

THE THREADS OF FATE



WARHAMMER
40,000

WAR
GAMING
GARAGE

FALL OF AN EMPIRE

In the northern half of the Segmentum Pacificus, within the Vordrast system, resided Vordrast itself, an Imperial world like any other, with crowded Hive Cities, towering spires and arcane technology.

Early in its Imperial life it was found to have rich ore deposits, vital to the Mechanicum and through these deposits the governing bodies were able to negotiate favourably with neighbours and the Imperium at large, making the average life of a Hive Citizen slightly more bearable than it would be otherwise.

For thousands of years the planet prospered, gaining both politically and financially and with being in relatively close proximity to Segmentum Solar and Holy Terra, trade was frequent as well as producing a healthy Imperial Tithe



"If I spin the thread of life of each warlord from my distaff onto a spindle, if I measure the thread of life allotted to each warlord with my measuring rod, if I cut the thread of life and decide the manner of each warlord's death, then we will mould a champion worthy enough for us, the Three Fates, to enter the Pantheon's Great Game. We will shroud a world until we require a stage for what we have woven to pass."

During the Sabbat Crusade, it appeared to be swallowed by a warp storm and left no trace of its existence, and since then the planet has been thought lost, written off amongst the many planets of the Imperium. What was one planet and its inhabitants, amongst the countless billions of souls on the 1000's of planets at the Imperiums disposal? They would not be missed.

"We will weave an emissary into our plan to rediscover the 'lost' planet and urge our champions to walk with the fates."

No-one knows what happened to the planet during its absence but it somehow reappeared recently, as discovered by an independent trader passing through its sector. The trader took the time to pass close enough to take several scans to confirm the planet was truly real and sold the information to the highest bidder, and then the next several highest bidders too.

"We will kill all life on the planet by ending their linear existence with a single cut."

Whatever inhabitants the world had when it disappeared apparently haven't made the return with the planet, leaving several industrial and colonised areas eerily empty. The trader's scans, if to be believed, show that the planet itself is rich in several minerals used throughout the Imperium and beyond, and several bands of lush vegetation give the entire surface an oxygen rich atmosphere and temperate climate. No pathogens were detected and no sentient life forms above indigenous animal level.

"We will allow each warlord to value their ignorance of what is to come, only we shall know their fate. It will be as if their burning desire to conquer the planet was their own when all along it was ours."

Now war fleets of every creed are descending upon the planet, each intent on seizing its resources but as the first landing parties make planet fall it becomes clear that the planets fate will either in the bright light of a prosperous future or descend into the depths of the deepest darkness.

"There can be only one worthy champion."

873.M41

Intercepted Vox Transmission:

+++ Start of transmission +++

This is the "*Merchants Nobility*" in the Pexalon Sector.

We've translated back to real space after suffering ship wide damage.

We are venting atmosphere and all life support systems are at critical.

Any Imperial vessels, please respond.....

+++ End of Transmission +++



874.M41

Vox Transmission Battle Cruiser "*Helldiver*":

+++ Start of transmission +++

This is the Battle Cruiser "*Helldiver*" at the last known co-ordinates of the "*Merchants Nobility*".

There is no vessel matching the ships ident code showing on any Auspex scans, intact or otherwise.

Update to Imperial Star Chart is being transmitted as the Vordrast has re-appeared in the sector.

From cogitator records this planet was last seen 4000 years ago?

We have set a course to the planet and will enter high orbit where further updates will be sent during our investigation.

+++ End of Transmission +++

874.M41

Intercepted Vox Transmission Battle Cruiser "*Helldiver*":

+++ Start of transmission +++

Any im.... eets, please respond. This is the Battle Cruiser "*H##@er*" requesting emergency assistance from any nea..... ships. <<*indiscernible chatter*>>

The expedition forces, they dug too deep...<<*as two voices*>> too deep, and now their slumber is disturbed

<<screaming>>

They imbibe themselves with blood, while the 3 gather...

Don't look in their eyes.....

