

PART 2:

The 'Mining Station Zebra' Campaign

1000 point missions (including reinforcements) + Bonuses

Introduction

Tethys Moon is once more in Imperial hands, and the Tau forces are now on the back foot.

As the main bulk of the Ultramarines fleet arrives, the small Tau fleet scatters into the wider system, beginning a game of cat and mouse with their numerically superior opponents. While the fight for the space lanes around Titan Prime rages, Tau ground forces reconsolidate on Titan Prime and begin preparing for the invasion.

Critical to the defence of Titan Prime is the orbital facility of Mining Station Zebra. A collection of interlocking hollow asteroids brought into Titan Prime's low orbit, the station is the main Iridium Ore storage and loading facility. The value of its cargoes mean that the station is well defended with Lance Turrets, Macro-Cannons and Missile Batteries, and as such now presents a formidable defence platform against forces trying to land on Titan Prime.

As news of the Ultramarines arrival on Tethys spread, parts of the Station Garrison loyal to Governor *Malorak* attempted to mutiny and return the station to Imperial control. During the fighting, Governor *Malorak*'s forces were successful in suppressing the mutiny, but large sections of the stations facilities were scuttled. While the defense batteries remain intact, a number of loading bay door systems were damaged, leaving them vulnerable to small boarding actions and the overall defense of the station compromised.

Knowing full well the value of the station, Tau forces have augmented the small defence force loyal to Governor *Malorak*, in an effort to forestall the Ultramarines advance and buy more time for the defensive preparations on the planet below.

If they can hold out, the armament of the station will make landing on Titan Prime much more difficult for Imperial Forces. If captured however, it will also provide an ideal platform for staging the invasion and liberation of the planet below.

Mining Station Zebra:

The orbital mining station is actually a small cluster of hollow asteroids, linked together by an interlocking network of walkways. The majority of the structure is enclosed, but there are three main access points into the facility for anyone attempting to board it by force. These are:

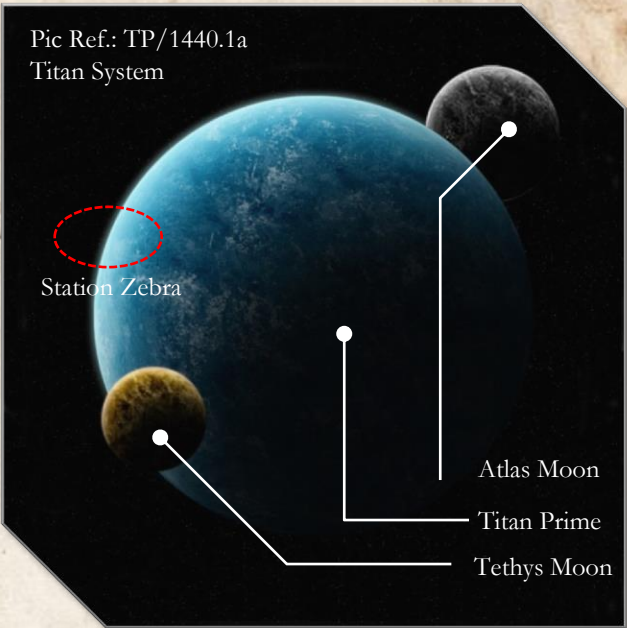
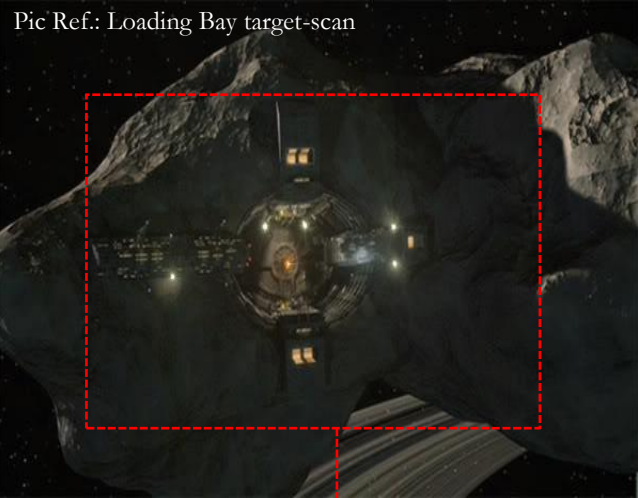
- The **Passenger Ferry Terminus** located in the Worker Accommodation Sector,
- The **Ore Loading Bay** located in the Ore Holding Sector
- The **Maintenance Vehicle Bay** located in the Engineering Sector.

Campaign Special Rules:

