

The Downfall Of Icarus II, The 6th Moon Of Kabian Stole The Kabaleria System, Segmentum Obscurus



Introduction

"Open a channel and turn that damn klaxon off!"

"This is a vox message to all ships in the fleet, this is Ostelle Harker, commander of the flagship Defiant Liberator. Upon materialising from the warp in the Kabaleria System, we've found ourselves in a catastrophic geomagnetism class 5 storm. As you're all aware, the event has irreparably damaged most of the fleet. Once the storm has passed we on the Defiant Liberator will send out salvage units to retrieve what we can. The warp capable ships that are able are advised to leave the system immediately and rendezvous at the secondary launch site. Although the Defiant Liberator has suffered severe damage, we believe that with a little faith we'll be able to survive the storm and begin repairs. The remaining ships that are stuck here but still have thrust capabilities shall continue on mission and begin landfall. Whilst this minor setback has cost us, the mission is not lost and as long as we draw breath, we can get paid. Rogue Traders; create a spearhead landing site at the following locati..."

"WarDemon, Outpost 3 respond, this is The Feral Night, Outpost 17"

"Receiving you Feral Night, begin transmission"

"We're getting some strange signals up here, if we reading this correctly we've got multiple ships of varying sizes coming out of the storm and heading straight for us"

"Wait for confirmation Outpost 17... .. transmission confirmed, continue"

"The storm looks to have done a number on them, I'm not sure you can call it landing as these vessels are just falling out of the sky"

"Confirmed 17, multiple warparties on route, block their communications and mount up"

"Confirmed Wardemon, let's get HUNTING!"

General Information

General Questions & Enquiries: kabaleriaCrusade@gmail.com

What: This pack is for a 9th edition Warhammer 40k narrative campaign consisting of 4 missions

When: 30th January 2022 09:00 - 18:30

Where: 4tk Gaming, 20 Davey Close, Colchester, CO1 2XL

Event Timings

Doors open 09:00

Welcome Speech 09:00 – 09:10

Round 1 09:10 – 10:30

Break 10:30 – 10:45

Round 2 10:45 – 13:15

Lunch 13:15 – 13:45

Round 3 13:45 – 16:15

Break 16:15 – 16:30

Round 4 16:30 – 18:30

Announcements & Prizes 18:30

You will get a 30 minute time warning in which to complete the mission. We advise not playing another round in this time if you do not feel you will be able to get a complete round in

Need To Know

Rules Requirements

Officially printed Games Workshop rules only, the latest FAQs will be included up until the following date: 20th January 2022. Forgeworld is allowed provided they have 40k rules. No characters, models or units can be included if they do not have an official GW points cost.

Conversions, Proxies and Vintage Miniatures

Models must be wysiwyg, unless agreed with the Tournament organiser before the day. All conversions should bear a logical resemblance to the original model and should be of comparable dimensions to the latest Games Workshop model. Vintage Models are allowed, however, use the current model's dimensions and base size for game play decisions.

Painting Requirements

All models should be painted and based to a tabletop standard. This typically means three colours applied in a cohesive and coherent format. Models should have some sort of basing treatment. Please use common sense in determining if a model is painted to tabletop standard. If you have to ask, then it probably isn't. Unpainted models will be removed from play. The tournament organiser is the only person that can make the decision on whether a unit is up to standard or not.

Registration

You must register your army list to kabaleriaCrusade@gmail.com before 28th January 2022

Attending The Event

During the day we will be taking some pictures of the games and your armies in action. If you would rather that we didn't take any pictures of your models/games then please let the tournament organiser know, and we will avoid your games.

Gameplay

Rules Dispute Process

Players are encouraged to solve rule disputes between themselves. If the players cannot agree by checking the rules, codices, and FAQs, either roll-off or call over the event organiser. All decisions are final and not subject to appeal. If a specific player is found to be repeatedly calling judges for rules queries, they may be penalised for wasting time. Deliberately 'slow playing' an opponent is considered unsportsmanlike conduct and will be penalised as appropriate.

Scoring and Results

All scores must be tracked & written down throughout the game, this is the players responsibility and NOT the tournament organiser. All end game results must be agreed by your opponent & given to the event organiser.

Tables

All the tables will be supplied with appropriate scenery, which will be placed before the missions start. Scenery is not to be moved without the prior consultation of a tournament organiser.

Army Lists

Create an army totalling no more than 100 power level. You must be able to create a battle forged army. No named characters are allowed. It is allowable to use a named character model to represent your created character, e.g. using the Chief Librarian Tigurius model to represent a primaris Librarian, or a Swarmlord model to represent a Hive tyrant with two pairs of bone swords. Please limit titanic units to one per army.

Checklist

- Your painted and based army
- Pen/Pencil

- A paper copy of your army list
- This pack
- Dice and tape measure
- Rules, including core rule book, codices, indices and any FAQs relevant to your army
- 6 Tactical Objectives

Mission Briefing

In this narrative, all players will be split equally into 2 teams; The Rogue Traders Fleet & The Icarus II Pirates. Each team has their own agenda which is reflected in the missions but both teams have been drawn here in search of incredibly powerful ancient relics. In each team, 1 player will be assigned as the Team Leader. The 2 rival Team Leaders will decide which players will be facing off for each mission.

After each mission a Team will be announced as the overall victor and the story will narratively continue. There are 4 potential outcomes to the story that will be affected by the outcome of each mission.

Missions

Mission 1: Crashland! [30PL] 1hr 20min

TBC

Mission 2: Defend At All Costs [40PL] 2hrs 30min

TBC

Mission 3: Search And Evade [100PL] 2hrs 30min

TBC

Mission 4: Escape At All Costs [80PL] 2hrs

TBC