They are swiftly defeated by the Forge World's robust defences
- M38 - The Aleusian 98th earn great distinction fending off a host of piratical Xenos invaders. In honour of their prowess, an informal supply chain is created to Aleusian regiments
- M38 - Magos Tys is elevated to the rank of Archmagos, second to only the Fabricator-General of the Forge World
- M39 - The Second Banner of House Auster purge the Shrine World Golone of the Loxatl Clansmen amidst its snowy peaks. They are rewarded by the Archmagi of Migale Prime with Hunting Rights on Draco Minus
- M40 - The Sautekh Dynasty awakens nearby. Their strength makes them untouchable to Archmagos Tys and the Fabricator General. Tithing from loyal imperial colonies is increased so that the Forge World may defend itself.
- M41.990 - The Legio Periculus is deployed to the nearby Urga System to combat the great wraith-titans of the Aeldari, honouring the Treaty of Steel and Sinew
- M41.997 - A portion of the Migale System fleet partakes within the campaign against Hive Fleet Leviathan. Unbeknownst to their allies, a damaged Tyranid Hive Ship is taken captive aboard a Martian "Coffin" Cruiser by a radical Magos, and returned in secret to the Forge World
- M41.998.999 - After the successful prosecution of a Campaign on the Eastern Fringes, a vast array of Imperial Forces reconvene and repair on the Forge World, with several battlegroups preparing to head to the Cadian Gate
- M41.999.999 - The Cicatrix Maledictum splits the galaxy apart.
- M42.??? - The Invasion of the Migale System begins.

The Migale Dominus System

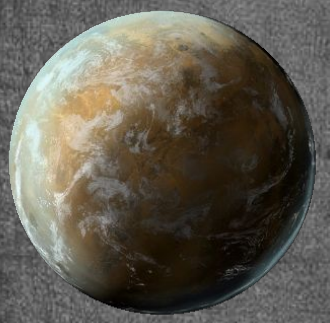
Komodius

An industrial hive world, the planet Komodius provides manpower to various Imperial Institutions. The planet is tithed heavily by the Astra Militarum, and the Komodius Regiments have won much acclaim throughout the sector. Many more Komodons find themselves travelling to Migale Prime, to labour within the great manufactorums. Those deemed unfit for such a duty are transported to the Agri-World of Draco Minus

Draco Minus

Draco Minus is a small Agriworld on the outskirts of the Gecko System. The workers on the planet compose of those deemed unfit to work within the hallowed mechanicus forges, or to join the imperial guard. This simple population produces for its Father world, Migale Prime. The population are forever fearful of the mighty native beasts that roam there, the Geckonian Maximus

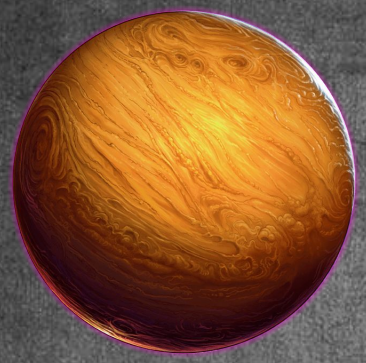
Chamelous



[[REDACTED]] - by the authority of the most holy inquisitorial Ordos of Mankind.

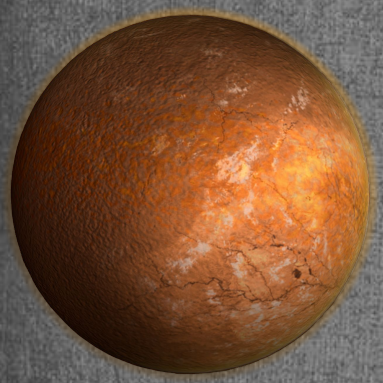
++Thought for the day: It is better to die obediently, than to live curiously ++

Tiliqua I



The second largest planet in the Gecko System, Tiliqua I is toxic to all life - and would have been of no interest to the Imperium, were it not for the rich metal deposits that ran throughout the planet. For millennia, the planet satiated the appetite of the forges of Migale Prime. Eventually its metallic veins ran dry, and the arid planet now lies abandoned.

Tiliqua II



The third largest planet of the Gecko System, Tiliqua II has replaced Tiliqua I as the primary battery that keeps the forges of Migale Prime full. Wealthy with promethium, iron and adamantite, a vast Mechanicus operation is slowly stripping the planet of all resources.

Migale Prime

An Adeptus Mechanicus Forge World, and the largest planet of the system. The twisted landscapes are covered in holy forges, used for feeding the insatiable Imperial War machine. Its surface is barely habitable, subject as it is to the tortures of being host to the disciples of the Omnissiah. For the forces of Chaos, the Forge World represents a target of high Imperial importance - and thus a chance to strike at the hated corpse god. For the Tyranids, the world represents the gateway to the system's biomass. And to the greenskins, the Migale Prime promises to be a bloody good scrap...

The Imperial Alliance

As befits a world of import, Migale Prime hosts a vast array of Imperial defenders.

Within the great forges, hordes of Skitaari jostle beneath the augmented eyes of their Mechanicum Lords. Further afield, upon the great steppes of Migale, Knights hunt the mighty Geckonian Maximum, a fearsome beast, imported from Draco Minus for sport.

Many cities lie upon the outskirts of the great forges. Within these demi-hives, legions of Imperial guardsmen indulge themselves in what little recreational activity is available to them in between their crusade.

In the forge itself, manned strike cruisers of the Adeptus Astartes are refitted - the space marines onboard awaiting their next destination in quiet contemplation.

The Imperial Alliance upon the world of Migale Prime is fearsome - a crusading force that could crush rebellions, ravage systems and weather fierce raids. However, the malevolent eye of the gods has fallen upon the planet. And soon, the mettle of the Imperial Defenders will be put to the ultimate test….

The Despoiling Invaders

Since its birth, the Imperium of Man has been beset on all sides. Enemies both within and without seek to tear it down, and Migale Prime is no exception. From the darkness between stars, an flotilla of ships floats through the void. Confounding sensor arrays with arcane warp-craft, the ships glide effortlessly within the black of space, towards Migale prime. Within this host of doom warbands of great renown.The bloodthirsty Eighscarred, chosen reavers of Khorne. The dreaded sons of Mortarion and their undead hordes. A Clan of Da Grate Wites, brutal mercenaries of the Ork Race. And a tide of Black Legion, ruthless and cunning.

This silent knife is not the only threat to Migale Prime. A cancer grows deep in its heart. Within the deepest and darkest bowels of the Forge World, lies a deadly secret. A huge Tyranid Hive Ship, shorn asunder from the rest of its fleet by the Cicatrix Maledictum. Tested and examined by radical Magos Biologis of the Forge World, the ship is heavily guarded, sedated, and spends much of its time within a stasis field. But the dark intellect within the ship has quickly learnt the ways of its captors, and will soon strike…

As the raiders draw near, and xenos prepare, the warp grows impatient around Migale Prime. Space Marine librarians dream of rivers of blood, and weeping skies. Astropath's messages are corrupted with hellish mentions of slaughter and destruction. Servitors bizarrely shut down, to the angst of their Martian overlords. And guardsmen hear honeyed whispers, calling to them. The barrier between the realm of the living and the realm of madness begins to fray and grow thin...

