

THE VHA'GHOR REACH



The Dark Age of Technology

Humanities exporation of the galaxy

During Humanities Golden Age of Technology exploratory fleets set sail into the void to discover the secrets of, and to colonise the galaxy.

At its greatest scientific and technological height, it was an age of innovation and vast human expansion. During this period autonomous and semi-autonomous systems allowed humanity to overcome most of the challenges it faced, along with STC (Standard Template Constructs) to assist in the conversion of resources to what settlements required to succeed.

As the mutations among humanty known as the Navigator Gene began to appear after the discovery of Warp travel, this afforded mankind the ability to explore further and further afield.

While this new Age of Exploration wasn't without its own tragedies, opportunities were also in abundance. Rogue Traders, keen to seek fame and fortune, were granted Warrants of Trade and a "freedom" to explore.

The Veylan-Tor Expedition

The Veylan-Tor Dynasty claims its Warrant of Trade was sealed during the earliest centuries of the Imperium, though no two copies of the document agree on the exact date.

The dynasty's traditional remit is simple: *To recover lost human routes, lost human worlds and lost human machines, wherever they may be found.*

For ten thousand years, the Veylan-Tor family built its fortune on forgotten corridors of space. They mapped collapsed warp lanes, stripped derelict stations, retrieved archaeotech and sold fragments of machinery to the Adeptus Mechanicus at outrageous prices.



Their flagship, the Lux Eterna, is an ancient grand cruiser rebuilt so many times that no one agrees what class it once belonged to. Its holds contain survey craft, void-mining rigs, bonded armsmen, sanctioned xeno-linguists, Mechanicus debtors, Navigator envoys and several sealed vaults that no one outside the dynasty bloodline is permitted to enter.

Seraphine Veylan-Tor inherited the dynasty after the death of her father, Lord-Captain Ossian Veylan-Tor, whose final expedition vanished while investigating a dead relay station on the edge of the Segmentum Obscurus.

Thirty-seven years later, one of his ships returned, crewless and damaged with only the prow section, drifting without power, its outer hull blistered and ruined.

Inside the Captain's sanctum, was recovered a single functioning data-slate.

It contained three words: ASTRYX. GRAVITAS. TRANSITUS.

