



GATES
OF
SORROW

KALLOS NINE

In the eastern section of the Segmentum Pacificus, within the Kallos system, resided Kallos 9, a bastion world.

Little is known of Kallos 9 prior to its reunification the Imperium, except that it was the furthest most planet in the Kallos system and in all things was a particularly unremarkable planet.

Since the arrival of the Imperial Fleets in M36 though, Kallos has been transformed into a Bastion world, under the strict influence and control of the Inquisition. For thousands of years both the planet's surface and its underground catacombs have been reinforced with rockcrete, defence turrets and orbital platforms. In addition, cloaking technology has been installed and stationed in orbit around the planet essentially hiding the planet from view of Auspex scans.





There are very few and far between the areas where the natural habitat has mixed with the functional construction of the planets protection, but they do exist.

On the planet itself are stationed three full Astra Militarum regiments, Titans from two Knight Households, Adepta Sororitas from the Order of the Martyred Lady and [REDACTED].

In M42, Inquisitor Halvan holds control of a planet which an outsider would question the sheer amount of resource funneled into a planet of little tactical or territorial benefit or significance.

Whatever the reasons for the overwhelming presence of the Inquisition, Kallos 9 would now face its toughest challenge as a perfect storm of events coalesce to bring war to the Kallos System...

THE STORM ERUPTS

The Mandeville point on the outskirts of the Kallos system opens like a gaping maw into Hell and spews forth the warband of Fabius Bile himself. Kallos 9 has become his next focus of attention after an “experiment” spilled some of the planets innermost secrets....

§ § §

Wurgak ‘Eadsplitta turned and roared at the gitz that had brought him news of Bonegutz’s WAAAGH. Wurgak was the Biggest Boss, and his WAAAGH was takin’ him froo the Senvorth system all the way to Skassinor. If anyfing was in his way, it wouldn’t be for long. Bonegutz would have to be shown who was da Biggest Boss, and maybe, just maybe he’d save his ‘ead as a trophy on his Stompa....

§ § §

Shas J’Kaara was leading the expeditions that were forging new paths into this latest sphere of expansion. Upsilon Kapha, Aszkano and Harlecrypt were systems the Gue’la were on the brink of surrendering to the Greater Good, so he was sure Kallos would soon follow suit.....

§ § §



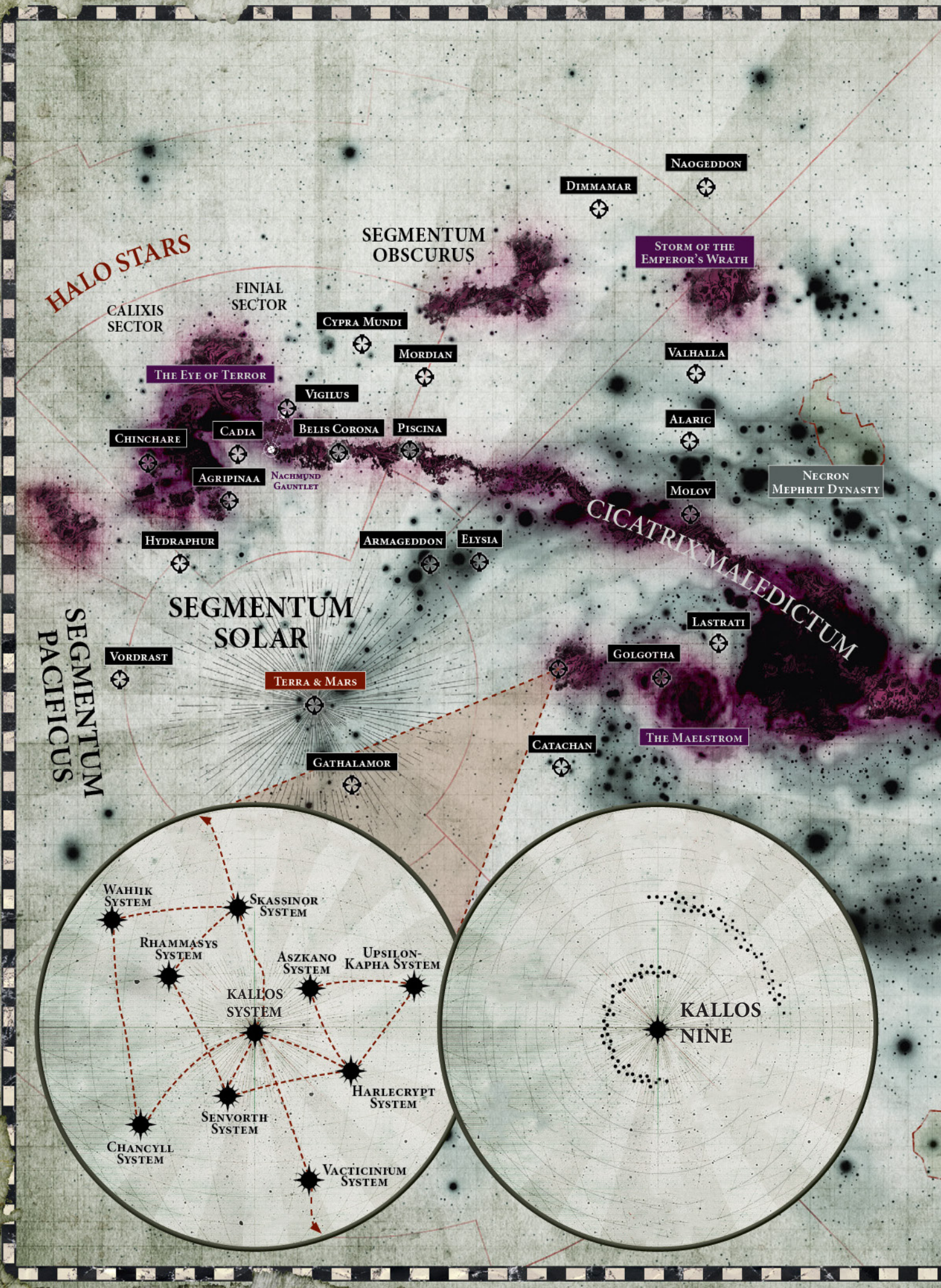


“He is definitely there my Lord. He has been sighted and verified”.