Heroes of Migale Prime

You may be prompted to select a character to receive a Hero Bonus. If so, select a characteristic from the table below (each can only be selected once).

D66	ABILITY
11	**Inspirational Fighter:** Re-roll hit rolls of 1 in the Fight phase for friendly **<SUB-FACTION>** units within 6" of this model.
12	**Beast Hunter:** You can re-roll failed wound rolls for attacks made by this model in the Fight phase if the target is a **MONSTER** unit.
13	**Heroic:** This model can perform a Heroic Intervention if, after the enemy has completed all of their charge moves, it is within 6" of any enemy units, and can move up to 6" when doing so.
14	**Duellist:** Add 1 to this model's Strength and Attacks characteristics while it is within 1" of any enemy **CHARACTER** units.
15	**Zealot:** You can re-roll failed hit rolls for this model in the Fight phase if it made a charge move, performed a Heroic Intervention, or was charged this turn.
16	**Deadly Charge:** Add 1 to the Attacks characteristic of this model in the Fight phase if it made a charge move this turn.
21	**Targeting Augury:** Enemy units do not gain the benefit of cover to their saving throws against attacks made by friendly **<SUB-FACTION>** units within 6" of this model when the attack is made.
22	**Directed Fire:** Re-roll hit rolls of 1 in the Shooting phase for friendly **<SUB-FACTION>** units within 6" of this model.
23	**Deadly Marksman:** Add 1 to the Damage characteristic of ranged weapons used by this model.
24	**Sundering Shots:** Each wound roll of 6+ made for this model's ranged attacks inflicts 1 mortal wound on the target in addition to any normal damage.
25	**Keen Eye:** This model can target enemy **CHARACTER** units in the Shooting phase even if they are not the closest enemy model.
26	**Defensive Fighter:** When this model fires Overwatch, it successfully hits on rolls of 5 or 6, instead of only 6.
31	**Grudge:** You can re-roll any hit, wound and damage rolls made for this model's attacks that target the enemy Warlord.
32	**Resilient:** Each time this model loses a wound, roll a dice; on a 5+ it does not lose that wound.
33	**Camouflage:** Add 2 instead of 1 to saving throws made for this model when it is receiving the benefit of cover.
34	**Stealth Assault:** Enemy units cannot fire Overwatch at this model.
35	**Indomitable:** All damage suffered by this model is halved (rounding up).
36	**Impervious:** This model regains 1 lost wound at the start of your turn.
41	**Infiltrator:** During deployment, you can set up this model in ambush, instead of placing it on the battlefield. At the end of any of your Movement phases it can reveal its location – set it up anywhere on the battlefield that is more than 9" from any enemy models.
42	**Stealthy:** Subtract 1 from hit rolls for attacks made with ranged weapons that target this model.
43	**Hard to Kill:** Wound rolls of 1, 2 or 3 made for attacks that target this model always fail, even if the attack has a Strength characteristic higher than this model's Toughness characteristic.
44	**Strategic Feint:** At the start of the first battle round but before the first turn begins, you can pick a friendly **<SUB-FACTION>** unit within 6" of this model and set it up again, anywhere wholly within your deployment zone. If your opponent has any units with similar abilities, roll off; starting with the winner of the roll-off, take it in turns to resolve these abilities.
45	**Swift Strike:** You can always choose this model to fight first in the Fight phase even if it did not charge. If the enemy has units that have charged, or that have a similar ability, alternate choosing units to fight with, starting with the player whose turn is taking place.
46	**Foresight:** Once per battle, if this model is on the battlefield, you can re-roll one hit roll, wound roll, damage roll or saving throw.
51	**Inspirational Leader:** Friendly **<SUB-FACTION>** units can use this model's Leadership instead of their own while they are within 6" of it.
52	**Rallying Cry:** You can re-roll failed Morale tests for friendly **<SUB-FACTION>** units while they are within 6" of this model.
53	**Icon of Retribution:** Roll a dice each time a friendly **<SUB-FACTION>** model within 6" of this model is slain in the Fight phase. On a 6, the unit that made the attack that slew the model suffers 1 mortal wound after it has finished making its attacks.
54	**Impetuous:** You can re-roll failed charge rolls for this model.
55	**Terrifying:** Subtract 1 from the Leadership characteristic of enemy units while they are within 3" of this model.
56	**Savage Riposte:** Each time you roll an unmodified saving throw of 6 for this model in the Fight phase, the enemy unit that made the attack suffers 1 mortal wound after it has resolved all of its attacks.
61	**Air Strike:** Once per battle, in your Shooting phase, you can pick an enemy unit, other than a **CHARACTER** unit, that is visible to this model and roll a D6. On a 1-4 nothing happens. On a 5+ the target unit suffers D3 mortal wounds.
62	**Swift Advance:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a D6.
63	**Reactive Tactics:** This model, and friendly **<SUB-FACTION>** units within 6" of them, can charge even if they Fell Back that turn.
64	**Strike and Fade:** After this model has fought in the Fight phase, it can immediately pile in D3+3" in any direction, not just towards the closest enemy model.
65	**Final Strike:** If this model is slain, you can select an enemy unit within 3" of it and roll a D6; on a 2+ that unit suffers D3 mortal wounds.
66	**Direct Fire:** Each time you make a wound roll of 6+ in the Shooting phase for a friendly **<SUB-FACTION>** unit within 6" of this model, the AP characteristic of that attack is improved by 1 (e.g. AP -1 becomes AP -2).

Character upgrades pt 2

WEAPON IMPROVEMENTS

2D6	RESULT
2	**Auto-loader:** Pick one of this model's ranged weapons. Increase the number of shots this weapon makes by 1 (e.g. a Pistol 1 weapon becomes a Pistol 2 weapon).
3	**Penetrator Rounds:** Pick one of this model's ranged weapons. Improve that weapon's AP characteristic by 1 (e.g. AP -1 becomes AP -2).
4	**High Calibre:** Pick one of this model's ranged weapons. Add 1 to that weapon's Strength characteristic.
5	**Improved Sights:** Pick one of this model's ranged weapons. Add 6" to that weapon's Range characteristic.
6	**Inferno Round:** Pick one of this model's ranged weapons. Add the following ability to that weapon: 'Units do not receive the benefit of cover to their saving throws against attacks made with this weapon.'
7	**Artificer Weapon:** Pick one of this model's weapons. Add 1 to that weapon's Damage characteristic.
8	**Finely Balanced:** Pick one of this model's melee weapons. Add the following ability to that weapon: 'Each time the bearer fights, it can make 1 additional attack with this weapon.'
9	**Shredder:** Pick one of this model's melee weapons. Add the following ability to that weapon: 'You can re-roll failed wound rolls for attacks made with this weapon.'
10	**Brutal:** Pick one of this model's melee weapons. Improve that weapon's Strength characteristic by 1 (e.g. User becomes +1, +1 becomes +2).
11	**Razor-edged:** Pick one of this model's melee weapons. Improve that weapon's AP characteristic by 1 (e.g. AP -1 becomes AP -2).
12	**Heirloom:** Pick one of this model's melee weapons. Add the following ability to that weapon: 'Each unmodified hit roll of 6 made for attacks with this weapon scores 2 hits instead of 1.'