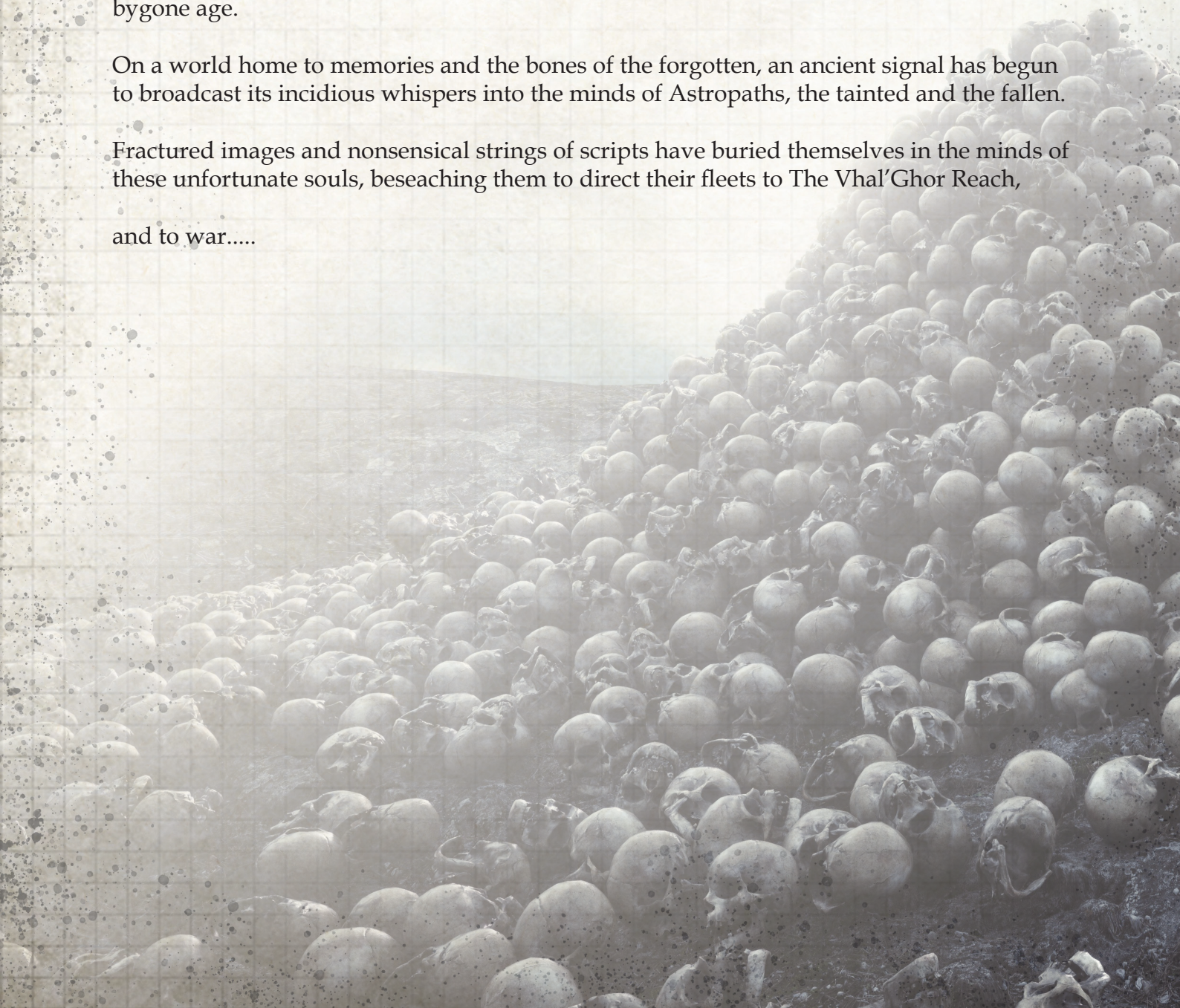
The Vhal'Ghor Reach

Those forces from Ossivar IX that survived the translation did so at great cost.

They soon discovered Vhal'Ghor Reach is a dead world. Its surface is a mixture of wastelands, dying forests against the contrast of ruined cities and manufacturums of a bygone age.

On a world home to memories and the bones of the forgotten, an ancient signal has begun to broadcast its incidious whispers into the minds of Astropaths, the tainted and the fallen.

Fractured images and nonsensical strings of scripts have buried themselves in the minds of these unfortunate souls, beseeching them to direct their fleets to The Vhal'Ghor Reach, and to war.....



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 Cartographica discovered, there will be some awards presented to mark certain achievements from the day

The King Beyond the Pale - All Hail the Butcher of Vhal'Ghor Reach:

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.

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 the Warlord of The Vhal'Ghor Reach. 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 11.

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 as a Commander you must slay the weakling leaders of your enemies. Only then will the spoils of The Vhal'Ghor Reach be yours to plunder. 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