Vox static played out, until he thought the connection lost, then the reply was simple but clear

“Gather the Inner Circle...”

§ § §



HALO STARS

CALIXIS SECTOR

FINIAL SECTOR

SEGMENTUM OBSCURUS

CYPRA MUNDI

MORDIAN

DIMMAMAR

NAOGEDDON

STORM OF THE EMPEROR'S WRATH

THE EYE OF TERROR

VIGILUS

VALHALLA

CHINCHARE

CADIA

BELIS CORONA

PISCINA

ALARIC

AGRIPINAA

NACHMUND GAUNTLET

NECRON MEPHREIT DYNASTY

HYDRAPHUR

ARMAGEDDON

ELYSIA

MOLOV

CICATRIX MALEDICTUM

SEGMENTUM SOLAR

VORDRAST

TERRA & MARS

LASTRATI

GOLGOTHA

GATHALAMOR

CATACHAN

THE MAELSTROM

WAHIK SYSTEM

SKASSINOR SYSTEM

RHAMMASYS SYSTEM

ASZKANO SYSTEM

UPSILON-KAPHA SYSTEM

KALLOS SYSTEM

HARLECRYPT SYSTEM

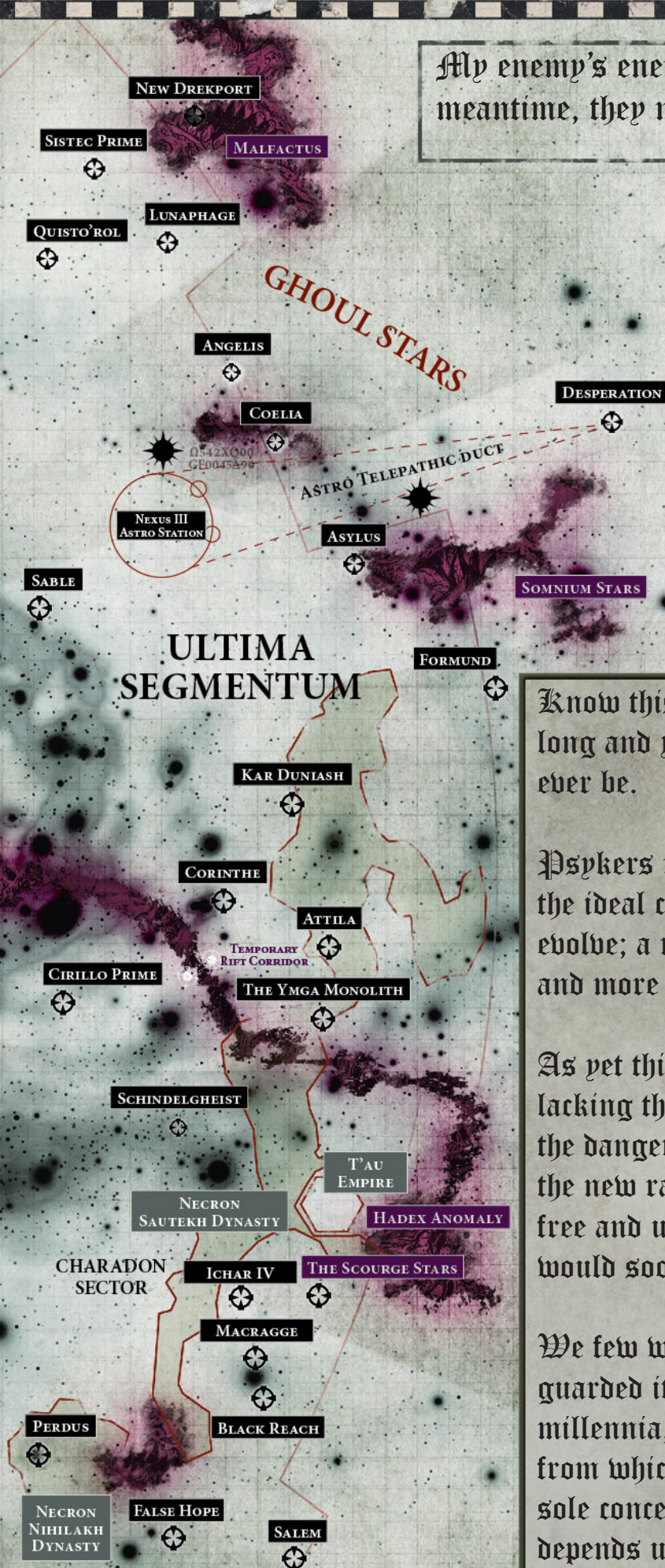
SENVORTH SYSTEM

CHANCYLL SYSTEM

VACTICINIUM SYSTEM

KALLOS NINE

My enemy's enemy is a problem for later: In the meantime, they might be useful.



