

PROMETHIUM WARS



CAMPAIGN JOURNAL VOL 4

WEEK 3: RESULTS

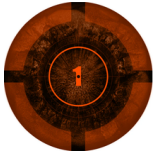
The skies above Pyrothis V have turned the colour of cauterised flesh. Storms of fire and ash sweep across the horizon, igniting the wasted scrublands and churning the poisoned air into a killing mist. Vox signals warp and garble. Auspex flickers with ghosts. Promethium tanks rupture in chain-reactive infernos. What began as a war of territory has become something older, something more personal—a matter of wrath, of vengeance, of unrelenting belief.

*Amid the scorched remains of Refinery Complex 19-Vox, **Lord Commissar Nicharion Velkrass** tightens his grip on a bloodied bolt pistol. He has watched his lines collapse like paper under storm-surge. Loyal Guardsmen, Voidsmen and allies, burned to bone and blackened ceramite. Oaths broken, held again, and broken once more. And yet—he holds. He must. For Pyrothis. For the Throne. For the thin line between order and anarchy. Rumours now swirl among the surviving troopers—of heretics that cannot die, of machine-spirits screaming in agony, of fire walking like a man.*

***Warpsmith Rhyskar the Unbound**, avatar of blasphemous innovation, wades through the ruin with the patience of a god ascending. He can feel the Warp humming with power, tendrils slick with oil and blood. Each refinery taken is a step further from mortality. Each Imperial loss is a soul closer to damnation. His warband howls through the smoke, treating this world not as a battlefield, but a crucible. He sees omens in the combustion, portents in the way the flames twist around his augmented limbs. He believes. And belief, in the warp, is a weapon.*

*Yet the war is not only of man and heretic. There is a third force—a quiet one, operating at the edges. Silent as breath in a tomb, deadly as thought. The **Xenos**, unnamed and unknowable, move like whispers across the battlefield. They strike not for conquest, nor chaos, but balance. Tactical. Precise. Their incursions grow bolder each cycle, their objectives still veiled in misdirection. They watch the others devour one another with religious fervour and viral hate, and in their stillness there is judgment. Perhaps even mercy.*

Some stats for the campaign so far:
Games played - 14
Most successful team: - Mandrakes with 3 wins
Most heroic miniature: let us know.

	IMPERIAL	CHAOS
	3	6
XENOS	2	3

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WEEK 4: FINAL GAMBIT

Week Three was one of attrition and fury. The forces of Chaos are stamping a foothold onto Pyrothis V. The world itself groans under the weight of conflict, as if it too can no longer endure. Refinery sectors change hands and are lost again in the space of hours. Bands of brave warriors vanish into choking fogs, never seen again. Psychic pressure builds like a scream swallowed too long.

And now—the final battle looms.

Commissar Velkrass calls for a last stand, bolstered by faith and fury. The Warpsmith prepares the last rites of a ritual only he understands. The Xenos ready their precision blade, aiming not to win, but to restore the balance through blood.

Pyrothis V burns.

Who will survive to shape what comes next?

Narrative Hooks:

- Commissar Velkrass is wounded in an ambush in no mans land. Chaos must kill him to enact the final ritual to Daemonhood. The Xenos may try to capture him. The Imperials? They must keep him alive—or decide if his death is a price worth paying.
- The last functional Promethium pipeline—known as The Pyric Vein—runs beneath the battlefield. Control it, and your faction controls the future of Pyrothis V, or at least what survives of it. Sabotage it, and you can drown the world in fire. Do you fight to claim the flame... or extinguish it?
- Rhyskar the Unbound has enacted the final phase of his daemonhood ritual. The battle itself is the sacrifice—every life lost, every drop of blood spilled, feeds the warpstorm pulsing above the main refinery complex. The Imperials must stop the rite. The Xenos may seek to disrupt it for their own ends—or ensure it succeeds under their control. A warp rift is forming above Refinery Alpha-Tertius. Its screams can now be heard without vox. Can anyone shut it before Rhyskar is reborn?

Why not run your own scenarios based on the above hooks? Or use the optional Final Gambit scenario below. Dont forget to kit your team out with a piece of rare equipment.

All games score double points this week.

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WEEK 4: ARCHAEOTECH HAUL

Whilst the battle rages both sides have uncovered ancient stashes of archaeotech. These have been assigned to Kill Teams in a desperate attempt to give them the edge in the final battles ahead.