Designer's Note: *If a weapon has more than one profile, the weapon improvement applies to each of that weapon's profiles.*

PSYCHIC ENHANCEMENTS

D3	RESULT
1	**Psychic Might:** Add 1 to the number of psychic powers this character can attempt to manifest in your Psychic phase.
2	**Adamantium Will:** Add 1 to the number of psychic powers this character can attempt to deny in your opponent's Psychic phase.
3	**Master of Lore:** Add 1 to the number of psychic powers this model knows from one of the psychic disciplines available to them.

CHARACTERISTIC MODIFIERS

2D6	RESULT
2	**Old War Wound:** Select a result from this table, or roll 2D6 to randomly select a result (re-roll if you get this result again). Subtract or worsen this model's characteristic by the amount described in the result you picked instead of adding or improving it (e.g. if the Ferocious Combatant result was selected, an Attacks characteristic of 3 would become 2, while if the Dead-eyed result was selected, a BS of 3+ would become 4+).
3	**Courageous:** Add 1 to this model's Leadership characteristic.
4	**Ferocious Combatant:** Add 1 to this model's Attacks characteristic.
5	**Mighty:** Add 1 to this model's Strength characteristic.
6	**Dead-eyed:** Improve this model's Ballistic Skill characteristic by 1 (e.g. BS 3+ will become BS 2+), to a maximum of 2+.
7	**Fleet:** Add 2" to this model's Move characteristic.
8	**Blademaster:** Improve this model's Weapon Skill characteristic by 1 (e.g. WS 3+ will become WS 2+), to a maximum of 2+.
9	**Enhanced Physiology:** Add 1 to this model's Toughness characteristic.
10	**Toughened Armour:** Improve this model's Save characteristic by 1 (e.g. Sv 5+ will become Sv 4+), to a maximum of 2+.
11	**Divine Protection:** Improve this model's invulnerable save by 1 (e.g. an invulnerable save of 5+ will become an invulnerable save of 4+), to a maximum of 3+. If this model does not have an invulnerable save, it instead gains a 6+ invulnerable save.
12	**Heroic Constitution:** Add 1 to this model's Wounds characteristic.

Baptism of Fire: Troops

You may be prompted to select a unit to receive a veteran bonus. If so, select their bonus from the table below. The same unit can receive multiple bonuses, but each bonus is unique per army.

SHARPSHOOTERS

Rank 1 Warrior Battle Honour

When deadly accurate fire is called for, this squad has proved itself more than up to the task.

Re-roll hit rolls of 1 for this unit in the Shooting phase.

AGILE

Rank 1 Warrior Battle Honour

These fighters cross the battlefield with uncanny agility.

You can re-roll Advance and Charge rolls for this unit.

DEADEYE SHOTS

Rank 1 Warrior Battle Honour

These masters of the kill know precisely where to place their shots for maximum damage.

Each time you roll an unmodified wound roll of 6 for an attack with one of this unit's ranged weapons, increase the Damage characteristic of that attack by 1.

GRIZZLED

Rank 1 Warrior Battle Honour

These warriors have seen the greatest horrors the galaxy has to offer, and have developed an unshakeable nerve in the process.

This unit ignores penalties to their Leadership characteristic.

LUCKY

Rank 2 Warrior Battle Honour

Despite having fought in the bloodiest of battles, these warriors remain intact.

Roll a D6 each time a model from this unit loses a wound; on a 6 the model does not lose that wound.

COMBAT SPECIALISTS

Rank 2 Warrior Battle Honour

These fighters have honed their close-combat skills, and destroy their enemy in a storm of well-placed blows.

Re-roll hit rolls of 1 for this unit in the Fight phase.

ASSASSINS

Rank 2 Warrior Battle Honour

Knowing well the value of disrupting the enemy's command structure, these fighters set out to slay the foe's leaders.

Add 1 to wound rolls for attacks made by models in this unit that target an enemy **CHARACTER** unit.

BREACHERS

Rank 3 Warrior Battle Honour

Veteran besiegers all, these warriors are adept at picking the enemy out of fortified positions.

Add 1 to wound rolls for attacks made by models in this unit if the target of those attacks is receiving the benefit of cover.

TROPHY TAKERS

Rank 3 Warrior Battle Honour

These ferocious combatants adorn their equipment with pieces of the enemies they have slain – only their most experienced foes can look upon this display of might and hold their nerve.

Subtract 1 from the Leadership characteristic of enemy units while they are within 6" of this unit.

DISCIPLINED

Rank 4 Warrior Battle Honour

Even when face to face with their enemy, these redoubtable warriors remain calm.

This unit can shoot or charge during a turn in which it Fell Back.

BRUTAL

Rank 5 Warrior Battle Honour

These fighters attack in a particularly aggressive fashion, clubbing their enemies to the ground.

Add 1 to the Strength and Attacks characteristic of models in this unit during any turn in which they made a successful charge move.

Baptism of Fire: Monsters

UNSTOPPABLE BEAST

Rank 1 Monster Battle Honour

This creature crashes into its enemies with great force, crushing them beneath its bulk and shattering their battle lines.

After this model completes a charge move, roll a D6 for each enemy unit within 1" of it. On a 4+ that unit suffers 1 mortal wound.

MONSTROUS REGENERATION

Rank 1 Monster Battle Honour

Healing at horrifying speed, the wounds inflicted on this towering monstrosity are sealed over in moments.

This model regains 1 lost wound at the start of each of your turns.

TERRIFYING

Rank 2 Monster Battle Honour

Some monsters are so huge and horrifying that even seasoned warriors will flee rather than stand against them.

Subtract 1 from the Leadership characteristic of enemy units while they are within 6" of this model.

LASHING LIMBS

Rank 2 Monster Battle Honour

Blows landed upon this monster are instantly responded to with ferocious violence.

Each time you roll an unmodified saving throw of 6 for this model in the Fight phase, the enemy unit that made that attack suffers 1 mortal wound after it has resolved all of its attacks.

INHUMAN RESILIENCE

Rank 3 Monster Battle Honour

This beast shrugs off even the most devastating attacks, its battle-toughened hide proof against the blows of the enemy.

Roll a D6 each time a model in this unit loses a wound; on a 5+ the model does not lose that wound.

SWEEPING BLOWS

Rank 3 Monster Battle Honour

This creature reaps all before it with great scything blows, felling entire formations with each swing.

Each unmodified hit roll of 6 made for this model's attacks in the Fight phase score 2 hits instead of 1.

VIOLENT DEATH THROES

Rank 4 Monster Battle Honour

Some Tyranid beasts are at their most dangerous in their final moments.

If this model is destroyed, its controlling player can choose for it to automatically trigger death throes (see *Codex: Tyranids*) – no dice roll is required.

JUGGERNAUT

Rank 4 Monster Battle Honour

When this monster fights, it lets nothing and no one stand between it and its favoured target.

You can re-roll charge rolls for this model.

JUST MAKING IT ANGRY

Rank 5 Monster Battle Honour

The fury of this abomination in battle remains undiminished through even the most grievous of wounds.

If this model has a damage table, double the number of wounds it has remaining for the purposes of determining what its Strength and Attacks characteristics are.

