

PROMETHIUM WARS

CHAOS IS ON THE RISE

CAMPAIGN JOURNAL VOL 3



WEEK 2: RESULTS

The tide is turning.

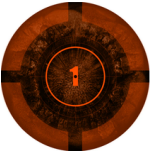
Lord Commissar Nicharion Velkrass smashed his fist into the console. The Chaos incursion was gaining ground. Refineries were falling. The Arbites Precinct was over run. Shrines to the ruinous powers were appearing like weeds in the cracks of the infrastructure and heretics were gathering in hateful worship.

A sense of desperation was seeping into High Command. Although it sickened him to his core the Commissar was going to have to call upon the despised Xenos to help turn the tide. Pyrothis V must not fall.

This week has not been kind to the Imperium as the Chaos faction moves firmly into the lead.

Some stats for the campaign so far:

- Games played - 10
- Most successful teams: - Mandrakes and Rotbound Reapers
- Most cinematic moment: let us know.

	IMPERIAL	CHAOS
	2	5
XENOS	1	2



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REMEMBER TO GET EXTRA CAMPAIGN
BATTLES IN AT THE TABLETOP FREO EXPO



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WEEK 3: FIRESTORMS AND DISASTER

Disaster strikes. The high volume of Promethium on Pyrothis V does strange things to the atmosphere and firestorms wreak havoc across the surface. Flames surge throughout the infrastructure scorching all those unlucky enough to be in the open.

Warpsmith Rhyskar the Unbound gazed at his minions and smiled at their antics. Cultists capered, twisted marines sharpened their blades, grim smiles marring their features. Foul followers of Nurgle abased themselves beneath temples of rot and decay. A fine sight for the Warpsmith. If the campaign continued this way he was assured of his ascension to Daemonhood. If his forces can weather the incoming firestorms victory would be his.

In the shadow of the second moon the Xenos receive the desperate pleas for help from Governor Vladinisk. Balance must be regained if their obscure goals are to be achieved.

Narrative Hooks:

- A raging inferno threatens to engulf both forces—can they complete their mission before being consumed?
- A desperate escape through collapsing tunnels.
- A kill team's last stand as enemy reinforcements arrive amid the chaos.

OPTIONAL RULE

To represent the firestorms raging across the planet surface consider using the environmental rule below from Turning Point 1 onwards in this weeks games.

Turning Point 1: Firestorm Rages

At the end of every Turning Point the firestorm strikes. Unless an operative is concealed or under cover from above the following rule applies:

+ Suffers 3 4+ 2/3 firestorm attacks