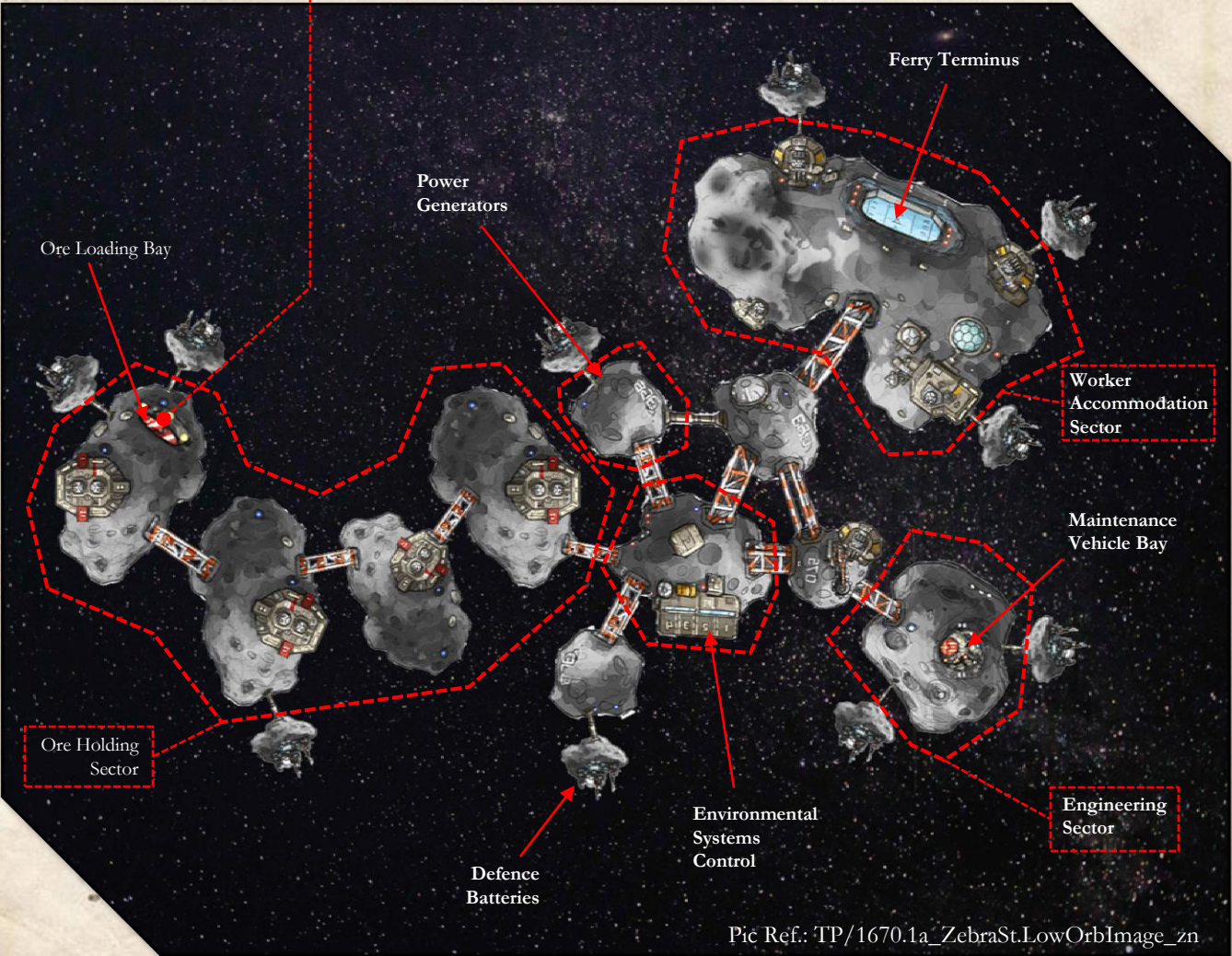
- **No Outflanking** (asteroids are enclosed)
- **No Deep Striking**, Except by Teleportation.
- **Teleport Assault:** Units that can teleport deep strike immediately prior to the movement phase of Turn 1, but must be part of the starting 500pt force. No reinforcements may use this rule
- **Shooting Range** is limited to asteroid boundaries (i.e. no shooting between asteroid enclosures – 2' x 2' squares). There is no restriction to charge ranges, and overwatch operates as normal.
- **Access** between asteroids is via tunnel connections (6" move required to traverse) or physical connections of boards.
- **Rebels:** To represent those forces loyal to Governor *Malorak*, Tau forces will have access to Gue'Vesa Auxiliary Teams, as per the rules set out in Imperial Armour 3.
- **Collateral Damage:** The Asteroids were not built to withstand battle from within. As such, in any shooting phase where more than three Strength 7+ shots are missed (after re-rolls), the interior of the station suffers damage and large chunks of rock come crashing down from the ceiling. At the end of that phase roll a D6 for every unit (from both sides) in the sector in which those shots were missed. On a 2+, nothing happens - the rock narrowly misses the unit. On a 1 however, that unit takes D6 S4 Ap- hits, the rock crushing the poor unlucky souls beneath.

Mining Station Zebra

- Size:** 1,250,000 cubic metres
- Population:** 6000 workers, 400 staff
- Composition:** 11 Sections + Gun Batteries
- Garrison:** 300 Rebel IDF (estimated)
Tau Forces (number unknown)



Location: Titan Prime
Low Geosynchronous Orbit



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Defensive Status:

- Defense Batteries operational
- Primary Defence Matrix operational
- Physical Defence Perimeter compromised

Mission 2.1: 'Boarding Action'