EAGER

Rank 5 Monster Battle Honour

This creature surges ahead of its comrades, drawn to the foe by an insatiable battle-lust.

At the start of the first battle round but before the first turn begins, you can move this model up to 5". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

Baptism of Fire: Vehicles

FAMED COMMANDER

Rank 1 Vehicle Battle Honour

This tank is commanded by a celebrated and honoured officer, who inspires his crew to fight on despite serious damage.

Roll a D6 each time a model in this unit loses a wound; on a 6 the model does not lose that wound.

SKILLED DRIVER

Rank 1 Vehicle Battle Honour

This vehicle's driver can pick their way through battlefield debris swiftly, guiding his steed with practised ease.

You can re-roll Advance rolls for this unit.

EXPERIMENTAL AMMUNITION

Rank 2 Vehicle Battle Honour

The experienced crew of this vehicle have been granted access to powerful cutting-edge munitions.

Select one of the ranged weapons used by one or more models in this unit. Add 1 to the Damage characteristic of that weapon for attacks made by that unit.

ADVANCED TARGETING

Rank 2 Vehicle Battle Honour

This vehicle's sensors enable its crew to lock onto a target at great range, even through the thickest fighting.

Add 6" to the maximum range of this unit's Heavy and Rapid Fire weapons that have an unmodified maximum range of 24" or longer.

ABLATIVE ARMOUR

Rank 3 Vehicle Battle Honour

The hull of this vehicle has been covered in additional armour plating, offering substantial protection against all but the most penetrative of weapons fire.

Attacks against this unit that have an AP characteristic of -1 are treated as having an AP characteristic of 0 instead.

STORIED VEHICLE

Rank 3 Vehicle Battle Honour

This vehicle has a long and colourful history, and those chosen to crew it feel an immense pride in their assignment.

You can re-roll one hit roll or wound roll for this unit in each of your Shooting phases.

BLESSED DRIVE

Rank 4 Vehicle Battle Honour

The crew of this engine ensures it is in top working order at all times, knowing that mobility is often the key to survival.

If this model has a damage table, double the number of wounds it has remaining for the purposes of determining what its Move characteristic is.

LAST RETORT

Rank 4 Vehicle Battle Honour

This vehicle's hardened crew have resolved to deliver one final destructive message to their enemies should they meet their end upon the battlefield.

If a model in this unit is destroyed, the controlling player can choose for it to automatically explode – no dice roll is required.

PROMINENT TROPHY

Rank 5 Vehicle Battle Honour

Whether the bones of a great enemy, or a captured relic, this vehicle displays an item that inspires its allies and demoralises the foe.

Add 1 to the Leadership characteristic of friendly units while they are within 6" of this unit. Subtract 1 from the Leadership characteristic of enemy units while they are within 6" of this unit.

BLESSED WEAPONS

Rank 5 Vehicle Battle Honour

This crew have vowed to maintain the full fury of their guns until their dying breath.

If this model has a damage table, double the number of wounds it has remaining for the purposes of determining what its Ballistic Skill characteristic is.

Migale Prime Mission Pack

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Mission 1 - A Knife In the Dark

Night hangs over Migale Prime. As Skitarri march through the gloom and guardsmen watch over sentry posts, covert operatives slip through the night. The most kunnin' of Orks lead daring raids to claim teef. Alien chittering is heard in the sewers under the forge. And cultists finally shed their guises, marching through the streets in howling mobs. It is of paramount importance that the Imperial Alliance is able to communicate the presence of the intruders hell bent on corrupting the forges of Migale Prime, and begin to coordinate their defences.

The Armies
Each player must utilise a force that consists of a single Patrol Detachment, and is no more than 250 points.

The Battlefield
The Battlefield is set out as per the deployment map below. The mission is designed to be played on a 4'x4'. In addition, a Vox-Unit should be placed within the middle of the battlefield.

Deployment
The Defender deploys all their units. The Attacker then deploys all of their units. No units may deep strike, but units may still infiltrate.

This is not a benevolent galaxy. You know this. Why then, do you question the Archmagos? With blind eyes, we stare ceaselessly into the void. This rift above us is an omen of doom. In this galaxy, there is only war. And when it comes to us, we shall not be found wanting.

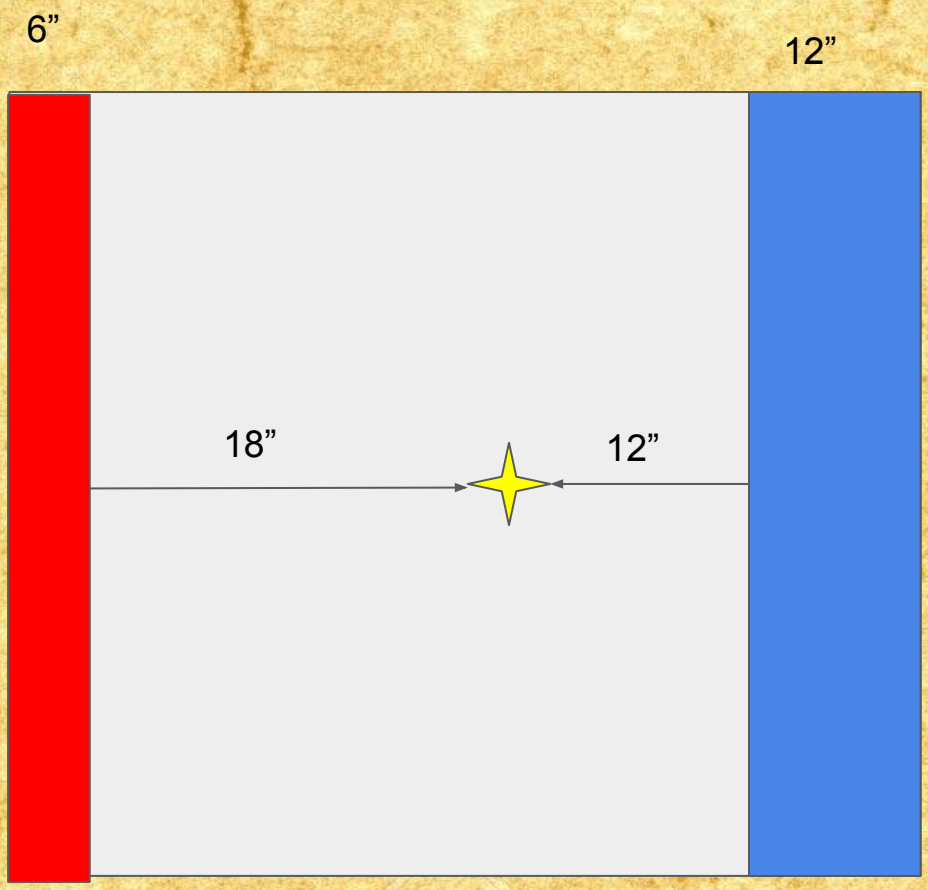
- **Colonel Gerhard Meyr**

The First Turn
If an army contains a unit with the *Monster, Titanic* or *Vehicle* keyword, they are unable to surprise their foe. As such, the opposing player automatically gets first turn. If both armies or neither armies have units with these keywords, the attacker gets first turn.