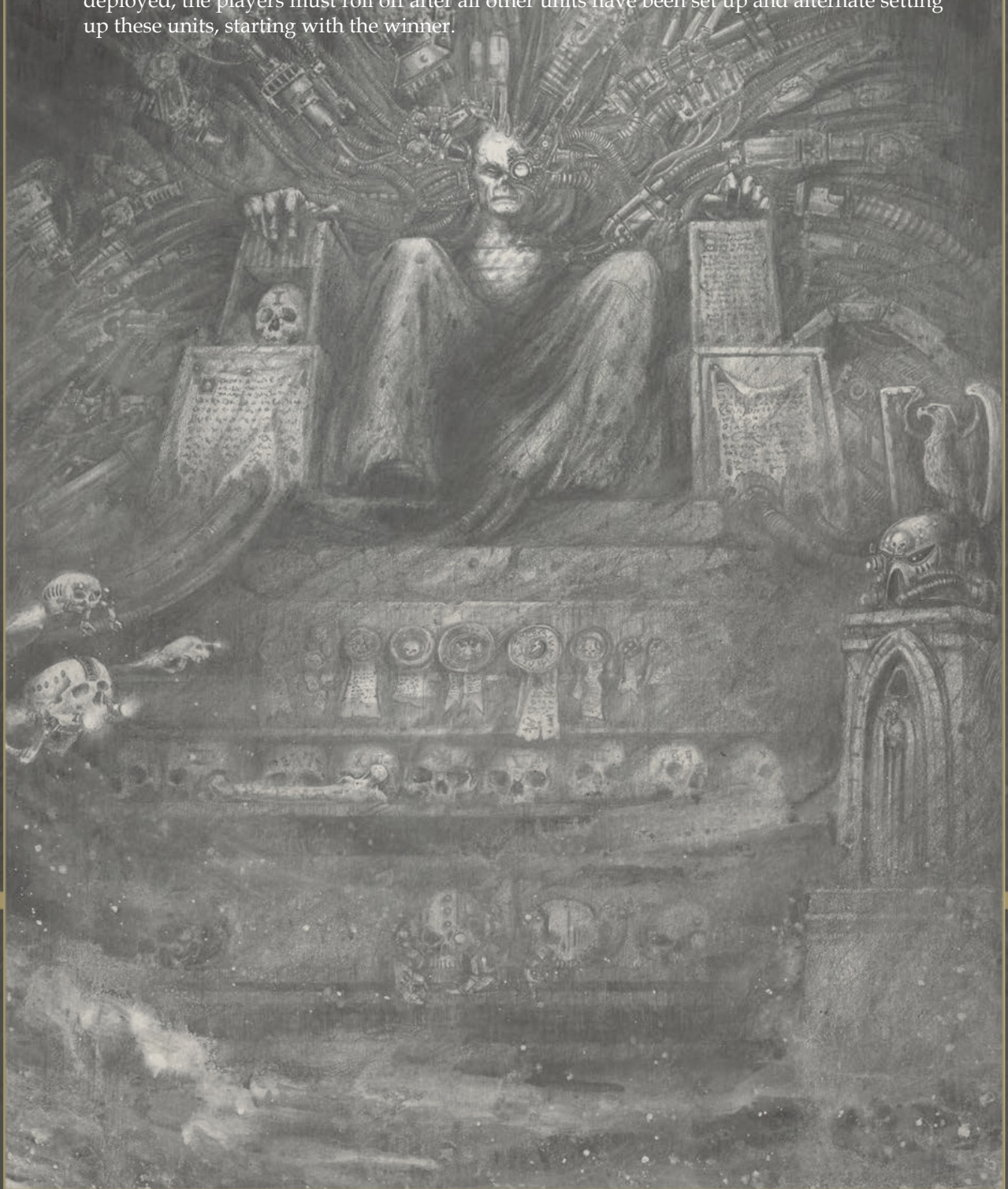
Deployment Zones for Attackers and Defenders are clearly marked on the maps for each mission

DEPLOY ARMIES

Unless stated otherwise, the players alternate setting up their 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.





WARHAMMER
40,000

WARP RIFTS

MISSION BRIEFING

The veil wears thin on this Battle Grid. Corrupted Rift-Nodes briefly connect distant parts of the landscape and Commanders must decide how best to take advantage....

MISSION RULES:

Empyric Destabilisation:

From Battle Round 2 onwards, at the start of each Battle Round both players roll one D3. The result for the attacker determines the Alpha Objective, the result for the Defender determines the Beta Objective.

Those Objectives are now connected by a Warp Tunnel until the start of the next Battle Round

If the same objective for either player is rolled in the next Battle Round, that player re-rolls the D3 until a new objective is selected.

Warp Tunnel:

Once per battle round, the active Warp Tunnel may be used for either **TRANSIT** or **DISTANT FIRE**, not both. The Warp Tunnel can be used by each player once and then it is exhausted until the next battle round.

Transit:

In your Movement phase, select one unit wholly within 3 inches of one end of the tunnel. Remove it and set it up wholly within 3 inches of the other end and outside Engagement Range.