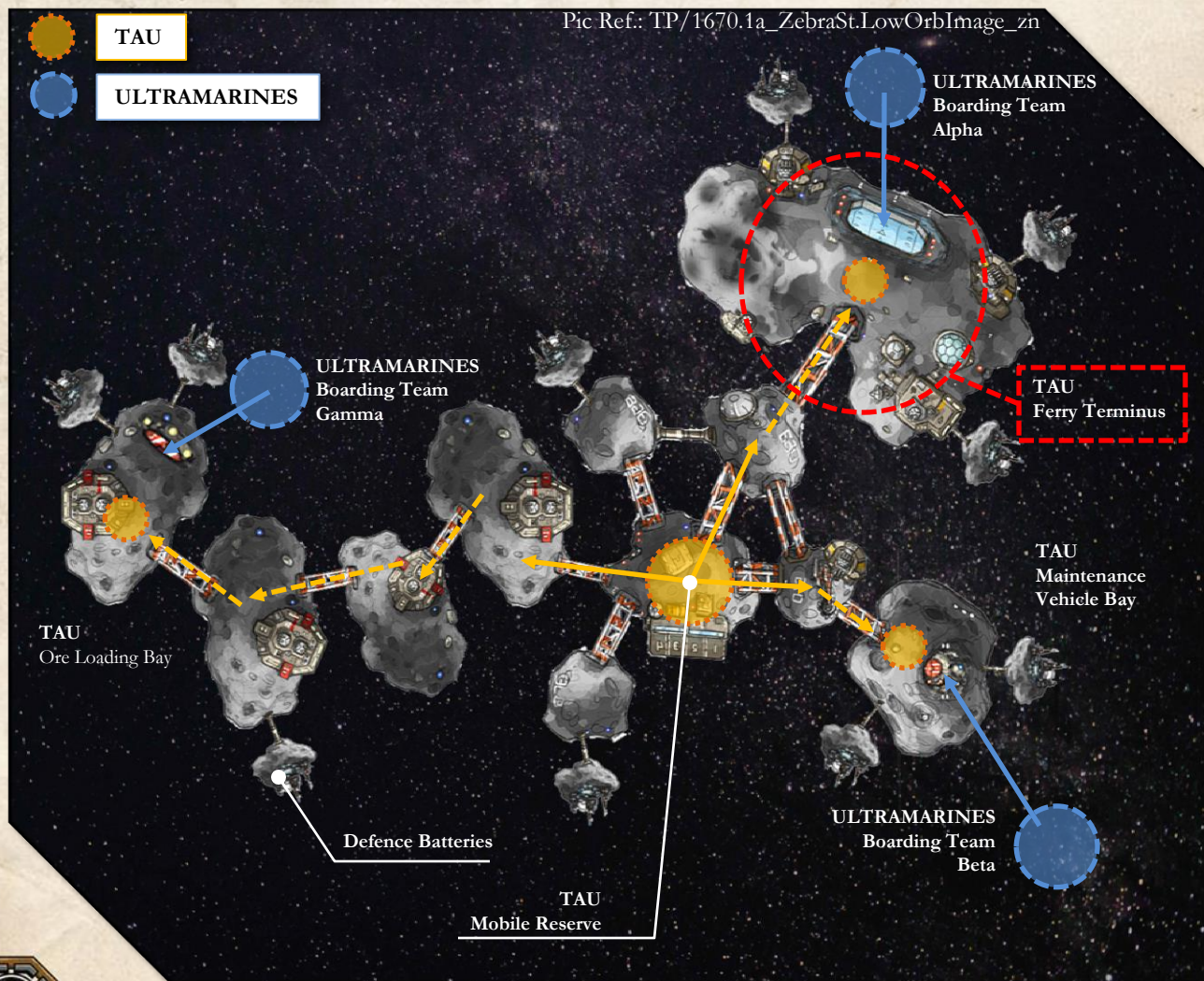
1000 pts (including reinforcements)

The Ultramarines, buoyed by the arrive of the rest of the Task Force, have decided to press home their advantage and attempt to capture the Mining Station intact. Not willing to risk their fleet in a full frontal assault, they have identified the crippled bay doors as the Achilles heel of the station defences.

A series of simultaneous boarding actions by craft small enough to evade the stations defence turrets will attempt to overwhelming the Tau defenders, as well as their treacherous human allies. Initial breaching teams will attempt to establish beachheads, and once primary objectives have been captured more reinforcements will be sent to help cement the hold they have.

Tau forces, outnumbered and unable to defend all bays simultaneously, have placed part of their force into a mobile reserve. Once enemy units have been committed and engaged, provided the initial defenders can hold their ground for long enough, reinforcements will be committed from the mobile reserve to try and repulse the attack, before being reassigned elsewhere.

While all three targets are crucial to the capture of the mining station, the fight for the Passenger Ferry Terminus, located in the Worker Accommodation Sector, is particularly vital as the docking facilities will permit the Ultramarines to establish a larger beachhead more rapidly, allowing them to push on and join up with the boarding teams in the other two sectors.





Mission 2.1: 'Boarding Action'

1000 pts (including reinforcements) + bonuses

Mission Parameters:

Mission Type:	Beachhead (Capture objectives and hold for reinforcements)
Deployment:	Random Deployment Zone allocation
Turn Length:	All 7 turns are played
Setting:	A cluster of hollow asteroids linked together by walkways, containing heavily damaged facilities and ruins.
Terrain Setup:	To represent the cluster of small asteroids and link bridges, 2' x 2' boards will be used in the below arrangement (see below map).

Mission Special Rules: Reserves, Campaign rules, Reinforcements (See below)

- **Reinforcements:** Out of your 1000 point force, up to 500 points may be deployed at the beginning of the game. The remaining points are placed in reserve, and can only be introduced into the battle as per the reinforcement's deployment special rule (see below). Units arriving as reinforcements may not exceed 100 pts in value *each*. There is no limit to the number of units held in reserve beyond FOC limitations. For teleporting units, refer to the campaign rules.
- **Reinforcement's deployment:** At the beginning of each turn after the first, for every objective held one unit of reinforcements may enter from your board edge.

Force Limitations:

Ultramarine forces:

Single Standard Combined Arms Detachment

- This is a boarding action in a series of confined space – as such only Infantry/Jetpack Infantry/Jump Pack infantry/Bike Infantry can be used for this mission.
- HQ choices exclude 'named characters' in campaign 2.0 (unless campaign 1.0 bonus was earned)

Tau Forces:

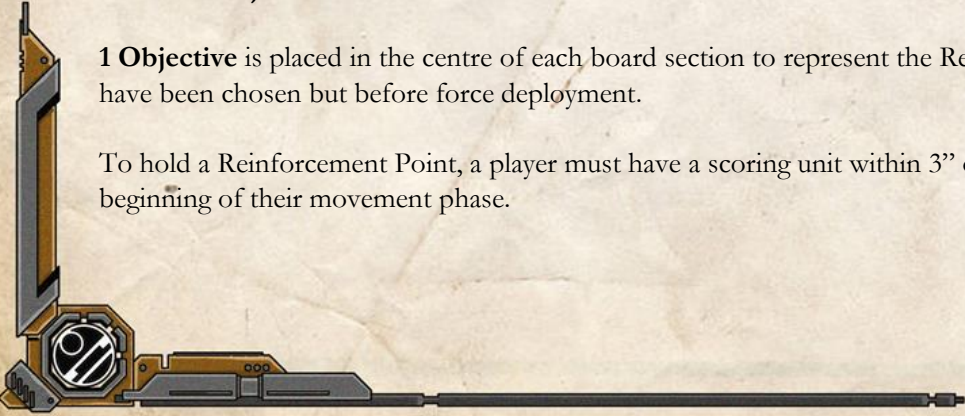
Single Standard Combined Arms Detachment