On your first game of the game week choose one piece of rare equipment below. This is then assigned to one of your operatives, who gains the appropriate bonuses.

2 - Autoloader (Ranged)

This weapon gains the Ceaseless special rule.

3 - Flux-Capacitor (Ranged)

This weapon gains the Piercing Crit 1 critical hit rule.

4 - Rending Rounds (ranged)

This weapon gains the Rending special rule.

5 - Propulsion Amplifier (Ranged)

Add 1 to both Damage characteristics of this weapon.

6 - Thermal Sight (Ranged)

This weapon gains the Seek Light special rule.

7 - Power Enhancer (Melee)

Add 1 to both Damage characteristics of this weapon.

8 - Inertia Displacer (Melee)

This weapon gains the Brutal special rule.

9 - Perfectly Weighted (Melee)

This weapon gains the Balanced special rule.

10 - Rending Blade (Melee)

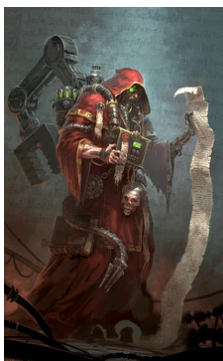
This weapon gains the Rending special rule.

11 - Monomolecular Edge (Melee)

This weapon gains the Lethal 5+ special rule.

12 - Displacer Field

This operative gains a +1 to save (to a max of 2+) AND ignores Piercing.



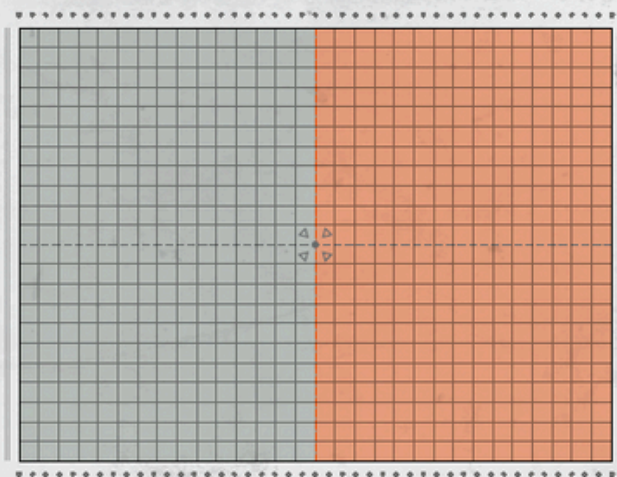
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WEEK 4: PRIORITY MISSION: FINAL GAMBIT (OPTIONAL)

The battle amongst the Promethium Sprawl is vicious and brutal. Command on both sides are moving Kill Teams to protect and hold strategic assets. However, the war has been long and hard and on the ground teams hold grudges against the enemy and are intent on butchering one another. Old debts will be repaid, blood will be spilled. Either follow Commands instructions and move your team to hold a strategic location or ignore them and decimate your opponent. Which mission will your team follow?



MISSION RULES

Inspirational Tally: Whenever a friendly operative Incapacitates an enemy operative, that friendly operative regains up to D3+1 lost wounds.

Breakthrough: Friendly operatives can move over your opponent's killzone edge; if any part of their base does, they are removed from the killzone and have escaped.

VICTORY POINTS

This mission uses a grading system for a Kill Op and Escape Op. You start without a grade for both.

As enemy operatives are incapacitated, your kill grade goes up until it reaches 5. Whenever you move to a new kill grade, you score 1VP.

As friendly operatives escape, your escape grade goes up until it reaches 5. When you move to escape grade 1, you score 2VP. Whenever you move to a new escape grade thereafter, you score 1VP.

The table right shows how many enemy operatives must be incapacitated to reach each kill grade. The row you use is determined by the starting number of enemy operatives. In addition, it also shows how many friendly operatives must escape to reach each escape grade. In this case, the row you use is determined by the starting number of friendly operatives.

		GRADE				
		1	2	3	4	5
STARTING NUMBER OF OPERATIVES	5	1	2	3	4	5
	6	1	2	4	5	6
	7	1	3	4	6	7
	8	2	3	5	6	8
	9	2	4	5	7	9
	10	2	4	6	8	10
	11	2	4	7	9	11
	12	2	5	7	10	12
	13	3	5	8	10	13
	14	3	6	8	11	14