Know this adept, for your journey has been long and you are to be trusted as few will ever be.

Psykers represent Humanity's future, the ideal creature into which mankind will evolve; a more powerful, more intelligent and more capable life form.

As yet this race is weak, its members lacking the mental strength needed to face the dangers of the psychic universe. Were the new race of psykers permitted to develop free and unprotected, the whole of Humanity would soon be destroyed.

We few who are privy to this truth have guarded it selflessly for nigh on four millennia, since the end of the great schism from which our order was born. It is our sole concern, for the very future of our race depends upon us, and us alone.



CAMPAIGN RULES

- I. Have fun. If you're not having fun go for walk, have a cup of tea and come back when you're ready to have fun.
- II. Campaign Games are to be conducted either at the club, or at home but you will be sent the pairings in advance so please work dates that are good to complete the game, if you are unable to attend the club
- III. Campaign games will be organised according to a "fixture list" and will contain large scale and small scales games as well as Team games
- IV. Once a victor has been determined the game is over there is no need to continue. Congratulate each other for playing a well fought battle.
- V. Results can be submitted via the Google Form along with images from the game (form URL to be confirmed)



CAMPAIGN SCORING

Campaign Battles	Points
Win a game	4
Draw a game	2
Lose within 10VP	1
All models must be painted to a three-color tabletop standard and based	
Results from the battles will affect the starting rules of the following week	
For this reason, only the first week's mission is published in this rulebook, with each mission following on by the Friday of the current week	
It is vital that ALL players are present for the 7 week campaign in order for it to be a success, we really, really appreciate your commitment to making this campaign work	

It is preferred that painted models are to be used in your league games, but real life often gets in the way, so no-one is going to have an issue if not.

This is a 7 week narrative campaign, designed to tell a story, while (hopefully) engaging the players in competitive, varied battles.

With everything from Reconnaissance to Space Hulks to Last Stands, we hope that you enjoy yourselves and help tell the tale of the Gate of Sorrows....





Travellin' through space is boring. Well, boring unless da hulk yer on is full of dem gene-sneakers, or a base fer da chaos lads wiv da spikes, or already has Boyz on it.

Or if humie lootas come callin', that's always good fer a bit a sport. Or unless yer have a mutiny or two to pass da time, or unless strange fings start happenin', which dey usually do when yer out in da warp.

One time we had some bloody great ugly fink come straight out of Weird Lugwort's 'ed! It butchered half da lads, that was pretty entertainin'. Come ter fink of it, space is a pretty good larf. And that's before yer find yerself a nice world ta crush!



WEEK 1 - PLANETFALL

MISSION BRIEFING

Kallos 9 in within striking distance and the Auspex has shown the optimal landing zones to strike at the heart of the enemy. Make Planetfall and setup a stronghold to further our cause....

MISSION RULES

Objective Markers: The Defender places five objective markers on the battlefield. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and 9" from any other objective marker.

MISSION OBJECTIVES

STORM DROP SITE

Progressive Objective (Max 45 Vps)

At the end of the Attacker's Command phase, the Attacker scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control more objectives than your opponent

This objective cannot be scored in the first battle round.

PLANETARY DEFENCE

Progressive Objective (Max 45 Vps)

At the end of the Defender's Command phase, the Defender scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

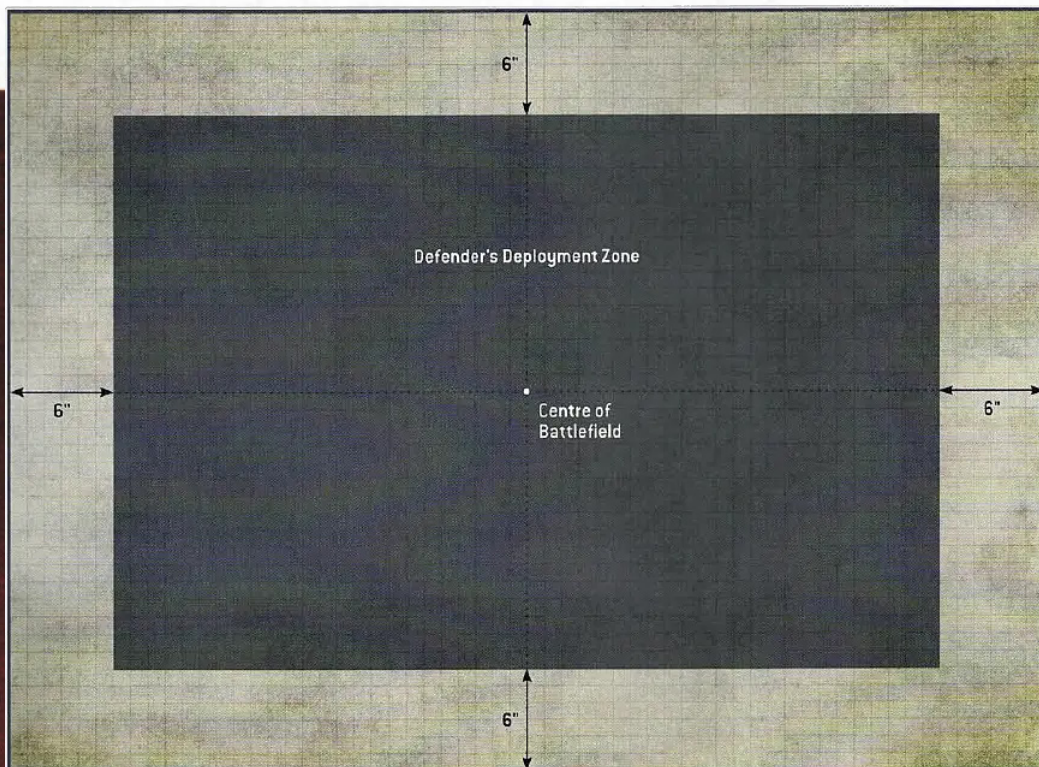
- Control two or more objective markers.
- Control more objective markers than your opponent.
- Control more objectives than your opponent

This objective cannot be scored in the first battle round.