That unit counts as having made a Normal Move and cannot declare a charge this turn.

Distant Fire:

In your Shooting phase, select one unit within 3 inches of one end.

It may target one enemy unit visible from the other end.

Measure range to the first end and then from the second end to the target. The target gains Benefit of Cover.

MISSION OBJECTIVES:

Desperate Measures:

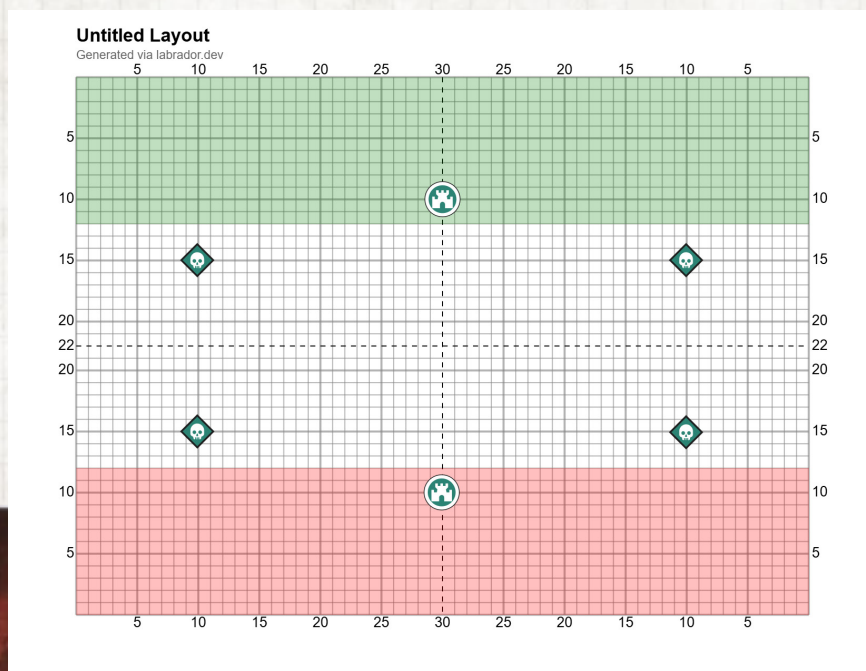
From the second battle round onwards, at the end of each players Command Phase they score VP for each of the following conditions being met:

- Control two or more Objectives
- Control three or more Objectives
- Control more objectives than your opponent

In Battle Round 5, both players score at the end of their turn instead

SECONDARY OBJECTIVES

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



THE SARCOPHAGUS

MISSION BRIEFING

At the heart of a lightless vault rests a sealed sarcophagus, older than the insignificant races fighting over its secrets. Power nodes contained elsewhere on the battle grid keep the seals intact, but those in control of the Power Nodes can attempt to open it, which may be to their peril....

MISSION RULES:

Open the Sarcophagus:

From the second battle round onwards, at the end of your Command phase, if you control the Sealed Sarcophagus and at least one Expansion objective, one unit from your army controlling the Sealed Sarcophagus can begin the Open the Sarcophagus mission action.

The action is completed at the end of your turn if that unit is still controlling the Sealed Sarcophagus and is not Battle-shocked.

Breaking the Seal:

When the action is completed, roll one D6. Add 1 to the roll in battle round 3, add 2 in battle round 4, and add 3 in battle round 5.

On a result of 5+, the sarcophagus is opened.

Roll one D6 on the Sarcophagus Revelation table.

SARCOPHAGUS REVELATION:

1 - Warp-Spoiled Flesh: The unit suffers D3 mortal wounds and must take a Battle-shock test.

2 - Gravitic Malformation: Until your next Command phase, subtract 2" from that unit's Move characteristic including Advance and Charge rolls

3 - Temporal Dislocation: Until your next Command phase, that unit suffers -1 to BS and WS rolls

4 - Sarcophagus Resonance: Until your next Command phase that unit gains the **LANCE** ability. If that unit already has this ability it gains **SUSTAINED HITS 1**

5 - Vector Surge: That unit can make an additional **Normal Move** of up to D6". It cannot end that move within Engagement Range of enemy units.