Element of Surprise
If the attacking team has no units with the Vehicle, Monster, or Titanic key word. They automatically get first turn

Victory Conditions
Only Defenders can hold the Vox-Unit. If the Defenders hold the Vox-Unit at the end of the battle, they win the mission. If at any point, the attacker has a unit within 3" of the Vox-Unit, uncontested, then it is a victory for the Despoiling Invaders.

Battle Length
The game automatically ends at the end of Battle Round 4.



INSIDIOUS ASSAULT

Attacker Stratagem (2cp)

Use this Stratagem in your movement phase. Select a Unit that has been destroyed in this battle. This unit may immediately deploy within 3” of the edge opposite the Defenders Deployment Zone

BLACKWATCH

Defender Stratagem (1cp)

This Stratagem is used after Deployment, but before the first turn. Choose a Defenders Unit. This unit may immediately make an attack as if it were the shooting phase.

Mission 2 - The Assault Strengthens

Migale Prime is ready. Reacting to the formation of the great rift with great efficiency, the eyes of the Imperial Defenders are turned to the sky - even as insidious threats rise from within. With incursions breaking out on the forge worlds outer perimeters, additional response forces are being deployed to reinforce key defense structures.

The Armies
Each player's force must consist of a single Combat Patrol detachment of no more than 500 points.

The Battlefield
The Battlefield is set out as per the deployment map below. The mission is designed to be played on a 4'x4'.However in the space between the front line and second line of defenders deployment, place a terrain piece that represents a **Key Defensive Resource** either - Void Shield Generator, Tactical Cogitator or Turret Emplacement

Deployment
Using the deployment map on the next page. The defender sets up their units wholly within either of their deployment zones. The combined points value of units in the 'Front Line' deployment cannot exceed ⅓ of their armies value.

The First Turn
The attacker rolls a die on a 1-3 the attacker goes first, on a 4-6 the defender is able to strike first.

Hive of Villainy
If an attacker's unit is destroyed, roll a D6 for them in the next attacker's movement phase. If the result is a 4+, the unit may be redeployed in the attacker's deployment zone.

Battlefield Special Conditions
Each Key Defensive

Void Shield - Units within 8" of a void shield generator have a 6+ invulnerable save. The player in control of the Void Shield Generator gains access to the '*Cycle Void Shield*' Stratagem.

Tactical Cogitator - The army controlling the Tactical Radar gains access (after battle round 2) to the *Lightning Strike Ru*n stratagem.

Turret Guns - The Army controlling the Turret Guns gains access to the *Volley of Meta*l Stratagem

Victory Conditions
If the attacker controls the the **Key Defensive Resource** at the end of a battle round, they may plant explosive charges/bio bombs/a warp tear to disable it. This will disable the Key Defensive Resource at the end of the next battle round unless the defenders are able to reclaim the objective. If the attackers disable the resource, it is an attackers victory. If the Key Defensive Resource remains intact, it is a Defenders Victory.

Battle Length
The game automatically ends at the end of Battle Round 5.

Volley of Metal (2CP)
Stratagem

This stratagem can be activated a single time per battle if a player controls the turret gun, and has a character that remained stationary within 3” of the gun. Instead of the Character’s normal shooting, they can choose to man the turret gun. Select a visible enemy unit within 48” of the turret gun. That unit instantly suffers D6 Mortal Wounds.

Lightning Strike Run (2CP)
Stratagem

This stratagem can be activated a single time during the battle, during the shooting phase by an army that controls. It allows the user to feed coordinates to nearby Imperial Navy assets. Choose two points on the battlefield, within 6” of one another. Draw a line between these two points.. Any units that this line touches suffers D3 mortal wounds.

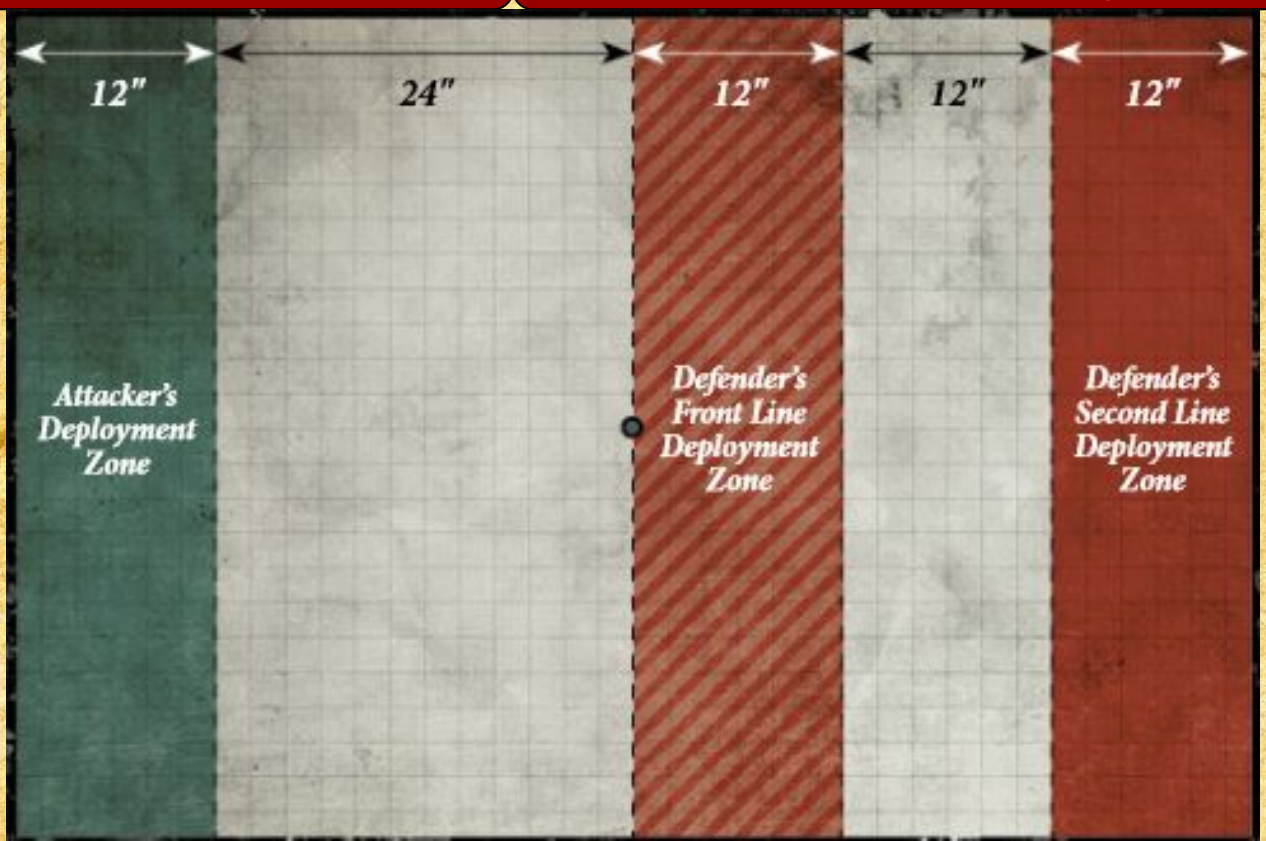
Cycle Void Shields (2CP)
Stratagem
This stratagem can be activated a single time during the battle round. Instead of inferring the 6+ Invulnerable save, the void shields grants 4+ invulnerable save for units within 8”

DAWN RAID (1CP)
Attacker Stratagem

This stratagem can be activated at the beginning of the first battle round. For the first battle round, all units are -1 to hit.

