

# PROMETHIUM WARS



**11 KILL TEAMS  
READY FOR  
BATTLE!**



**CAMPAIGN JOURNAL VOL 1**

## WEEK 1: INFILTRATION AND SABOTAGE

The war has started.

Planetary Governor Jakon Vladinisk reluctantly requested aid and the Imperium has answered the call. What originally started as a small Inquisitorial investigation into cult activity uncovered a much greater threat. Inquisitor Blelk’s final communication before his disappearance urged immediate action. The ruinous powers must not be allowed to take the rich promethium fields of Pyrothis V. If they fall the impact on the wider war effort could be catastrophic.

Kill Teams from across the sector have answered the call and even now are deploying planet side in an attempt to counter the Chaos insurgency.

The Governors pleas were picked up by listening stations outside the Imperial comms net. Sensing an opportunity surrounding the plight of Pyrothis V, Xenos factions are converging on the sector, their motives as yet unknown.

Watch Fleet Epsilon on station around the planet look on impotently. A planetary bombardment would decimate the infrastructure and render the Promethium Fields useless. All they can do is support the brave souls fighting for their lives below.

Deep within the twisted infrastructure of the promethium refineries Chaos teams emerge. Sabotaging key infrastructure and assassinating important personnel, the opening moves of the campaign are being played.

### Narrative Hooks:

- A kill team sneaks into a refinery to damage its control units.
- A covert strike eliminates an enemy officer before reinforcements arrive.
- A communications relay must be destroyed before critical orders are transmitted

	IMPERIAL	CHAOS
	0	0
XENOS	0	0

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## COMBATANTS

The following Kill Teams have been deployed in the fight for Pyrothis V.

## IMPERIAL DEFENDERS

Blood Angels First Company (Jacob)  
Pyrothis Sicarians (Sam)  
Malvung Purgatio Naval Breachers (Tom)  
Tempestus Aquilions (Nick)

## CHAOS INFILTRATORS

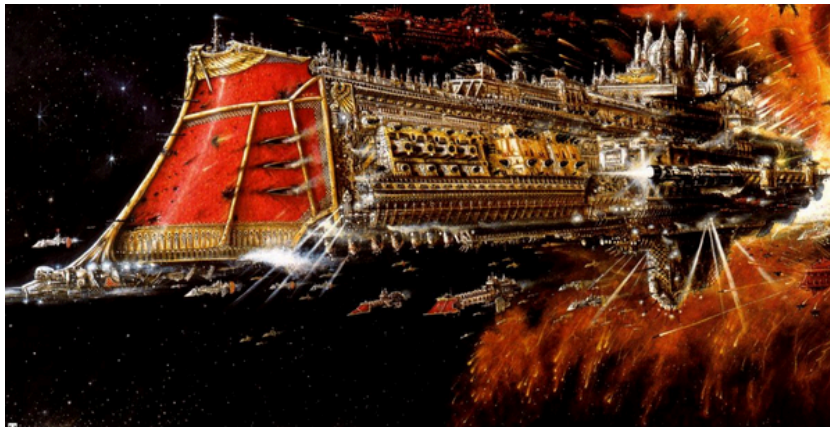
Butcher Renegade Legion (James)  
Goremongers (Alex)  
Rotbound Reapers (Jason)  
Infernal Claws (Rhys)

## XENOS RAIDERS

Neon Deliverers (Oscar)  
Shas'Ui Dal'yth Suun'yun Pathfinders (Sam)  
Vespid Support Force (Will)

## GAME RESULTS

- After each game the winner will DM the results to Dashing Blade - Tom on Discord.
- Please post more detail, banter, reports, photos and narrative nonsense to the Discord channel.



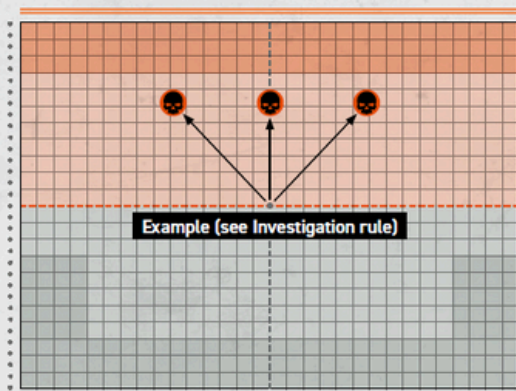
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### PRIORITY MISSION: SABOTAGE (OPTIONAL)

The forces of Chaos creep from their hiding places intent on causing as much damage to the promethium fields as possible. This includes killing key workers and sabotaging production equipment. Fortunately, the stalwart Imperial defenders have deployed their own security details to defend these key production assets.

**ATTACKER: CHAOS**  
**DEFENDER: IMPERIAL**



#### MISSION RULE

**Investigation:** One player is the Defender, the other is the Attacker. The Defender has initiative before the battle (do not roll-off) and has an additional operative known as the **SCIENTIST** (see datacard). As a **STRATEGIC GAMBIT** in the first turning point, the Defender must set up three objective markers on the killzone floor wholly within their territory, more than 1" from their drop zone and more than 4" from each other. An example is shown on the mission map above.

#### MISSION ACTION

##### RESEARCH

1AP

- ▶ One objective marker the active **SCIENTIST** operative controls is researched.
- ◆ Only the **SCIENTIST** operative can perform this action. It cannot perform this action during the first turning point, while within control range of an enemy operative, or if that objective marker has already been researched.

#### VICTORY POINTS

The battle ends after four turning points, or if the **SCIENTIST** operative is incapacitated (whichever comes first). At the end of the battle:

If the **SCIENTIST** operative is:

- Incapacitated, the Attacker scores 2VP.
- Injured, the Attacker scores 1VP.
- Wounded, the Attacker scores 1VP.

If the **SCIENTIST** operative is not incapacitated:

- For each objective marker that's researched, the Defender scores 1VP.
- For each objective marker that isn't researched, the Attacker scores 1VP.

In other words, if the **SCIENTIST** operative is incapacitated, the Attacker always wins. If it isn't, then score VPs as specified above to determine the winner.

## NPO DATACARD

### SCIENTIST



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Sidearm	4	5+	2/3	Range 8"
Fists	3	5+	2/3	-

**Bodyguards:** Whenever this operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action, you can spend 1CP to use this rule. If you do, select one other friendly operative visible to and within 3" of it to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that other operative as being within the fighting operative's control range for the duration of that action.

This rule has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.

**Valuable Asset:** In the Ready Operatives step of each Strategy phase after the first, if this operative is in the killzone and not within 2" of enemy operatives, you gain 1CP.