DROP ZONE SECURE

End Game Objective (Max 40 VPs)

A player scores 10 victory points for each objective marker they control.



WEEK 2 - TEST THEIR BOUNDARIES

MISSION BRIEFING

The power in this sector is still in operation, and despite the all encompassing darkness, several areas of the battlefield still have caches of supplies, but remain well lit. If we can avoid these while we advance, our forces should be able to get into position relatively unscathed, ready to seize these supplies and fall back before dawn...

MISSION RULES

Pitch Dark: Each time a model makes a ranged attack that targets a unit that is not within a lit area of the battlefield, subtract 1 from that attack's hit roll.

MISSION OBJECTIVES

Victory points are awarded as follows:

PURGE THE DARKNESS

Progressive Objective

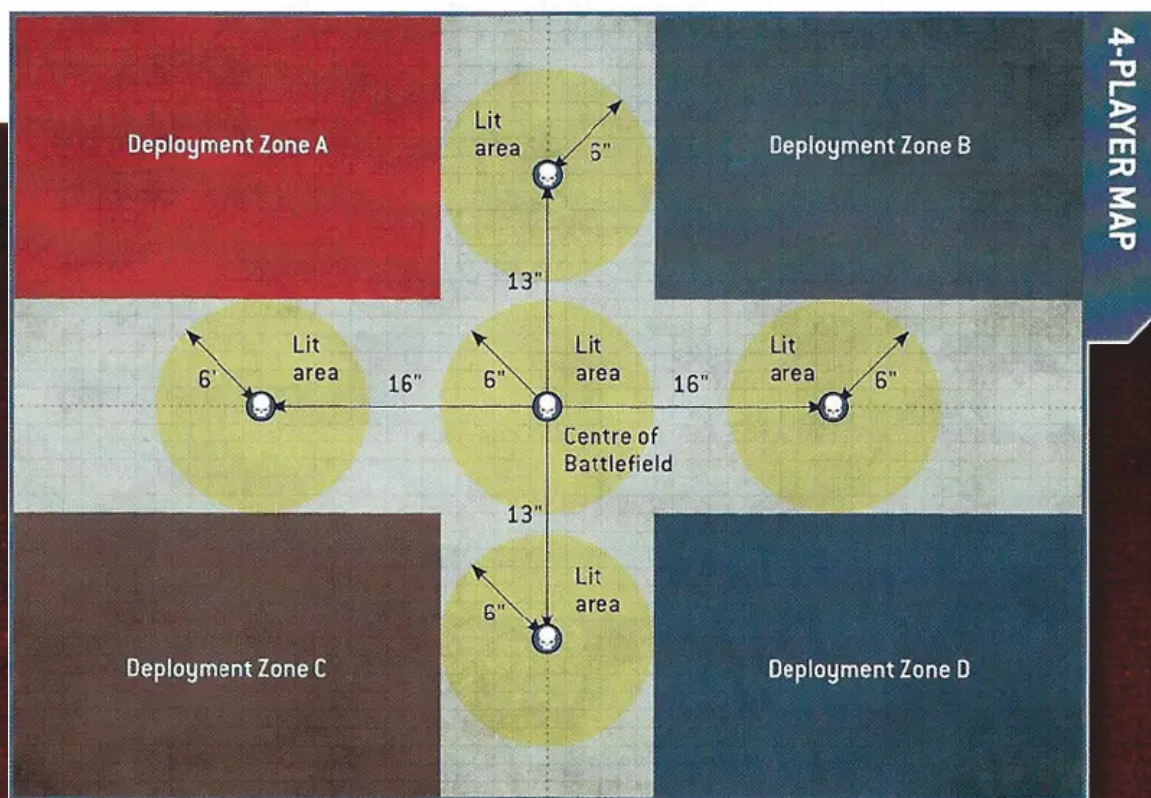
At the end of each player's turn, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- A unit from their army destroyed an enemy unit that was not within a lit area of the battlefield this turn.

INTO THE LIGHT

End Game Objective

At the end of the battle, each player scores 10 victory points for each objective marker they control.



WEEK 3 - THE OUTER SANCTUARY

MISSION BRIEFING

Our patrols and scans have identified weak points in the the main Bastion City Wall of Ikrago. Throw all your available resources to break the walls, before the enemy shore up the defences...

MISSION RULES

Beachhead: When creating the battlefield, the Defender cannot set up any terrain features within 3" of the Attacker's deployment zone.

Objective Markers: The Attacker places one objective marker anywhere that is wholly within their deployment zone. Then the Defender places three objective markers anywhere that is wholly within their deployment zone.

Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and 9" from any other objective marker.

MISSION OBJECTIVES

Victory points are awarded as follows:

SEIZE GROUND

Progressive Objective (Max 45 Vps)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the

following conditions they satisfy (for a maximum of 15 victory points):

- Control two or more objective markers.
- Control more objective markers than your opponent.
- Control more objectives than your opponent

This objective cannot be scored in the first battle round.