+++ End of Transmission +++

193 days later what remained of the Battle Cruiser was found.

Prior to making Planetfall after intercepting a Vox Signal, the Ghosts of the Forge Space Marine chapter sent astropathic messages describing the discovery of 3 symbols scrawled throughout the ship.

The symbols were an ancient Terran Spindle, a Scroll and pair of Shears.

All contact with the Ghosts of the Forge has since been lost...

The Ruinous Powers are not without their dark, incomprehensible humour.

Once Vordrast was returned to real space, it was a shadow of its former self, reminiscent of a hellscape from ancient texts. The once towering spires lay in ruins, streets overrun with the remains of the former inhabitants.

Evidence that the planet became the playground of the Gods was there for all who dared to make Planetfall, albeit centred around a God only known as Moirai.

Soon after it's reappearance, an Imperial Guard Battle Cruiser translated from the Warp after receiving a distress signal.

873.M41

Intercepted Vox Transmission "Merchants Nobility" (thought lost):

+++ Start of transmission +++

It never ends, it's always the same. One spins the thread, one sets your destiny and one cuts your thread.

Over and over, over and over the tapestry is woven and their touch is inevitable.

The three faces of our destiny haunt us in their unending game....

+++ End of Transmission +++

Those who scale the pinnacles of glory have the furthest to plunge into the abyss

EVENT 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. You will get to play 3 different missions on tables that are already set out with terrain. Although every effort is made to make sure the terrain is set out somewhat equally, sometimes in Narrative based missions, this isn't meant to be the case. Roll with it, we're here to have some fun
- III. You will get to play 3 different opponents, but not necessarily three different factions. If you end up with a "mirror", remember this is not a training exercise. The enemy Warlord is out there so in the words of Mortal Kombat: Finish Him!
- IV. In the event of a rules check or disagreement about something, the event organiser will attempt to resolve. We'd ask in the first instance to try to resolve by what would narratively make sense.



EVENT AWARDS

After the missions have been played and the Great Games starts its cycle once more, there will be some awards presented to mark certain achievements from the day

Champion of Fate - All Hail the new Champion:

This award goes to the Warlord who accrues the most Victory Points through the day. In the event of a tie "*Slay the Warlord*", "*First Strike*" and "*Line Breaker*" points will be used to determine the victor

Threadcutter:

This award goes to the unit that accrues the most kills throughout the three missions. Keep a tally of the unit kills and mark the one with the highest along with the number on your score sheet.

Best Painted:

This award goes to the Best Painted Army.

Best Sportsman / Storyteller:

This award goes to the Opponent who in your opinion has embodied the hobby and the narrative threads we weave





HOW TO USE THIS BOOK

MISSIONS

There are three missions to fulfill today to determine a new Champion of Fate. Players will play each mission on a set table.

Tables are already set up with terrain and a mission. All you will need to do is get to the correct table against the correct opponent.

DEPLOYMENT MAPS

These are included in the mission pages within this book from page XX

GAME LENGTH

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player may continue to play out their turns until the battle ends.

MISSION OBJECTIVES

Within the missions there will be Primary Mission Objectives, as well as potentially secondary or additional mission objectives.

ADDITIONAL MISSION OBJECTIVES

As well as the mission objectives stated within each mission, there are three additional mission objectives that can swing the battle in your favour:

Slay the Warlord:

In order to prove your worth to the Gods of Fate you must slay the weakling leaders of your enemies. Only then with the Moirai truly take notice

In any phase, in any turn, if you slay the enemy warlord you gain 3VP. If the enemy warlord is resurrected through any means you cannot score this again

First Strike:

Strike first, and strike hard. Destroy the enemy before they have chance to set their defences.

In your first turn, if you destroy an enemy unit you gain 3VP. If the enemy unit is resurrected through any means you cannot score this again

Line Breaker:

Get behind the enemy lines and destroy them from their safest havens.

In your final turn, if one of more of your units is wholly within the enemy deployment zone at the end of your turn you gain 3VP.

DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

DEPLOYMENT ZONES

Deployment Zones for Attackers and Defenders are clearly marked on the maps for each mission

DEPLOY ARMIES

The players alternate setting up their remaining units, one at a time, starting with the Defender.

A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

If both players have units with abilities that allow them to be set up 'after both armies have deployed; the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

+++

Butcher your enemy's warriors without mercy.

Crush his armies and leave none alive.

But do not stop there.

Burn his cities.

Bomb his worlds from orbit.

Slaughter everything and everyone until he kneels in the ashes of those he sought to protect.

Only then will he understand the true fury of the Dark Gods.

+++



Through the dim light of the observation deck, as he reviewed the data from the sector one particular stream caught his eye. Seven pillars at the centre of a junction point of the seven cities. Here was the place he'd been searching for. Here was the place that his ascendancy would be assured.

He chuckled; a wet rasp, nauseating, retching and wheezing as he realised the opportunities this afforded him.

He'd tasted success before when he'd despoiled Sanctuary 404, but Grandfather had turned his back on him, for reasons only he knew. Maybe it was the losses he'd suffered? Maybe it was the pathogens he'd released?

Either way, this time...this time he will sow the seed of desperation across the sector and revel in the rot and consumption he'll bring to the weak minded followers of the betrayer, the Corpse-Emperor.

This time, he knew, that Vordrast was the place to open up the pathway to Grandfather Nurgles Garden and let loose all the Blessings that he's able to bestow.

Yes, Vordrast was the place. It'd called to him, the veil was thin here, he could feel it.

He could almost hear the buzzing of bloated flies.....

He who sees his own
doom can better
avoid its path. He
who sees the doom of
others can deliver it.



For the 6th morning in a row Kelmela woke with the screaming fading from her ears. Images from an unfamiliar sector had filled her consciousness where a spirit stone long forgotten and thought lost was calling.....no.. screaming, out to her with warnings.

Blood ran through the streets of unfamiliar cities where the Great Game of the Pantheon was played and re-played, with each entity of the Ruinous Powers growing and fading in strength like the ebb and flow of the tides of the warp itself.

Olarana...? Could it be real? Kelmela decided she must speak with the Seer Council, because if it was Olarana's Spirit Stone then everything possible must be done to retrieve it.

But why? Why her? Why and how has she reached out to Kelmela of all people? A Farseer she may be, but Olarana was legend but now only known to a few.

Well, regardless, the risk of inaction is too great. She would recommend to the Council that a force be mustered and the chance to retrieve Olarana's Spirit Stone be taken

May no more Tears of Isha be filled.....



We have slept through the birth and death of upstart Gods.

We have slumbered while whole races have learnt to cross the stars and met their fate.

In our long night dynasties have been defiled by degenerate alien species.

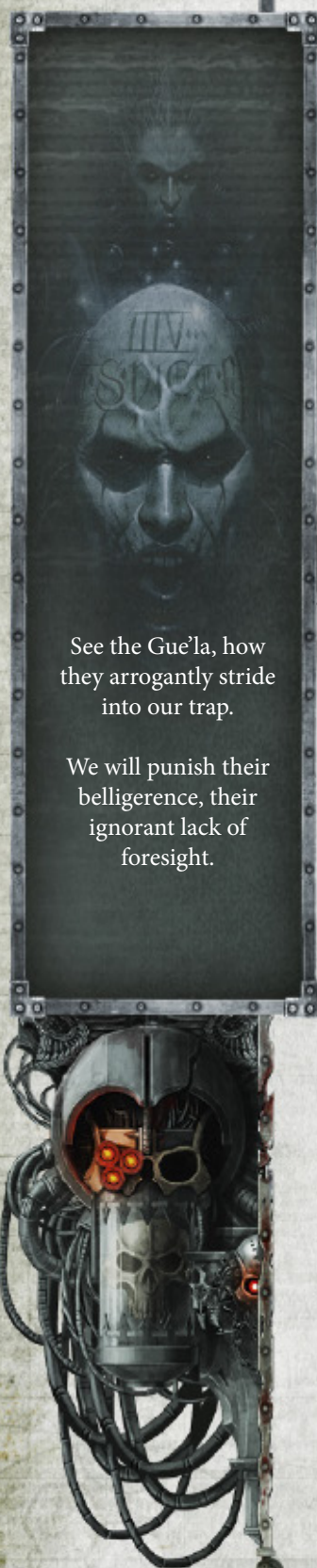
But now we rise....

