

PROMETHIUM WARS




CAMPAIGN JOURNAL VOL 2

WEEK 1: RESULTS

The opening shots were fired and the Chaos incursion is beginning to spread. The mysterious Xenos have managed to maintain the balance.

So far the Xenos faction is winning.

	IMPERIAL	CHAOS
	2	2
XENOS	1	1

WEEK 2: OPEN CONFLICT

The war is in full swing. Kill Teams from all factions have declared themselves and entered open bloody battle. Camped amongst the sprawling industrial infrastructure of Pyrothis V, the teams raid and strike, trying to gain a foothold on this crucially important planet.

Governor Vladinisk and Imperial High Command are quietly hopeful that the planet can be saved. Under the stern command of Lord Commissar Nicharion Velkrass the Imperial forces are standing firm.

Meanwhile lurking deep beneath the refineries Warpsmith Rhyskar the Unbound urges the ruinous powers to aid him and his host in the coming slaughter. Their infiltration has been a success and now the next part of his diabolical plan must come to fruition.

Watching from afar an unknown Xenos presence watches with amusement as the two mighty factions wear themselves down. The trap is set. Both Chaos and Imperium will be the authors of their own demise.

Narrative Hooks:

- A kill team must hold a refinery until reinforcements arrive—or die trying.
- Chaos warbands stage a brutal assault on an Imperial stronghold.
- A Xenos faction decides who they will back in the coming war.

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STRATEGIC ASSETS

As the open conflict erupts the leadership on all sides tries to provide their Kill Teams with additional strategic assets to aid them.

During this game week, each Kill Team can choose one of the following Strategic Assets to help them wage war.

Engineering Bay

Whether it be slabs of scrapmetal, larvae that excrete rapidly hardening mucus or simple construction tools and materials, kill teams of all stripes have access to means to bolster defensive positions.

During the Strategic Play phase of Turning Point 1 you can select one terrain feature within 6 of your drop zone.

Until the end of the battle, all parts of that feature with the Light trait have the Heavy trait instead.

Intelligence Network

Kill teams use all manner of methods to secure the intelligence they need to carry out their missions and gain advantages over the enemy Local agents, covert transit routes, stolen access codes, classified data, prisoners, scrapcodes, stealth drones, sneak-squigs, memory-burrowing beetles, psychic spoor trackers and high-magical hacking technologies all play a role.

In each game, you begin the game with 1 additional CP.

Comms Network

A closed communications network for your operatives to receive real-time battlefield information and react accordingly as well as provide it for high command. The factions of the 41 st Millennium use myriad ways to communicate with their kill teams, whether it be the daemon-possessed and chained psykers of the forces of Chaos, data uplink nodes of the Adeptus Meehanicus or wraithbone psychic broadcast amplifiers of the Asuryani.

Once per battle, when rolling off to determine who has the initiative, you can re-roll your dice.

Tactical Uplink

An overlay of the killzone is transmitted to your operatives, allowing them to plan their tactics and strike at the opportune moment. For some this might be a data uplink directly into mechanical minds, for others this might take the form of a sudden instinctive compulsion or a direct psychic pulse of information.

Once per Turning Point, you can use a Firefight Play without spending any CPs.

Expanded Armoury

A substantial and well-stocked armoury from which your operatives can gear up sufficiently before each mission is crucial. Some wargear will have been ripped from the dead hands of enemies, or indeed friends, while others are issued specially for field testing. Some will have been constructed by hand out of scrap, or will be standard weaponry provided by high command. This wargear may even have been grown in amniotic sacs fed by the kill team with the flesh of their prey.

In the Select Equipment step of a mission sequence, you can choose 1 additional piece of equipment to equip your kill team with. This stacks with any other rules.