PUSH FORWARDS

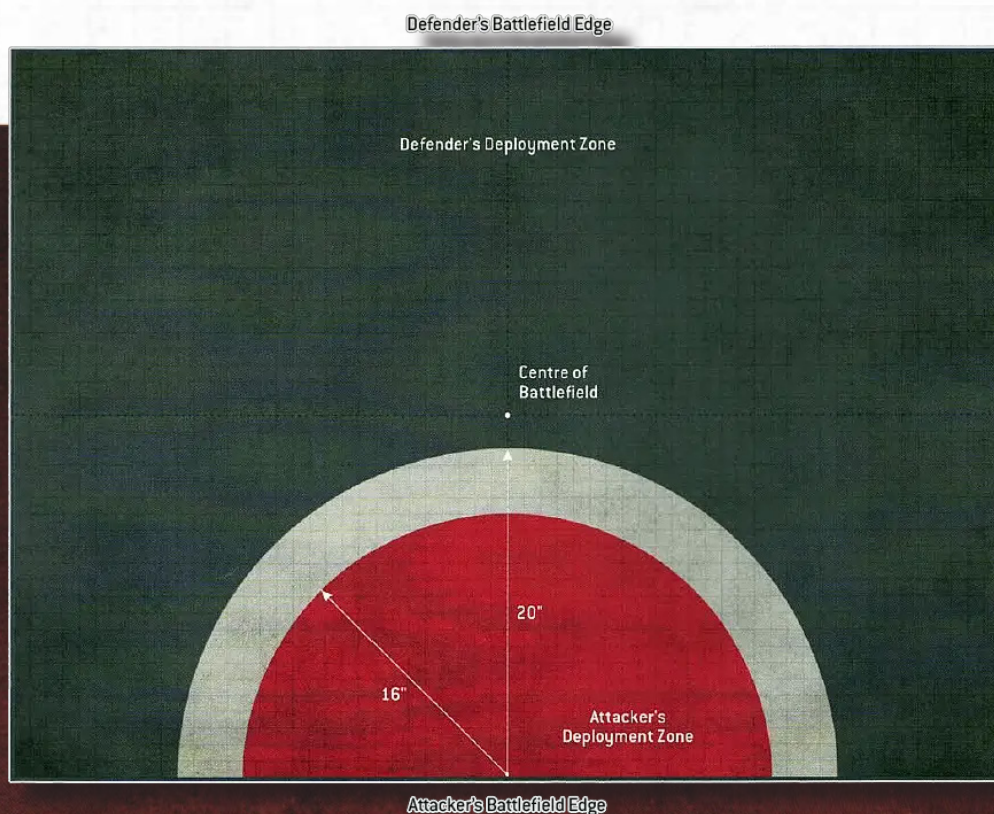
End Game Objective (Max 45 Vps)

The Attacker scores 15 victory points for each objective marker they control that is within the Defender's deployment zone.

DRIVE THEM BACK

End Game Objective (Max 45 VPs)

The Defender scores 45 victory points if they control the objective marker within the Attacker's deployment zone.



WEEK 4 - THE CITADEL

MISSION BRIEFING

Following a bloody skirmish over a vital objective in no mans land, two forces have withdrawn to the relative safety of their own lines to rearm and reinforce before venturing forth once more to attempt to claim the prize, or at least deny it to the enemy....

MISSION RULES

The Defender creates the battlefield. The battlefield should be heavily fortified in the Defender's deployment zones, whilst the rest of the battlefield is left relatively sparse to represent the no-man's land the Attackers are crossing between the Bastin Walls and the main Citadel

The Attacker cannot make use of any rules that allow it to set up units in No Mans Land

The use of Teleport Inhibitors and Aerial Defence Turrents prevent the use of Deepstrike into either of the Defenders Deployment Zones

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Storm their lines(End of Game): At the end of the battle, if the Attacker has any models wholly within the Defender's Second Line Deployment Zone, they are awarded 45 Vps

Otherwise, add up the points of all the Attacker's units wholly within the Defender's Front Line Deployment Zone and all the Defender's units wholly within the Defender's FrontLine Deployment Zone.

The player with the higher points value is awarded 45 Vps.

If the result is a tie, the Attacker is awarded 45 Vps.



THE CHOIR - RULES

MUSTERING A BOARDING PATROL

In order to play a Boarding Action game, you will need to muster a Boarding Patrol. To do so, follow the sequence below. A Boarding Patrol is considered to be a Battle-forged army for all rules purposes.

START YOUR ARMY ROSTER

The details of your Boarding Patrol must be recorded on an army roster; this can be written on a piece of paper or recorded digitally. You can download blank army roster sheets from warhammer-community.com. Start by writing down your name, and the name of your army. A Boarding Patrol army always contains a single Boarding Patrol Detachment (see below) and you will then have 500 points to spend on units to add to it, as described below.

0-1 - HQ Choice | 0-3 - Troops Choice | 03 - Elites Choice

SELECT UNITS

For each box shown on that Detachment, you can select one unit with the required Battlefield Role and add it to that Detachment. You must include at least one unit in this Detachment. Each Elites unit in this Detachment must be different.

Select Unit: Unless the Boarding Action rules for your chosen Faction say otherwise, you cannot include any models in a Boarding Action army that have any of the following keywords: MONSTER, VEHICLE, JUMP PACK, CAVALRY, BIKER, FLY. A Boarding Patrol Detachment can only include one CHARACTER model.