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- HQ choices exclude 'named characters' in campaign 2.0 (unless campaign 1.0 bonus was earned)

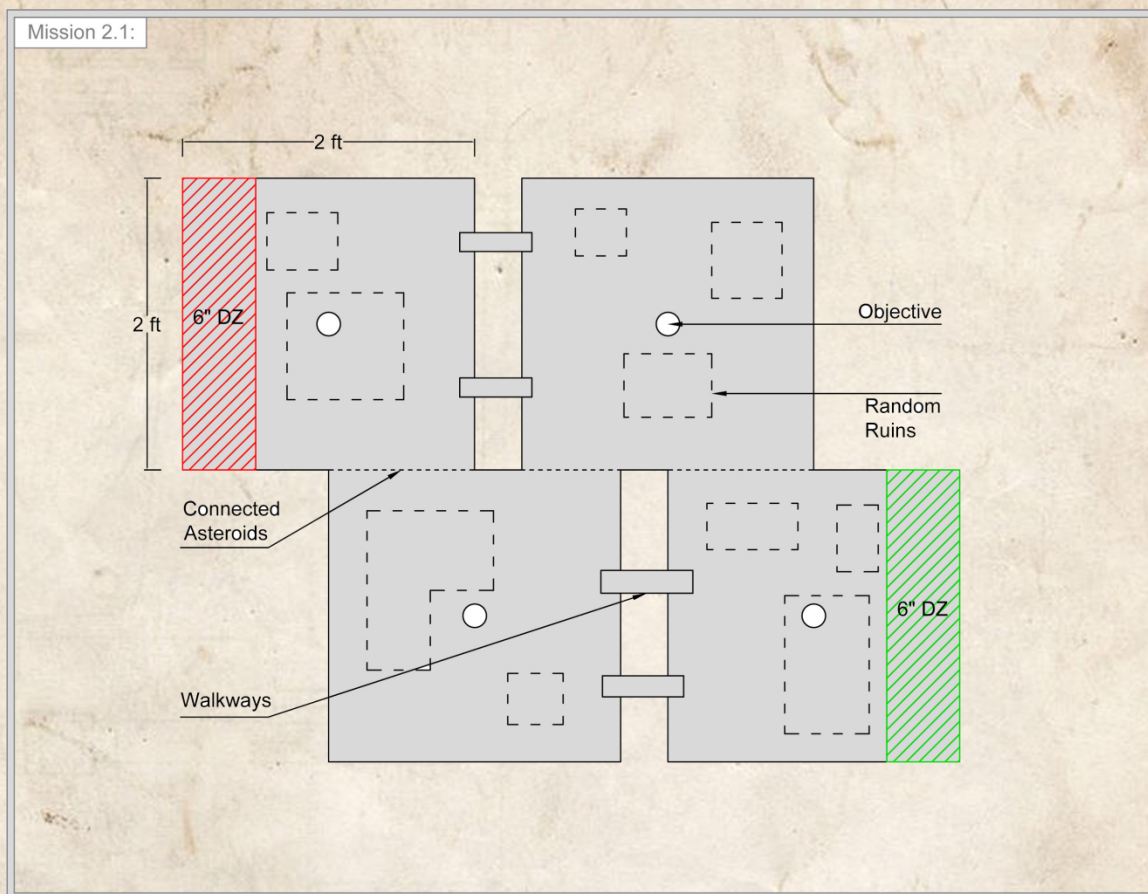
Missions objectives:

1 Objective is placed in the centre of each board section to represent the Reinforcement Points, once sides have been chosen but before force deployment.

To hold a Reinforcement Point, a player must have a scoring unit within 3" of an objective *unchallenged* at the beginning of their movement phase.



Mission 2.1: 'Boarding Action'



Primary Objectives:

- Capture and hold the Objectives (Reinforcement Points).

Ultramarine forces:

- For each Reinforcement Point held by the Ultramarine Forces, **1VP** will be awarded and **50 points** will be added to the reinforcements available for the next Mission.
- If all Reinforcement Points are held at the end of the game, the Ultramarine Forces earn a **total victory**! Inspired by the success of their brethren, they gain the **'Stubborn'** special rule on all units next Mission.

Tau Forces:

- For each Reinforcement Point held by the Tau Forces, **1VP** will be awarded and **50 points** will be added to the reinforcements available for the next Mission.
- If all Reinforcement Points are held at the end of the game, the Tau Forces earn a **total victory**! Inspired by the success of their comrades, they gain the **'Stubborn'** special rule on all units next Mission.

Secondary Objectives:

First Blood/Slay the Warlord/Linebreaker

Result Determination:

If there is no **total victory** result, the winner will be decided on VPs. The winning player will be **'in the ascendancy'**, and get to choose whether to deploy & go first or second in the next mission with no need to roll.

Mission 2.2: 'Breach'