Outflanking Reinforcements (2CP)
Attacker Stratagem

Use this stratagem when you restore a unit using sustained assault. This unit can instead be setup wholly within 6” of ANY battlefield edge other than the defenders edge.



Mission 3 - Hold out for Success

Migale Prime is spiraling out of control. With cult uprisings occurring across the planet, and Xenos seen in large numbers in light of day, the citizenry of Migale Prime attempt to flee, out towards the deep caverns to the south of the planet. As military assets attempt to gather, fighting against tides of refugees fleeing the forges and hives, they find themselves surrounded by attacking infiltrators, using the chaos as cover...

The Armies
Each player must utilise a force that consists of a battleforged 1000 point army. No more than 2 detachments.

The Battlefield
The Battlefield is set out as per the 'Hold Your Gains' mission on pg 132 of the Vigilus Book.

Deployment
Defenders must place ⅓ of their armies value in the deployment circle. The rest is Reserves. At the end of the first movement phase, the defender can roll on 2 reserve units containing the infantry key word. At the end of the 2nd movement phase, the defender can roll on all units within their army. The attacker depoys their units as per the map on pg 132.

After this has been done, players take it in turn to deploy 6 fracture points, numbered 1-6. These must be 6" from each other, and 6" from a board edge (if unsure refer to Vigilus book pg 156).

The First Turn
The Defender has the first turn.

Keep the forges running! Nothing can stop the glory of the Omnissahs work. Divert the additional waste material into the demi-hives!
- Magos Tys

Special Battlefield Conditions
Migale Prime is in chaos. The citizenry flee in huge numbers, their stampedes causing Grox and Ambulls to tear through cities before them.

Even as this happens, buildings collapse - sabotaged by cults, and Ork Buggies whizz by. To represent the hazards and chaos of Migale Prime, at the start of each battle round, the Player that goes first must roll 2D6. If the result is a double, reroll. Draw a straight line 1mm wide that connects the two fracture points that correspond to the D6 rolled. The player should then roll a D6, and consult the table on the next page.

Finally, if either side won Mission 2, they may use the appropriate Stratagem once per battle. In this instance, the Turret Gun does not need to be manned, and can target any unit on the battlefield.

Victory Conditions
At the end of the battle, add up the Power Ratings of all Attacker's Units that are withjin 12" of the centre of the Battlefield, and the do the same for the defenders. The player with the higher results wins a major victory. If thescore is tied, the Defender wins a minor Victory.

Battle Length
Random battle length from end of turn 5.

Stratagems

TAKE COVER IN THE RUINS (1CP)
Defender Stratagem
Use this stratagem at the beginning of the first battle round. For the first battle round, Units within 2” of ruins gain the benefit of cover whilst units fully within cover gain +2 to saving throws.

DAWN RAID (1CP)
Attacker Stratagem

Use this stratagem after deployment. The Dawn Raid rules are in effect for the first turn.

RAPID REINFORCEMENTS (2 CP)
Defender Stratagem
Choose a unit coming in from reserves, do not roll for that unit. It immediately comes in as per reserve rules

STRIKE FEAR INTO THE HEARTS
Attacker Stratagem
Use this stratagem at the beginning of the first battle round. Units within the defenders deployment zone are -1 to their leadership until the beginning of the next battle round

Last Stand (1CP)
Defender Stratagem
Use this stratagem in any phase where a defender’s troop’s unit is reduced to a single model. It gains, WS/BS 2+, +2 to Strength, Toughness and Attacks. Additionally, it’s wounds value becomes 5, it automatically passes morale

D6 Result	
1 Ambull Nest: In this battle round, subtract 1 from shooting attacks made by units intersected by the fault line. In addition, any unit that moves OVER the line during their movement phase suffers a mortal wound on a D6 roll of 4+	4-5 Grox Stampede: Apply the affects of the Ambull Nest and Explosive Saboteurs result. Additionally, roll a D6 for each unit intersected by the fault line that is not in a BUILDING and does not have the FLY key words. On a 2+, that unit suffers D3 mortal wounds.
2-3 Explosive Saboteurs: Apply the affects of the Ambull Nest. Additionally, roll a D6 for each building intersected by the fault line. On a 2+, any units in the BUILDING suffer D6 Mortal Wounds.	6 Forge Off-Spill: Apply the affects of the Ambull Nest and Explosive Saboteurs result. Additionally, roll a D6 for each unit intersected by the fault line that is not in a BUILDING and does not have the FLY key words. On a 2+, that unit suffers D6 mortal wounds.

Mission 4 - The Heavens Burst

Earth shattering explosions split the dawn, as drop ships fall as thick as rain upon the Forge World. Bulk landers are torn asunder by planetary defence fire, but for every vehicle that falls out of the sky burning, five more takes its place. Thick as locusts, the despoiling invaders of Migale Prime come crashing out of orbit, preceded by a terrible bombardment. The invasion of Migale Prime has begun.

The Armies

The players much each select a Battlefield Army of no more than 1250 points. This army must contain their Campaign Warlord.

The Battlefield

The Defender creates the battlefield - they may set up all terrain however they choose. Once the Defender has created the battlefield, the Attacker chooses one battlefield edge to be their landing zone – this is where their non-orbital Reserves will arrive from. Next, the Defender places 6 objective markers. An objective marker must be more than 6" from the centre of any other objective marker, or any battlefield edge.

Deployment

The Defender now sets up all of their units, anywhere on the battlefield. The Attacker than deploys his Firestorm attack dice. The Attacker's units do not start the game on the battlefield, but use the Planetary Assault rules.

In Planetstrike missions, the Attacker's units are not set up on the battlefield during deployment and instead start the game in Reserve. INFANTRY units and units that can FLY start the game in orbit, whilst other units start the game in a landing zone, just off one edge of the battlefield.

Roll a dice for each of your units still in Reserve at the end of each of your Movement phases (this is called a Reserve roll) – on a 3+ that unit arrives from Reserve. Note that if a unit placed in Reserve is embarked within a TRANSPORT, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and its embarked units).

If the unit arrived from orbit, place it anywhere on the battlefield more than 6" from any enemy model. If the unit arrived from a landing zone, place it within 6" of the battlefield edge chosen as the Attacker's landing zone.

Firestorm Attack

The Attacker makes Firestorm Attacks at the start of the first battle round, but before the first turn begins. The Attacker first places six dice numbered 1 through 6 on the battlefield, anywhere at least 9" apart. For each Firestorm Attack, roll one dice: every unit within 3" of the corresponding dice's location suffers D6 mortal wounds. INFANTRY units hit by a Firestorm Attack can choose to go to ground before the damage is rolled; if they do, they only suffer D3 mortal wounds, but cannot do anything during their first turn

First Turn

The attacker has First Turn. Before the turn begins, he may make D3 Firestorm Attacks.

Battle Length

The game lasts for 6 battle rounds.

Victory Conditions

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Storm and Defend: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does.