Select Unit Size: Unless the Boarding Action rules for your chosen Faction say otherwise:

If a unit's minimum size is less than 5, you can only include that unit in your Boarding Patrol if it is a minimum sized unit.

If a unit's minimum size is 5, you can include that unit as a minimum sized unit, or if it can include additional models, then you can do so as long as the Starting Strength of that unit is 10.

You cannot include a unit with a Starting Strength of more than 10 models.

You cannot include any Understrength units in your Boarding Patrol.

Select Psychic Powers: If the Detachment contains one or more PSYKER units that you must select the powers for, do so now. Write down your selections on your army roster.

Select Other Rules: If one or more units in the Detachment have any rules that must, or can be, selected or generated before the battle, you must do so now (e.g. Litanies of Battle, Powers of the C'tan, Prayers to the Dark Gods, etc.).

SELECT WARLORD AND ENHANCEMENT

Select one model in your army to be your WARLORD. This must be a model with the CHARACTER keyword (if your army includes any). If your army includes no CHARACTER models, your WARLORD must be a unit champion model (if your army includes any). Your WARLORD gains the WARLORD keyword. If your WARLORD is a CHARACTER model (excluding named characters) they gain the Superior Boarding Tactics Enhancement. If you wish, you can replace this with a different Boarding Action Enhancement of your choice. You cannot select any other Warlord Traits or Relics for any models in your Boarding Patrol.

MULTIPLAYER RULES

The following additional rules apply when playing with more than two players, regardless of what form of multiplayer game is being played.

TURN ORDER

It will be necessary to establish a turn order. During each battle round players will take their turns in turn order. We recommend using a token or miniature to take the form of a first turn marker to use for the player who has the first turn in the battle round.

When the mission sequence says to, players will determine the turn order for the battle by rolling off, with the winner gains the first turn marker. The turn order starts with the player who has the first turn marker and then proceeds clockwise around the gameboard based on the location of each player's Entry Zones, as shown in the diagram below.

COMMAND POINTS AND BATTLE-FORGED CP BONUS

Rather than each player gaining 1 Command point at the start of each player's Command phase, each player gains 2 Command points at the start of each battle round instead.

FIGHT PHASE

Units can only fight in their controlling players own turn. However, if a rule explicitly allows a model or unit to fight as if it was the fight phase or as the result of being destroyed, then they are exempt from this limitation and can still fight.

COUNTER-OFFENSIVE STRATAGEM

Each player can only use the Counter-offensive Stratagem once. When they do so, the unit that they select to fight can only make attacks against units from the army of the player whose turn it currently is.

MORALE PHASE

During each Morale phase, players alternate taking Morale tests as normal, but this is done in turn order, starting with the player whose turn is taking place.

FOUR PLAYERS: ALL VS ALL

The following additional rules apply when playing with four players where everyone is fighting against everyone else.

UNDERDOG BONUS

It is possible for multiple players to gain an Underdog Bonus. If, when a player compares their points total to the player with the highest points total, the difference is less by at least 30, they will receive an Underdog Bonus as detailed in the mission they are playing.

DETERMINING ENTRY ZONES

Before the battle, when specified in the mission sequence, players will determine which Entry Zones they will use. All players roll off to determine the order in which they can select their Entry Zones and, starting with the winner, each player selects one set of Entry Zones to use in the battle that has not been selected by another player.

SHOOTING PHASE

Each time a model from a player's army targets an enemy unit with a ranged attack, if that unit is within Engagement Range of any other enemy units that are controlled by a different opposing player, subtract 1 from that attack's hit roll and subtract 1 from that attack's wound roll.

TERRAIN

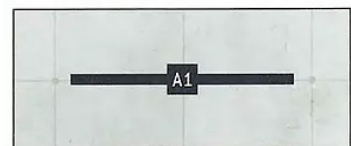
COMPONENTS

LONG WALLS

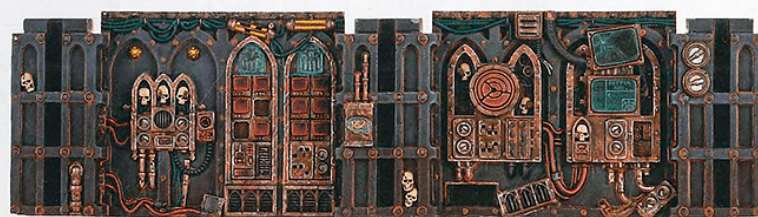
LONG WALL



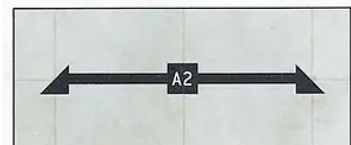
A1



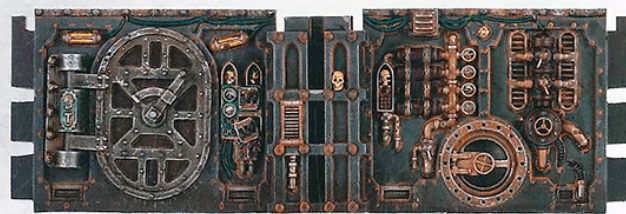
LONG WALL WITH PILLARS



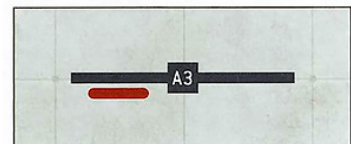
A2



LONG WALL WITH HATCHWAY



A3



LONG WALL WITH HATCHWAY AND PILLARS



A4

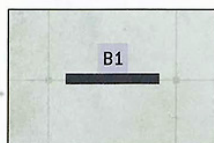


SHORT WALLS

SHORT WALL



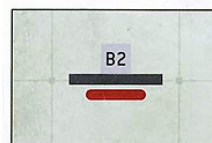
B1



SHORT WALL WITH HATCHWAY



B2



SHORT WALL WITH HATCHWAY AND PILLARS

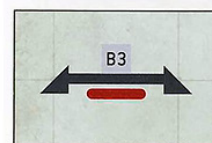


Type 1



Type 2

B3



PILLAR



Left Pillar

Right Pillar

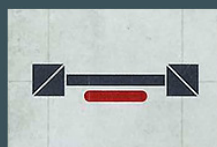


WALL END



HATCHWAY POSITIONS

The locations of the Hatchways on the mission map are specified by the symbols below. This will help you identify the orientation of Walls with Hatchways.