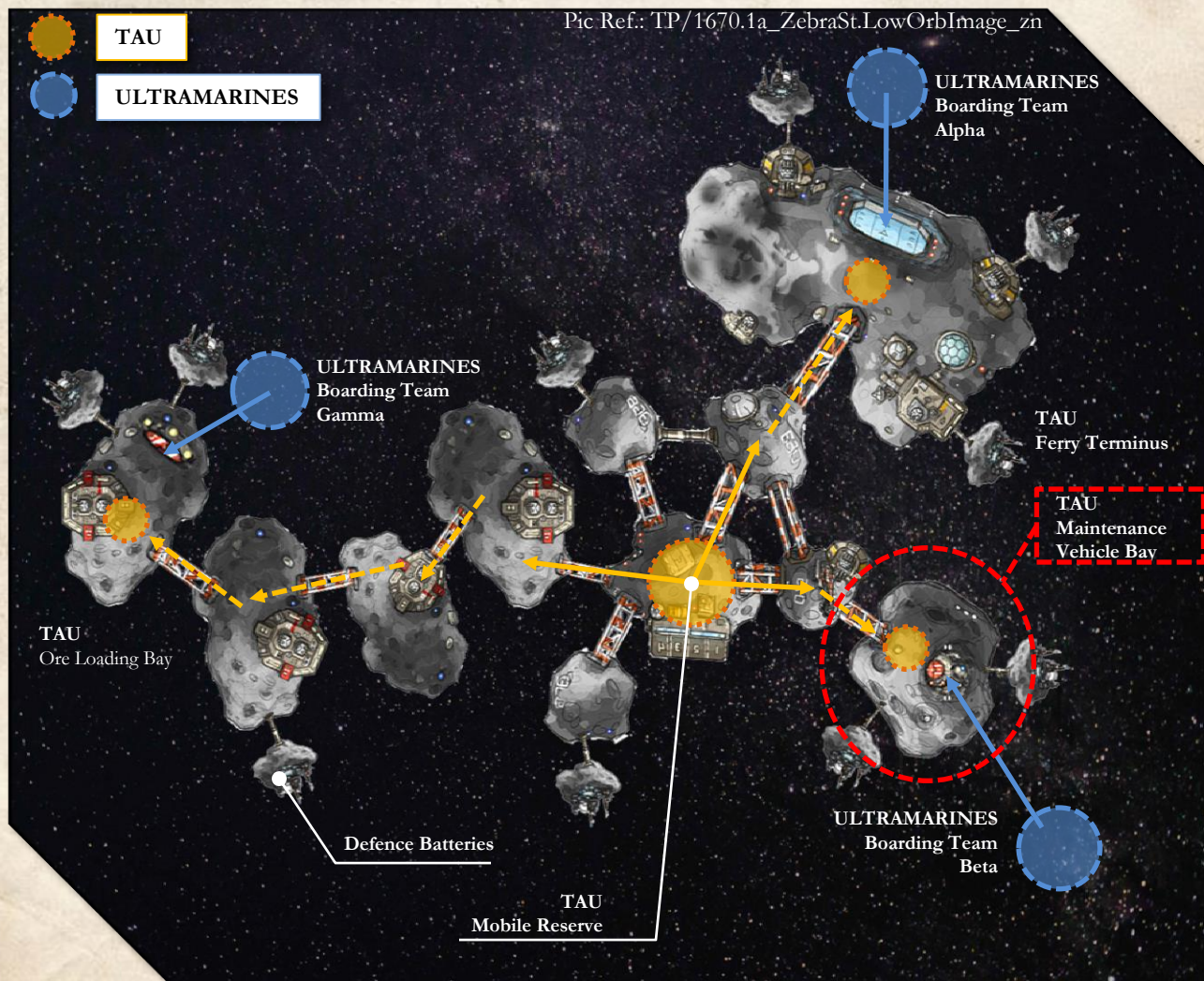
1000 pts (including reinforcements)


The Ultramarines assault is underway. Thunderhawk gunships dive through the hail of defensive fire unhindered, delivering their cargos to their staging areas on time and en mass. As the troops pour into their assigned target areas, the fighting is fast, brutal and at close quarters.

The Tau forces struggle under the weight of the coordinated attacks, but are still in the fight, due in no small part to the mobile reserve. Its forces, marshalled under the watchful eye of the base commander, stand ready to plug the gaps in the Tau defence wherever they may be about to fall.

The Maintenance Vehicle Bay located in the Engineering Sector is another key target for the attacking forces, as it not only provides a beach head for further landings, but will also give the victorious forces access to the engineering section, most notably the life support and environmental control systems for the station.

Being able to 'turn the lights out' at a timely juncture could provide one side with the crucial edge they need to defeat the enemy once and for all.....





Mission 2.2: 'Breach'

1000 pts (including reinforcements) + bonuses

Mission Parameters:

Mission Type:	Beachhead (Capture objectives and hold for reinforcements)
Deployment:	Random Deployment Zone allocation
Turn Length:	All 7 turns are played.
Setting:	A cluster of hollow asteroids linked together by walkways, containing heavily damaged facilities and ruins.
Terrain Setup:	To represent the cluster of small asteroids and link bridges, 2' x 2' boards will be used in the below arrangement (see below map).

Mission Special Rules: Reserves, Campaign rules, Reinforcements (See below)

- **Reinforcements:** Out of your 1000 (+ bonuses) point force, up to 500 points may be deployed at the beginning of the game. The remaining points are placed in reserve, and can only be introduced into the battle as per the reinforcement's deployment special rule (see below). Units arriving as reinforcements may not exceed 100 pts in value *each*. There is no limit to the number of units held in reserve beyond FOC limitations. For teleporting units, refer to the campaign rules.
- **Reinforcement's deployment:** At the beginning of each turn after the first, for every objective held one unit of reinforcements may enter from your board edge.

Force Limitations:

Ultramarine forces:

Single Standard Combined Arms Detachment

- This is a boarding action in a series of confined space – as such only Infantry/Jetpack Infantry/Jump Pack infantry/Bike Infantry can be used for this mission.
- HQ choices exclude 'named characters' in campaign 2.0 (unless campaign 1.0 bonus was earned)

Tau Forces:

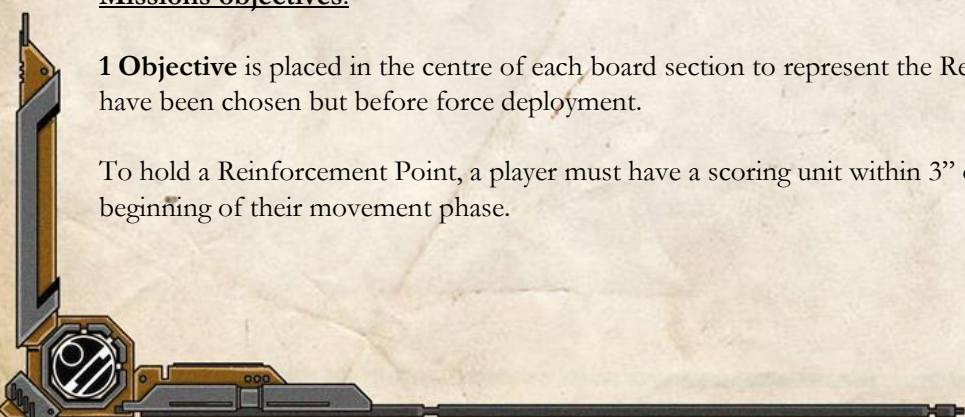
Single Standard Combined Arms Detachment