The eons have not quenched the flames of revenge and spite against those who cannot comprehend the manner of our existence

While we wield the power of Gods, these weaklings are but playthings to them

Yes..... now, we rise





See the Gue'la, how
they arrogantly stride
into our trap.

We will punish their
belligerence, their
ignorant lack of
foresight.

'Report' Commander Tor'en ordered as he strode onto the bridge of the Gue'la battle ship.

He positioned himself near the centre of the bridge just in front of the previous captains chair. The chair had all sorts of sockets, plugs and needles jutting out of it. Tor'en's earth caste technicians had managed to engineer an interface that plugged into the chair and enabled commands and signals to be sent and received across the ship. They assured him this was how the gue'la captain had ran his ship and that the interface was performing perfectly. Mostly.

So far no airlocks had been accidentally opened so Tor'en gave them the benefit of the doubt. Tor'en remembered how they had had to cut the gue'la captains corpse out of the chair and, not for the first time, wondered about the strange relationship the gue'la had with technology.

Afraid of it and yet, at the same time, seemingly happy to drastically alter their bodies to incorporate themselves into it. Fio'ui Grasstape, an earth caste technician turned to him. 'Shas'O, We're about to return to normal space. We think.'

'You think?' Tor'en was not used to being given vague information.

Grasstape turned and motioned to a monitor he had been studying. 'Well these readings have been consistently low during our journey in the...' The technician struggled for the word. 'Warp' Tor'en provided the word. 'The Gue'la call it the Warp.'

'Yes, the warp, thank you.' he turned back to the monitor. 'Well these readings have been consistently low. And now their jumping all over the place..'

Grasstape moved to another monitor. 'And the new readings are consistent with these recordings taken as we entered the warp.'

'So you believe we're seeing the readings again because the ship is preparing to leave the warp?' Tor'en summarised for him.

'Yes, although without anybody to question about the operations of the ship a lot of this is guess work.'

'Hmm, well we never expected to be on this journey in the first place.' Tor'en turned to another earth caste technician. 'Open the All Cadre channel' he ordered.

The technician nodded to indicate the channel was open.

'This is Commander Tor'en, we may be about to enter real space at any moment. We don't know where we're going to be. We could arrive in orbit above an empty moon or in the midst of the enemy fleet. We could be within the first sphere or we could be on the other side of the galaxy. Wherever we are, our mission will be the same.

To capture further intelligence on gue'la technology. We will find out how this ship works and we will get back home. For the Greater Good.'

Tor'en heard the Tau on the bridge echo his last phrase as he retrieved his helmet from his adjutant and fixed the seal in place. Tor'en slowly studied the Tau under his command.

It had been his idea to try and hijack a gue'la ship. He had been frustrated with the

length of time it took the Tau to get reinforcements to the front line. The idea had been simple. Hijack a gue'la ship and hand it over to the earth caste to unlock the secrets of faster than light travel.

The idea had been so simple he had wondered why no other Tau had done it before. Well, he had learnt, the reason was that the gue'la were damned crazy and would kill themselves and destroy their ships before being captured.

Tor'en had managed to set a trap though and it had appeared to work perfectly, the air caste had managed to disable the ship and get Tor'en's cadre on board along with some earth caste technicians. But, before spacing his crew, the gue'la captain had managed to set a course and activate the ships warp engine.

By the time the Tau had realised what the captain had done it was too late to evacuate and now Tor'en and his cadre were stuck on a journey to Mont'Ka knows where. Tor'en took another look around and vowed to get his Tau home no matter where they were.