WEEK 5 - THE GATE WEAKENS

MISSION BRIEFING

The Gates of Sorrow are within reach! The Gate is powered by a mixture of external Power Nodes on the planet surface, and internal Power Nodes deeper within the structure. Shut down the external Power Nodes before your forces make their way deeper in to the fortress...

MISSION RULES

Units from the Attacker's army can perform the following action:

Demolish Energy Nodes (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an energy node objective marker. It cannot start this action while there are any enemy units (excluding AIRCRAFT units and units with the Fortification Battlefield Role) in range of the same objective marker. This action is completed at the end of your turn. If this action is completed, that objective marker is considered to be demolished.

MISSION OBJECTIVES

Victory points are awarded as follows:

CHANNELLED ENERGY

Progressive Objective

At the end of the Defender's Command phase, they score 5 victory points for each energy node objective marker that has not been demolished.

This mission objective cannot be scored in the first battle round.

DESTROY THE NODES

Progressive Objective

At the end of the Attacker's Command phase, they score 5 victory points for each energy node objective marker that has been demolished.

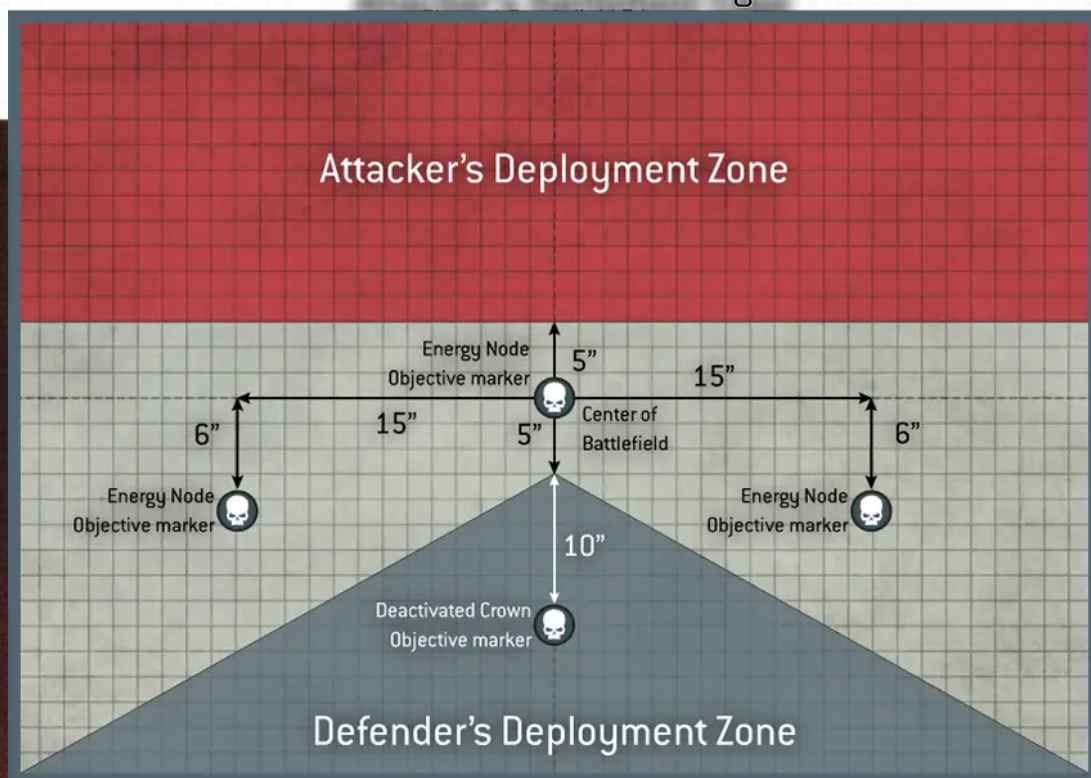
This mission objective cannot be scored in the first battle round.

THE GATE WEAKENS

End Game Objective

At the end of the battle, the player who controls the deactivated crown objective marker scores 15 victory points.

Attacker's Battlefield Edge



Defender's Battlefield Edge

WEEK 6 - THE CHOIR

MISSION BRIEFING

Shutting down some of the external Power Nodes has led to inevitable power fluctuations underground. Each of the Choir Halls are powered by a group of powerful psykers tied to the Gates of Sorrow's power structure, securing it from those that want to plunder the treasures and relics within. Destroy them and the Gates will fall...

MISSION RULES

- Erratic Relays: From the second battle round onwards, at the start of the battle round, the player with the first turn:
- Rolls one D6: Until the end of the battle round, the objective marker corresponding to that number is considered the Prime objective marker.
- Rolls another D6: If this is the same as the Prime objective marker, re-roll until you get a different result. Until the end of the battle round, the objective marker corresponding to that number goes inert. While an objective marker is inert it cannot be controlled and players cannot score victory points from it.