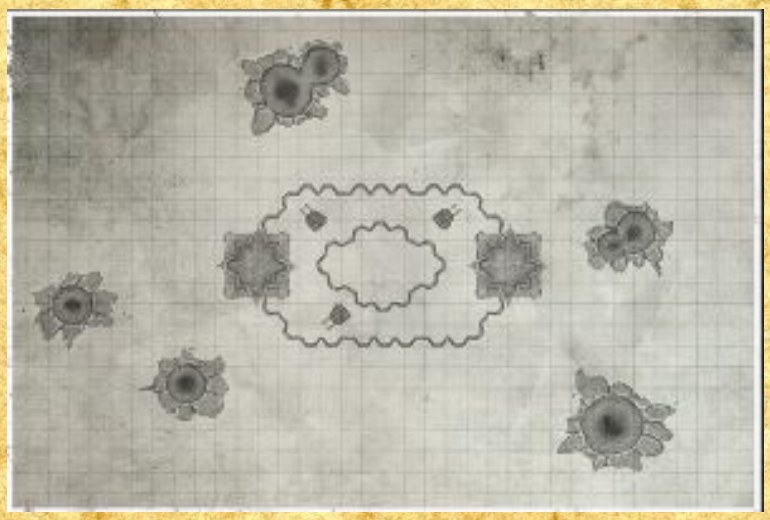
Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point

RAPID DROP ASSAULT
Attacker Stratagem
This Stratagem is used before making any Reserve rolls at the start of your first turn. D3 units of your choice automatically arrive from Reserve.

TARGETING JAMMERS
Defender Stratagem
This Stratagem is used just before the Attacker resolves their Firestorm Attacks. You can move one of the Firestorm location dice up to 2D6" in any direction.

SCORCHED SKIES
Attacker Stratagem
This Stratagem is used just before you resolve your Firestorm Attacks. You make D3 additional Firestorm Attacks.

FORTIFIED STRONGHOLD
Defender Stratagem
This Stratagem is used before the Attacker resolves his Firestorm Attacks. Select a single piece of terrain. That terrain confers a +2 Cover Save modifier, instead of +1.



The battlefield shown here is a classic example of a setup for a Planetary Invasion. The Defender has chosen to place his terrain in the centre of the battlefield so that, whichever direction the attack chooses to come to from, they will be ready.

OI! LADZ! Dis bit iz da best! Dem Umies wernt lying when they said theyd show us a fight! Lets get outta da ship boiz, itz time ta KRUMP!

- Zoggy Stardust

Mission 5 - Fury Erupting

With the forces now being fully deployed on Migale. The wrath of the chaos and the fury of the Waagh! wreaks havoc upon Migale Prime. The scattered perimeter defences of the Loyal Imperial warriors were scattered and sparse but now, regrouped and fresh; with new skitarii and space marines, they march out in full force to meet the despoiling invaders in the opening salvos of War and Defiance.

The Armies
1750 point battle forged armies.

The Battlefield
The players first place 5 objective markers as follows: The first objective marker is in the centre of the battlefield. Then draw a straight line from the centre of the battlefield to a corner. Halfway along this line, place the next objective. Repeat for the two other corners. The Players then roll off and the winner individually numbers the markers.

Once objectives are placed, set up the battlefield with terrain.

Deployment
The players roll off and the winner determines which of the standard deployment maps are in use, (40K rulebook) and picks which side they want.

The player who did not choose deployment then deploys their entire army first. Their opponent then does the same. Models must be wholly within the deployment zone.

First Turn
The player who set up their army first goes first., the opponent can seize.

Acceptable Casualties
The matched play rules for sudden death are not in use in this mission

Battle Length
The game uses random game length

Victory Conditions
The player at the end of the game with the most VP is the winner

Capture the Data
At the start of each battle round, the player who had first turn rolls a D6 (this cannot be re rolled). On a 6 all objective markers are active. On any other result, the objective marker which corresponds with the dice roll is the ACTIVE objective.

At the end of the battle round each objective marker is worth 1 Victory Point to a controlling player, whilst the ACTIVE objective is worth 2.

Slay the Warlord

First Strike

Linebreaker

Let this world fall, come and join me in eternal pleasure. Your depravity will be worshipped, your excess' celebrated. Stand against me however, and I will take pleasure in your tortue for Millenium

- Elyssar'Sirath

Mission 6 - Triumph or Tragedy

The battle for Migale Prime reaches its crescendo. The despoiling invaders have driven the forces of the Imperium back to key parts around the great Forges of the Omminsah. The Warbosses call for more Krumpin, the tide of Chaos surges against the pure, they can sense they are close to a great victory, and the ever hungering Hive wants to devour the last biomass it can. Huge armies will collide in what will be the battle for the fate of Migale Prime

The Armies

Two players join together and bring the full force of their armies on Migale. Two 1750 point armies combined.

The Battlefield

The Defender creates the battlefield. The battlefield should be heavily fortified in the defenders zone to represent the Forge/s that are being fought over. The attackers zone should be strewn with scatter terrain pieces to represent the no mans land between an advancing force and the withdrawn defenders.

There will be 3 critical control points that the Attackers will seek to control

Deployment

After Terrain has been set up, the defender deploys all their units wholly within the defenders deployment zone. However, any unit with the **Adeptus Astartes** or **Adeptus Custodes** keyword must be placed in reserve. They will arrive as described further on.

The attacker then sets up their army wholly within their deployment zone, any unit with the Vehicle keyword may be set up in the attackers vanguard deployment.

Preliminary Bombardment

At the start of the first battle round, but before the first turn begins, the Attacker should roll a dice for each enemy unit that is on the battlefield (do not roll for units that are embarked inside Transports). On a roll of a 6 that unit has been hit by a Prelimanary Bombardment; that unit suffers D6 mortal wounds. Infantry units can choose to go to ground before damage has been determined. If they do, they suffer D3 mortal wounds, but cannot take any actions during the first turn.

Angels of Death

Starting from the second battle round, at the end of the movement phase, the defender can bring the 'Angels of Death' down from the heavens. Make a reserve roll on Adeptus Astartes units in reserve. On a 3+ they come onto the battlefield. They can be set up on any battlefield edge other than the attackers, wholly within 6" of that board edge. If the unit has the keyword Fly it can be set up anywhere on the battlefield more than 9" away from enemy models.