- This is a boarding action in a series of confined space – as such only Infantry/Jetpack Infantry/Jump Pack infantry/Bike Infantry can be used for this mission.
- HQ choices exclude 'named characters' in campaign 2.0 (unless campaign 1.0 bonus was earned)

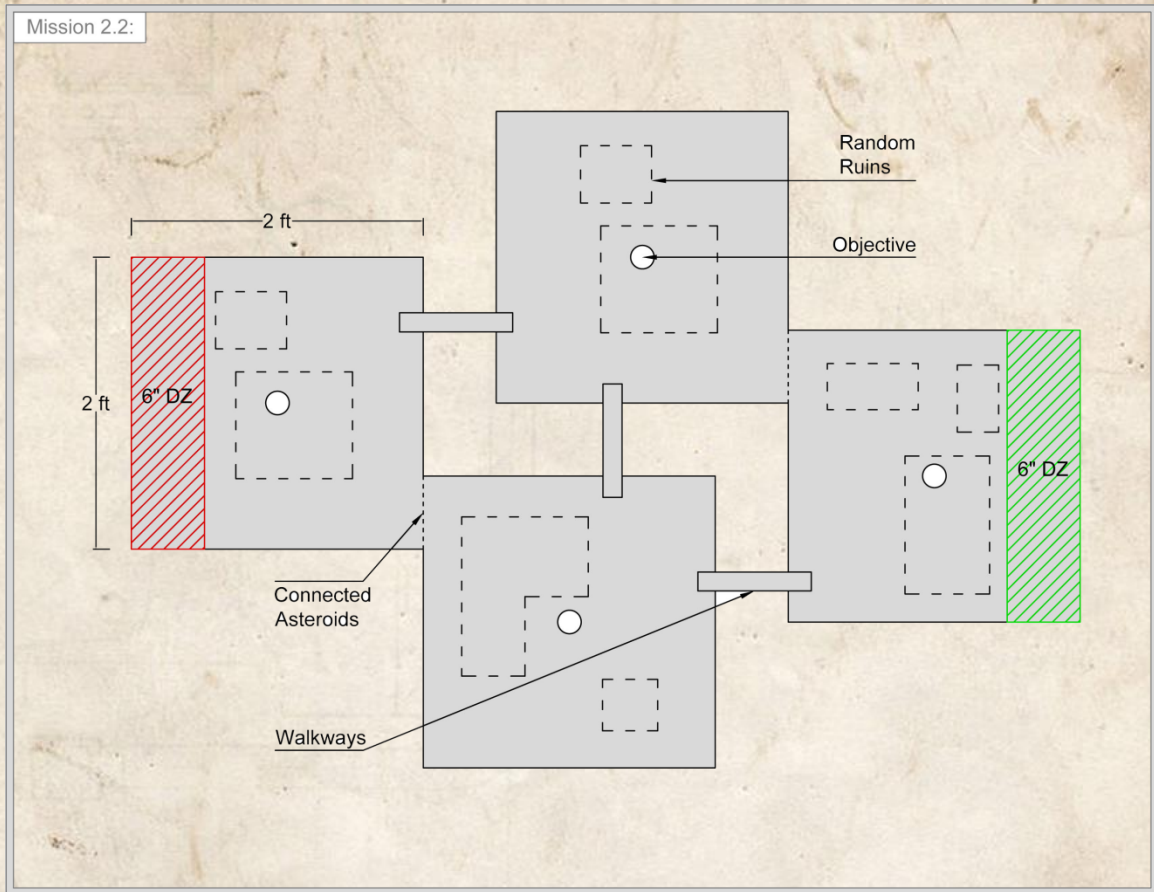
Missions objectives:

1 Objective is placed in the centre of each board section to represent the Reinforcement Points, once sides have been chosen but before force deployment.

To hold a Reinforcement Point, a player must have a scoring unit within 3" of an objective *unchallenged* at the beginning of their movement phase.



Mission 2.2: 'Breach'



Primary Objectives:

- Capture and hold the Objectives (Reinforcement Points).

Ultramarine forces:

- VPs awarded as per mission 2.1
- In addition, if Mission 2.1 was also a **total victory**, the Ultramarine forces gain the **'Hatred' (Tau)** Special rule in addition to **'Stubborn'**, on all units in the next Mission.

Tau Forces:

- VPs awarded as per mission 2.1
- In addition, if Mission 2.1 was also a **total victory**, the Tau forces gain the **'Hatred' (Space Marines)** Special rule in addition to **'Stubborn'**, on all units in the next Mission.

Secondary Objectives:

First Blood/Slay the Warlord/Linebreaker

Result Determination:

- As mission 2.1
- In addition, the winning side gains control of the Environmental Systems for the station, and may decide to **'turn the lights out'** if it is to their advantage. In the next mission, the winning player gets to decide whether night fighting is in effect with no need to roll, and may also decide on which turn to end it (at the beginning of each game turn, the player must declare whether lights come back on or not).