OBJECTIVES

DESTROY THE NODES

Progressive Objective

From the second battle round onwards, at the end of each player's turn, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

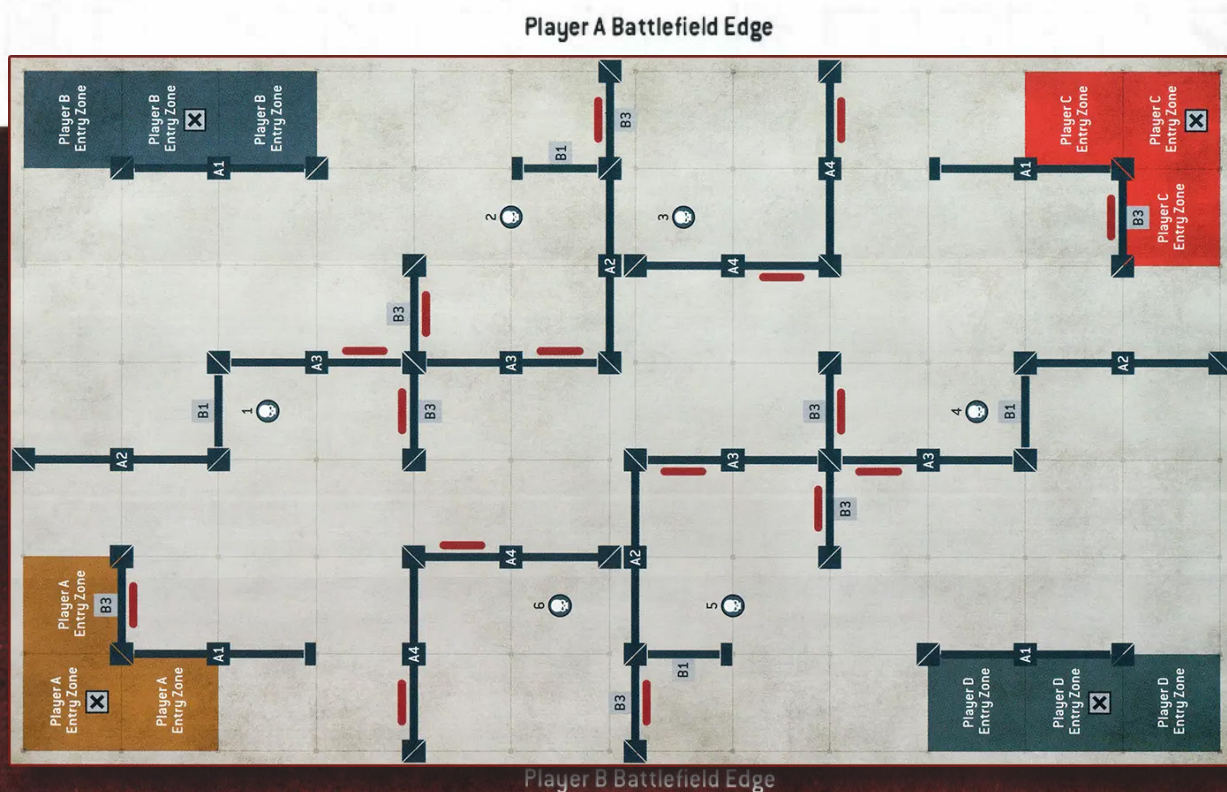
This objective cannot be scored in the first battle round.

SECURE THE GATE

By securing the psykers tied to the Gates you will ensure their destruction and guarantee your entry to catacombs below, whether this was a good idea or not will remain to be seen.....

End Game Objective

At the end of the battle, the player that had the first turn rolls three D6s, re-rolling any duplicates until each dice result is unique: for each of these dice, if a player controls the corresponding objective marker, that player scores 10 victory points.



WEEK 7 - THE DEATH OF HOPE

MISSION BRIEFING

Enough of the Choir Halls fell to allow the Gates of Sorrow to fall and force the enemy into a panicked last stand. The Key is within our grasp, but the enemy will fight to the last soldier standing to protect it. Wipe them from the face of Kallos 9 and bring the Key to your Warmaster, or keep it for yourself.....

MISSION RULES

Last Stand: When creating the battlefield, ensure that the Defender's deployment zone has the greater amount of cover in order to create the ideal defensible position. The Defender has the first turn.

Fully Committed: Other than AIRCRAFT units, the Defender cannot put any of their units in Strategic Reserve before or during the battle, and none of the units in their army can be Reinforcement units. If a unit has an ability that says it must be a Reinforcement unit (e.g. Drop Pod Assault), that unit must be set up during deployment wholly within the Defender's deployment zone.

MISSION OBJECTIVES

Victory points are awarded as follows:

WIPE THEM OUT

Progressive Objective

While the Key slumbers we must wipe out one of her protectors. Only then can we lay claim to this most useful of daemonic vessels...

At the end of each battle round, the Attacker scores 15 victory points if any enemy units were destroyed during the battle round.

At the end of the battle, the Attacker scores 15 victory points if there are no models from the Defender's army within the Defender's deployment zone.

LAST STAND

End Game Objective

The Key is all that matters. Should even a single one of your warriors survive the onrushing storm, then you will have done your duty to the Emperor...

At the end of the battle, the Defender scores 90 victory points if any models from their army (excluding AIRCRAFT and BUILDING models) are within their deployment zone.

