

Relics of treasure

Tuesday night

Welcome brave heroes of the galaxy. This is a mission briefing of sweat, cunning and bravery you will need in your upcoming mission.

A Space hulk has been reported in the Calxis sector over the death world Karrik. It's an Imperium world covered in ice, with 2 moons and meteors pass by regularly. A space hulk was reported in the area. The space hulk was in system for 4 days before travelling back into the Warp. Before the ship went back into the warp it was hit by a large asteroid and several parts of the ship broke off. It seems that a large vessel burned up in the atmosphere dropping large pieces to the ground all over the planet. Smaller pieces landed on the moon Phobos, a theorized old Ork rokk that became stuck in the gravity, And finally a possibly infested space station that is stuck in the gravity of both Karrik and the second moon.

I'm not going to lie to you brave commanders. Blood will be shed, brothers will be lost, Heavy armor will be destroyed, as others are on the way. You will need to be quick as time is against you.

Now go with faith and challenge all you see, and bring back as much as you can so we may study them, and learn their secrets.



Game play

Using the campaign board, players will all get one landing point and 1 relic. The relic will not be in play in the first battle as the relic is not yet studied for its potential.

Players will make a move for the next tile on the board and will battle for it. All will face an opponent to see if they claim their tile. The winner will get their tile they selected and the relic if they have claimed it during the play. If they win the tile but the other player has the relic then the player defeated will get the relic as they have stolen it from the field. The defeated player will not get their tile and will make a move again in the following league night.

The spaceports tiles give the player the ability to launch attacks anywhere on the field, Ork Rokk moon, and the space station. The Ork Rokk will have a spaceport as well and the Space station in itself is a spaceport. The space station is treated like a tile for the purpose of points. No other bonus comes from it.

The planet is covered in ice and snow. Every battle will have the sub zero terrain rule located on page 368 to represent this. The planet also suffers from electrical storms, every turn a D6 roll will be made. On a roll of a 1 a storm has hit the field. Flying units will be forced to hover, and flying monster creatures will also be forced to swoop to avoid the lightning strikes in the atmosphere. If they choose to continue flying, then they will suffer a strength 7 AP- lightning strike.

There are no named heroes in the league. Your basic commander or command squad is your warlord. As the game progresses your hero will gain from the relics that you collect from the tiles.

The relics are not yours to keep though. A player can challenge your warlord for a relic they possess. When this happens a player from a neighboring tile will challenge the other for a specific relic. That player must slay the warlord to claim the relic. A challenge can be accepted or denied. If accepted and the defender wins, an additional D3 points will be awarded to the defender. If the attacker slays the warlord then the player will get an additional point and the relic they went after and the tile you both battled on.

All games will be considered as the crusader game with the 2+D3 objective markers. Each objective is worth 2 points and the secondary's are also worth 1 point. Winning the match is 1 point. The relic is worth no points as your warlord is getting an upgrade.

At any point the Chaos Gods may feel board and launch warp storms at the planet, to make the battles a little more intriguing. All the terrain zone traits are in the rule book on page 368.

Relics

All relics when collected are based on a dice role to see what is collected. Roll 2 dice one for category and the next for the power obtained. When a role is made players should be cautioned as the relic could be damaged form the reentry on the planet and moon

Character enhancement D1

1. Explodes
2. Stone skin (+1 toughness)
3. Enhance muscular (+1 strength)
4. Stamina injection (+1 initiative)
5. Quick Stride (+1 Attack)
6. Enhance Body Conditioning (+1 toughness/strength)

Offense D2

1. Furious Charge
2. Explodes
3. +2 attacks on charge
4. Hammer of Wrath
5. +1 to charge Distance
6. Fearless

Defense D3

1. Counter Attack
2. Fear
3. Explodes
4. Full Ballistic Over watch(unit)
5. Feel no Pain
6. Hit and Run

Specialty D4

1. Will not Die
2. Relentless(unit)
3. Sky fire(unit)
4. Explodes
5. Inspiring Presence +1 Weapons skill/Ballistic skill(unit)
6. Perfect Decent. Does not scatter

Hidden D5

1. Stealth
2. Shroud
3. Outflank
4. Infiltrate
5. Explodes
6. Ignore Terrain penalty's

Personal D6

1. Eternal Warrior
2. Psychic Mutation
3. Steal the initiative
4. +1 reserves
5. Zealot
6. Explodes

If the same relic is rolled then the ability is doubled upon the warlord, extended to the unit, or the role will have to be done again. If this happens then the explode affect will be ignored if a double is rolled