First Turn

The attacker has First Turn

Battle Length

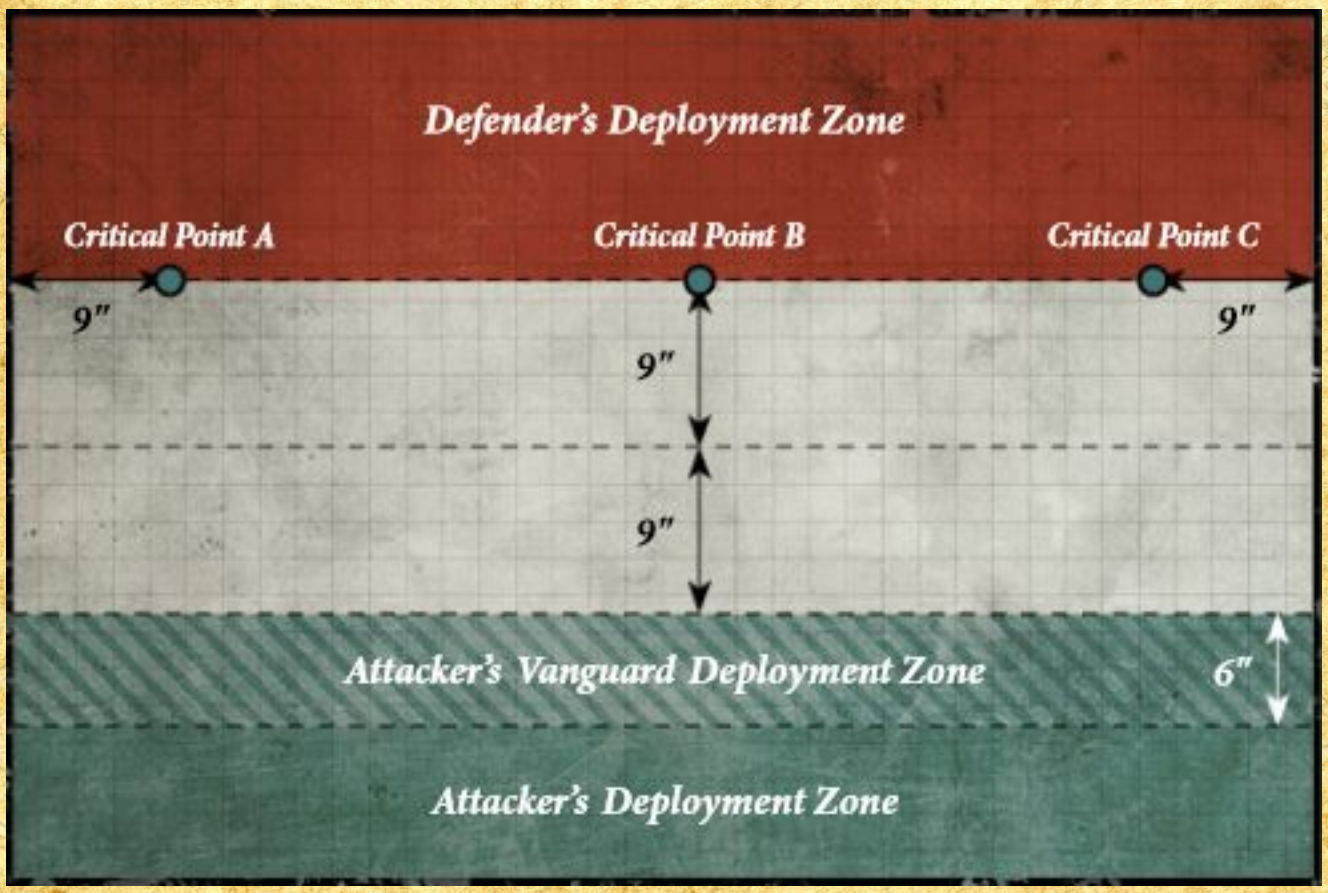
The game uses random game length

Victory Conditions

The control of the data terminals is of key importance. For the attacker, controlling one of these critical points it is a minor victory, 2 or more and it is a major victory. Any other result is a major victory for the defenders.

We shall burn them all, they will scream out for mercy, but none shall arrive. Body by Body, with blood and bone, we will claim this world for the Blood God

- Balberith



THE DESPOILERS FURY (2CP)
Attacker Stratagem
Use this stratagem before rolling to see if a unit is hit by a preliminary bombardment. Roll 3D6 instead of one. If you roll any 6's that unit has been hit by the bombardment

NO QUARTER TO THE ENEMY (1CP)
Defender Stratagem
Use this stratagem at the start of the shooting phase. Pick an enemy unit within 6" of a critical control point. Units from your army can re roll hits against this target until the end of the phase.

WRATH IS SWIFT (1CP)
Attacker Stratagem
Use this stratagem when picking a unit to advance in the movement phase. This unit advances 6"

RAPID REINFORCEMENTS (1CP)
Defender Stratagem
Use this stratagem before making a reserve roll. The unit that would be rolled for automatically comes onto the battlefield.

THE ATTACK IS BLOODY AND ENDLESS (2CP)
Attacker Stratagem
Use this stratagem when a unit with the keyword 'TROOPS' has been destroyed. You may bring them back wholly within 6" of your battlefield edge.

THE EMPEROR PROTECTS
Defender Stratagem
.Use this stratagem at the start of a battle round. Choose a unit that is within 6" of a critical control point. For the duration of the battle round that unit has a 4+ invulnerable save

Universal Stratagems

All Stratagems on this page are 1 CP value

THROW THE GAUNTLET
Global Stratagem
Use this stratagem when an enemy warlord moves within 12” of your own. Issue a challenge to them. If they accept, both warlords can only be targeted by each other, and can do so regardless of whether other enemys units are closer. This is in effect till one Warlord is slain. If the challenge is declined, you earn 1VP. If the game does not score using Victory Points, your Warlord gains an additional roll on the Heroes of Migale Prime table

WE GIVE OUR LIVES FOR THE EMPEROR
Imperial Stratagem
Use this stratagem at the start of the fight phase. Add 1 to hit and wound rolls for attacks made by that unit until the end of the phase. However, your opponent also gets +1 to hit and wound against you.

RHABUS THE VICIOUS
Slaanesh Stratagem
Pick a Helldrake from your army, that heldrake becomes RHABUS. Add 1 to the hit, wound, and damage characteristic of its weapons when shooting at vehicles.

THE SEETHING MASS
Tyranid Stratagem
Use this stratagem at the beginning of the fight phase. Choose a unit Hormagaunts for this fight phase they get +1 attacks.

FORGEWORLD TARGETING ARRAY
Adeptus Mechanicus Stratagem
Use this stratagem at the beginning of the shooting phase. Pick an enemy unit, for the rest of the shooting phase re roll hits of 1, 2 when shooting at this enemy unit.

BERSERKER'S FURY
Khorne Stratagem
Pick a unit with the ‘KHORNE’ keyword at the start of your turn. Till the end of the phase, that unit ignores wounds on a roll of 6+

MORE REVVIN’
Ork Stratagem
Use this stratagem if you have advanced any ork unit with the ‘SPEEDFREEKS’ keyword. These units gain a +1 to their save.

THE EMPEROR'S GUIDING HAND
Imperial Guard Stratagem
Use this stratagem at the beginning of the shooting phase. Choose a unit that is ‘INFANTRY’, for the rest of the shooting phase, that unit is +1 to hit.

TO’s Notes

1. After Mission 2 onwards the Victor can choose one trait from the Heroes of Migale Prime and roll once on the same table for either their HQ or Lt (the unit MUST have participated in the battle)
2. After Each game, your **opponent** will decide which unit was MVP for you. That unit then gets to pick one upgrade from the relevant upgrade tree.
3. If this stuff is unbalanced, sorry. Rule of Cool triumphs all here.
4. We’ve tried to have clarity with our wording, but if we haven’t ask us!
5. Have fun and remember to forge the narrative. This is intended to be thematic! Take pictures, Try and take vengeance on the model that killed your Lt or Warlord in following games etc

Warlord Upgrade: **Lieutenant Upgrade:**	**War-heroes bonus:**