Mission 2.3: 'Lock Down'

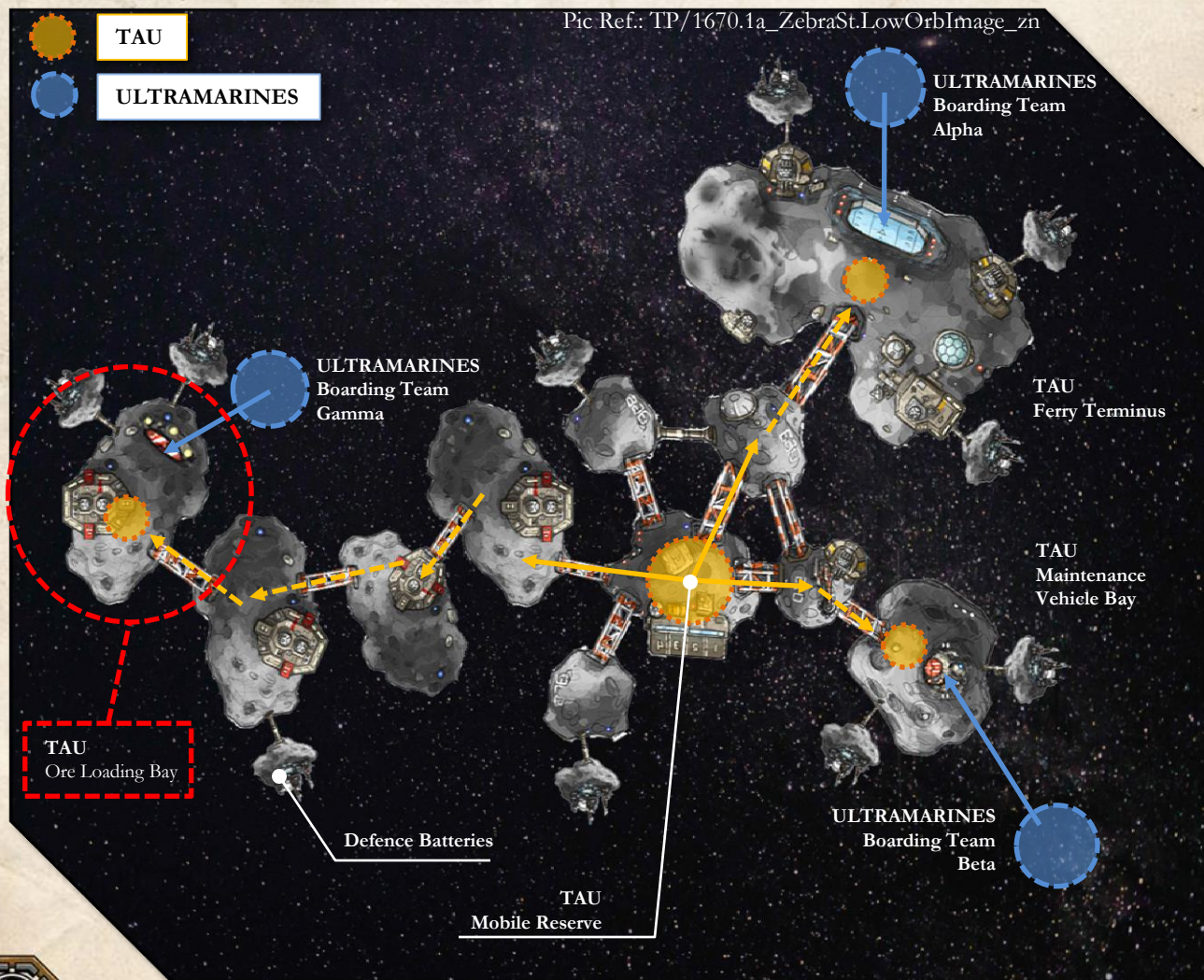
1000 pts (including reinforcements)


The heavy thud of bolter fire and sharp crack of pulse rounds reverberate around the cavernous interior of the mining station, only broken by the leaden boom of explosions and the screams of the dying.

The Tau do not have enough forces to cover all three landing zones, and have embarked on a risky tactic. Rather than meet the assault head on as they have in the other two landing zones, here in the Ore Holding Sector they have pulled back from the loading bay in an attempt to invite the invading forces away from the landing zone and their reinforcements. They know the Space Marines are headstrong and fearless, and are relying on their characteristic lack of caution to be their undoing.

However, it is a desperate tactic. The Ore Loading Bay located in the Ore Holding Sector is a vital target for the attacking forces, as it not only provides a beach head for further landings, but will also give the victorious forces access to the adjacent power generator section. Inviting the enemy so deep into crucial territory unopposed will prove disastrous if they are not defeated.

With the flick of a switch, the invading forces can silence the external defence turrets keeping their fleet at bay, and an all-out frontal assault could be launched crushing the Tau resistance once and for all.





Mission 2.3: 'Lock Down'

1000 pts (including reinforcements)

Mission Parameters:

Mission Type:	Beachhead (Capture objectives and hold for reinforcements)
Deployment:	Random Deployment Zone allocation
Turn Length:	All 7 turns are played.
Setting:	A cluster of hollow asteroids linked together by walkways, containing damaged mining facilities and piles of unprocessed iridium ore.
Terrain Setup:	To represent the cluster of small asteroids and link bridges, 2' x 2' boards will be used in the below arrangement (see below map).

Mission Special Rules: Reserves, Campaign rules, Reinforcements (See below)

- **Reinforcements:** Out of your 1000 (+ bonuses) point force, up to 500 points may be deployed at the beginning of the game. The remaining points are placed in reserve, and can only be introduced into the battle as per the reinforcement's deployment special rule (see below). Units arriving as reinforcements may not exceed 100 pts in value *each*. There is no limit to the number of units held in reserve beyond FOC limitations. For teleporting units, refer to the campaign rules.
- **Reinforcement's deployment:** At the beginning of each turn after the first, for every objective held one unit of reinforcements may enter from your board edge.