A few moments later the ship started to shake violently. Alarms chimed. Tor'en remained standing in the centre of the bridge. Projecting calmness as the earth caste all around him frantically pressed various icons at their workstations and consulted with each other on read outs they didn't understand.

Then, all at once, the shaking and alarms stopped. *'Open the blast screen'* Tor'en commanded. Huge metal panels at the front of the bridge started to retract revealing a window that stretched floor to ceiling and three-quarters of the way across the front of the bridge. Beyond the window was the darkness of space. And in the centre of the window was a large glowing pearl.

A planet. *'Vordrast'* Grasstape whispered from Tor'en's left. *'The gue'la archives are flashing the name Vordast'*







TUNNELS OF DEATH

MISSION BRIEFING

In an effort to outmanoeuvre your enemies, fate has led you to subterranean pathways that lead beneath the enemy positions.....

MISSION RULES:

Subterranean Strike: From the second battle round onwards, each time a unit from a player's army is set up from Strategic Reserves, that player can use this rule.

If they do, they can set that unit up anywhere on the battlefield wholly within 9" of their battlefield edge and not within Engagement Range of one or more enemy units. When doing so, rules that prevent when or where Strategic Reserves unit can be set up are ignored.

Into the Tunnels: At the end of the Movement Phase if the player whose turn it is controls their **Command Centre** objective marker, they can remove up to two units from their army that are wholly within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units and place them into Strategic Reserves.

MISSION OBJECTIVES:

Unrelenting Pressure:

From the second battle round onwards, 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:

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

For the player going second, during the fifth battle round, these points are scored at the end of their turn.

Retain Command:

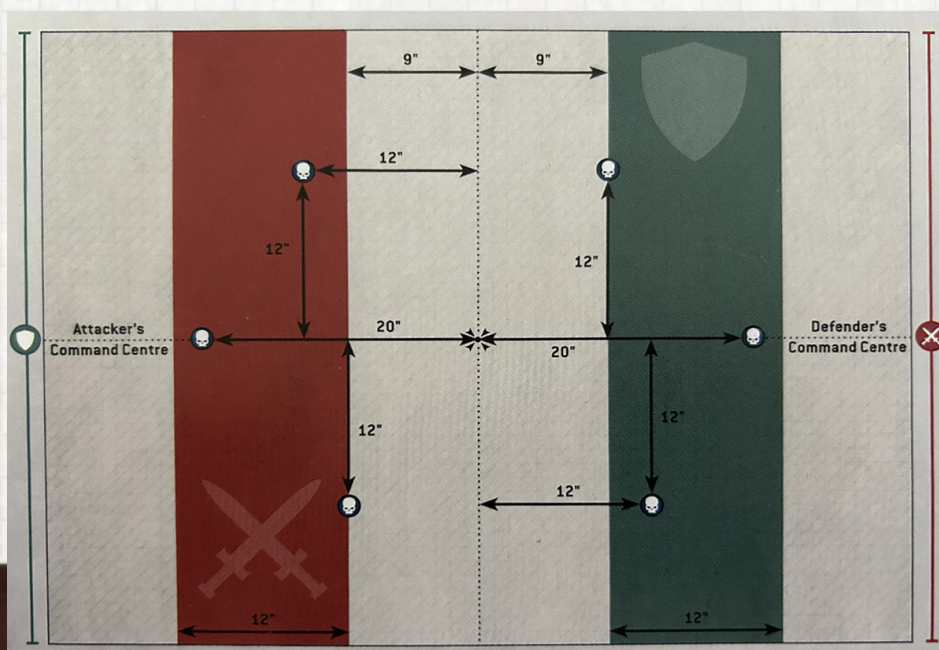
At the end of the battle, each player scores 30VP if they control their Command Centre objective marker.

SECONDARY OBJECTIVES

During this mission, **Slay the Warlord**, **Linebreaker** and **First Strike** are all active.