6 - Archaeotech Benediction: Until your next Command phase, that unit gains a 6+ Feel No Pain. If it already has Feel No Pain, improve it by 1 to a maximum of 5+.

MISSION OBJECTIVES:

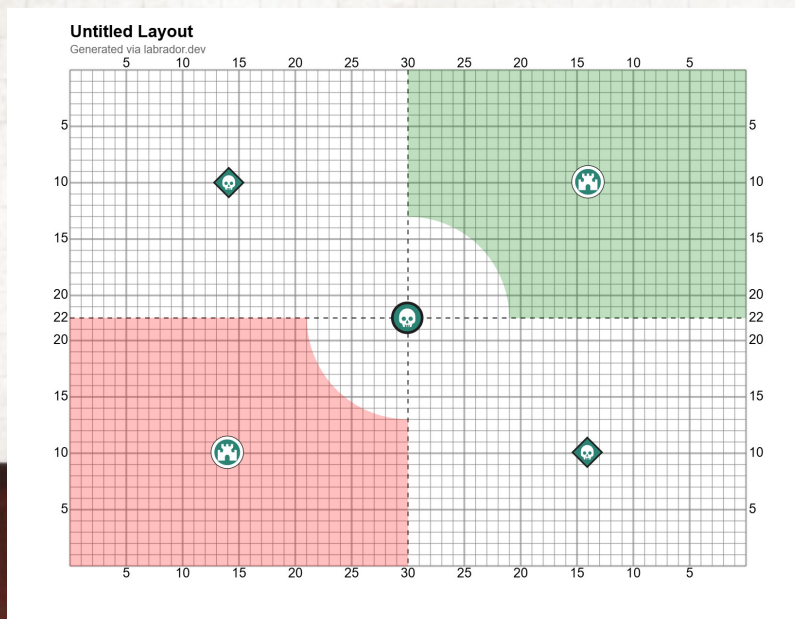
From the second battle round onwards, at the end of each players Command Phase, the player whose turn it scores:

- 5VP if they control the Sarcophagus
- 5VP if they control one or more Expansion Objective
- 5VP if they successfully opened the Sarcophagus

In Battle Round 5, both players score at the end of their turn instead

SECONDARY OBJECTIVES

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



NO ESCAPE

MISSION BRIEFING

A Warlord has managed to obtain a significant artifact crucial to determining a return to known space. Their remaining forces retreat to safety, with their enemies close behind them...

MISSION RULES:

Pursuing Forces:

Both players roll off and the winner chooses to be either the Pursuing Force (Attackers) or the Escaping Force (Defenders).

The Escaping Force deploys their whole army first and has the first turn.

The Pursuit:

Any units in the Attacker's army that are not already set up in Reserves, start the battle set up in Strategic Reserves. When a Strategic Reserves unit from the Attacker's army is set up on the battlefield, it must be set up wholly within 6" of their battlefield edge.

Out of Time:

The Escaping Force cannot set up units in Reserves or Strategic Reserves. Escaping Force units cannot end a move within the Danger Zone.

Covering Fire:

Escaping Force units are eligible to shoot in a turn in which they Fell Back. If they do, until the end of the turn, subtract 1 from Hit rolls made by that unit's

ranged attacks.

MISSION OBJECTIVES:

Breakout:

From the second battle round onwards, at the end of the Escaping Force player's turn, that player scores 5VP if one or more units from their army are wholly within the Escape Zone.

Close the Net:

From the second battle round onwards, at the end of the Pursuing Force player's turn, that player scores 5VP if one or more Escaping Force units were destroyed this turn.

Hunted:

At the end of the battle, add up the points value of Escaping Force units that are wholly within the Escape Zone. Score VP from the table below.

Escaped Points	Escaping VP	Pursuing VP
0-299	0	30
300-599	10	20
600-899	20	10
900+	30	0

SECONDARY OBJECTIVES

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