Force Limitations:

Ultramarine forces:

Single Standard Combined Arms Detachment

- This is a boarding action in a series of confined space – as such only Infantry/Jetpack Infantry/Jump Pack infantry/Bike Infantry can be used for this mission.
- HQ choices exclude 'named characters' in campaign 2.0 (unless campaign 1.0 bonus was earned)

Tau Forces:

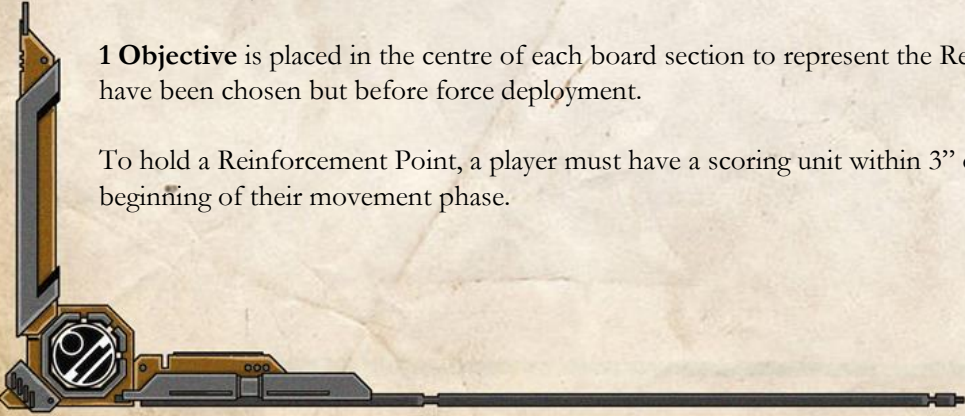
Single Standard Combined Arms Detachment

- This is a boarding action in a series of confined space – as such only Infantry/Jetpack Infantry/Jump Pack infantry/Bike Infantry can be used for this mission.
- HQ choices exclude 'named characters' in campaign 2.0 (unless campaign 1.0 bonus was earned)

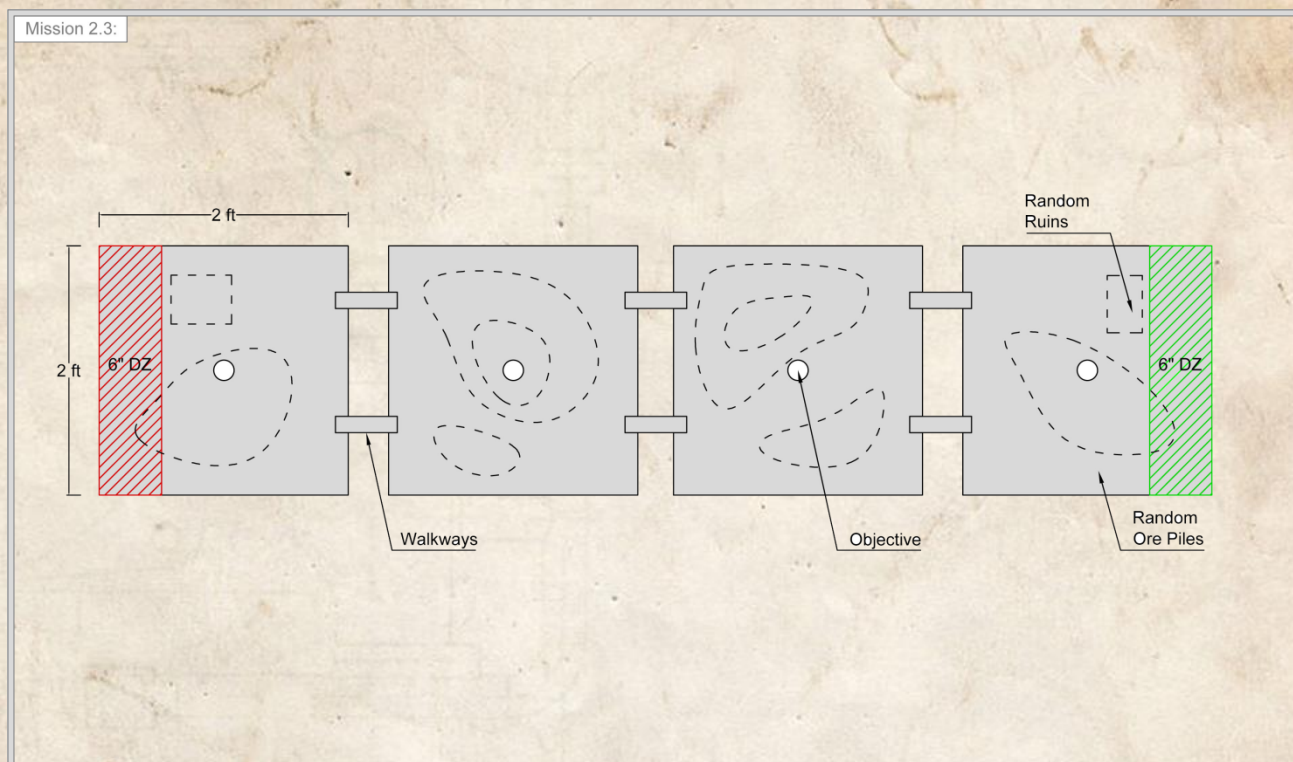
Missions objectives:

1 Objective is placed in the centre of each board section to represent the Reinforcement Points, once sides have been chosen but before force deployment.

To hold a Reinforcement Point, a player must have a scoring unit within 3" of an objective *unchallenged* at the beginning of their movement phase.



Mission 2.3: 'Lock Down'



Primary Objectives:

- Capture and hold the Objectives (Reinforcement Points).

Ultramarine forces:

- For each Reinforcement Point held by the Ultramarine Forces, **1VP** will be awarded.
- If all Reinforcement Points are held at the end of the game, the Ultramarine Forces earn a **total victory**, and may introduce **one named character** to their FOC choices for the 3.0 campaign

Tau Forces:

- For each Reinforcement Point held by the Tau Forces, **1VP** will be awarded.
- If all Reinforcement Points are held at the end of the game, the Tau Forces earn a **total victory**!, and may introduce **one named character** to their FOC choices for the 3.0 campaign

Secondary Objectives:

First Blood/Slay the Warlord/Linebreaker

Result Determination:

- If neither force is completely destroyed during the mission, the winner will be decided on VPs.
- The overall winner of the Part 2.0 Campaign is victorious in wresting control of the station from their opponent, and now controls the formidable arsenal within. As a result, for all missions in the Part 3.0 campaign, the Warlord gains the **'Orbital Bombardment'** special rule, to be used once per mission in line with the Space Marines Codex Special rule.