Designers Note:

Note that each player's battlefield edge is behind their opponent's deployment zone. This is to reflect the outflanking manoeuvres of their foes



LOCKDOWN

MISSION BRIEFING

As a champion of fate you must adapt to the fluid nature of the battlefield. You must hold your own command post while denying the enemy any foothold...

MISSION RULES:

The Battlefield: Players roll off and, starting with the winner, alternate placing objective markers until six have been set up. Each objective marker must be set up anywhere on the battlefield more than 12" from any other objective marker and more than 6" from the edge of the battlefield.

Lockdown: At the start of the first battle round but before the first turn begins, the player taking the first turn selects one objective marker to be objective marker 1. The player taking the second turn then selects one objective marker to be objective marker 6.

The player taking the first turn then selects one objective marker that has not been numbered and rolls one D6, re-rolling if the result corresponds to an objective marker that is already numbered. That objective marker is numbered the

corresponding result. The player going second then does the same. Both players repeat this process until all 6 objective markers have an individual number.

At the start of each battle round after the first, remove from the battlefield the objective marker whose number corresponds to the current battle round. For example, at the start of battle round 3, the objective marker numbered 3 would be removed. Repeat this process each battle round until there are two objective markers remaining.

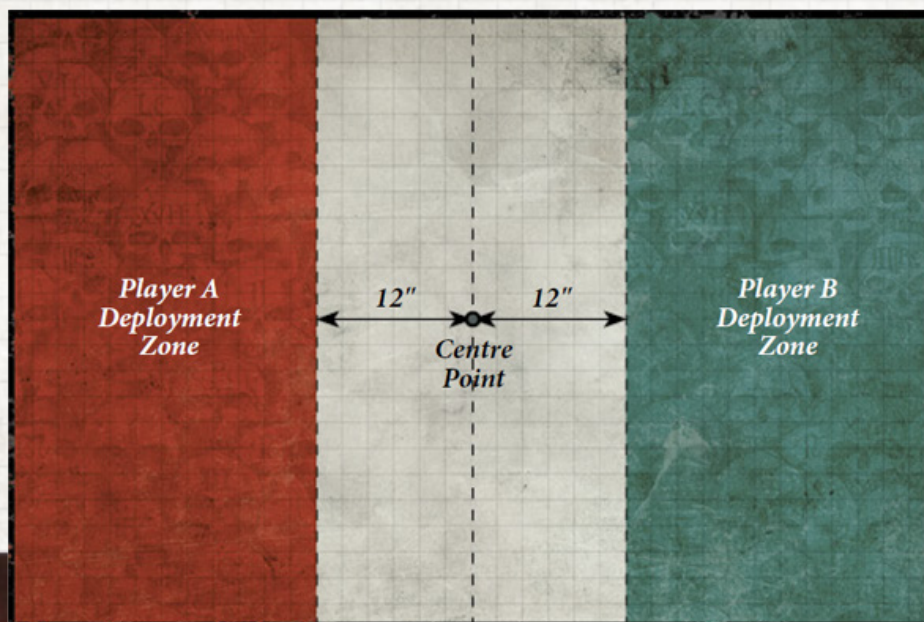
MISSION OBJECTIVES:

Each player scores 1VP at the end of their turn for each objective marker they control.

At the end of each Battle Round a player score 1 VP if they control more objectives than their opponent

SECONDARY OBJECTIVES

During this mission, **Slay the Warlord**, **Linebreaker** and **First Strike** are all active.



SECURE & CONTROL

MISSION BRIEFING

You must take the enemies command outpost and cut the head off the snake. Decisions around your offensive and defensive forces are vital to the success of the mission....

MISSION RULES:

The Battlefield: Players roll off and, starting with the winner, each player places a single objective marker anywhere in their own deployment zone and more than 6" from any battlefield edge.

MISSION OBJECTIVES:

Take & Hold:

At the end of the game each player scores 5 victory points for each of the the objective markers they control.

SECONDARY OBJECTIVES

During this mission, **Slay the Warlord**, **Linebreaker** and **First Strike** are all active.

Attrition:

Players receive 1VP if they destroy one or more enemy units during each Battle Round.

