The Sack of Beloris Minor

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Beloris Minor is a treasure world. Sprawling, fertile flood plains bounded by primeval forests of rare hardwoods, the thriving trees climbing the feet of mountains laced with rich veins of precious metals and valuable minerals. Beloris Minor is a dream for the colonists of any space-faring race.

It is also one of the Blood God's more subtle traps.

Beloris Minor is a planet-sized lure. Each species that finds and claims it sees it as they want it to be: humans see a world ready for settlement, ork salvagers see continents knee deep in valuable scrap, Eldar see a maiden world ready to harbor their desperate, dying race. The newest victims may have years, even decades before He Who Sits on the Throne of Skulls remembers to check his trap. If he finds victims there, he reaches with his dripping gauntlet, summoning warp storms which sweep up combatants from across the galaxy and dump them into orbit or onto the surface of Beloris Minor. Every new arrival soon believes the planet is worth killing—or dying—for.

Space Marines blaze down great carpets of tyranids, Dark Eldar skim across the plains harvesting screaming human victims, Tau bring their technological might to bear against Chaos Terminator cults. Every drop of blood shed on Beloris Minor strengthens Khorne. He laughs from his Throne and savors the screams of the dying masses.

The latest victims, an Imperial processor/harvester colony, have been carving away at Beloris Minor for years. But something is wrong. Something unseen stalks them, and strange auroras stain the sky at night. They radio for help, and receive "a miracle," two separate chapters of Adeptus Astartes respond. Khorne chuckles and shifts on this Throne. With a gesture, his howling warp storm draws in a dozen hulks from a Waaagh raging through Orion's Belt. Orks and astartes are placed on a collision course as Khorne casts about for grist for his gore mill. Eldar craftworlds, Tau Fire Clan Cadres, even servants of his fellow Chaos Gods are inexorably drawn to Beloris Minor. Drawn there to land, exit their ships, and spill the guts of any enemy they find in possession of the planet.

Game 1 - Scouting Engagement.

1000pts
Random game length. However, subtract 1 from the dice roll. The game can also go to turn 8.

Special rules: Night fight, Sentries

Terrain: This game should be played on a dense forest table (trees, rocky outcroppings, a few ruined buildings). At least 50% of the table should have terrain on it.

Weather: It's pouring out, with sheets of rain and whipping wind. Each turn, all units must take a leadership test before shooting; if the test is failed, they suffer a -1 to their BS.

Attacker's brief: As the sun sets, your force sets out from your deployment zone to find the edge of your enemy's territory. Your mission is to gauge their forces and weaken their defense line, while limiting your own casualties.

Defenders brief: You have heard rumors of a large assault force headed your way, but you haven't seen anything yet in this cursed rain. Your C.O. has called for round-the-clock sentries, with check-in every half-hour. He's stressed that this isn't a drill and you and your comrades can feel it in the air... something is coming.

Attacker's objectives:

Primary: is to get as many units as possible across the defenders defense line. This a pure recon mission for the attackers. They receive 7VP for each unit that exits the table.

Secondary: is to remove as many sections of tank traps/razor wire as possible. They receive 3VP for each section destroyed.

Tertiary: 1VP for each unit over half strength at the end of the game. (Vehicles count if they are not immobilized or destroyed)

Defender's objectives:

Primary: 5VP for each unit that does not make it off the table.

Secondary: 5VP for each attacking unit destroyed.

Tertiary: 1VP for each section of defenses not destroyed by the attacking forces.

(Razor wire/tank traps have an armor value of 9, and will be destroyed on any glancing or penetrating hit. They can only be damaged by blast weapons, krak or melta grenades, or in HTH. Regular weapons just don't have the force to remove larger sections.)

Deployment:
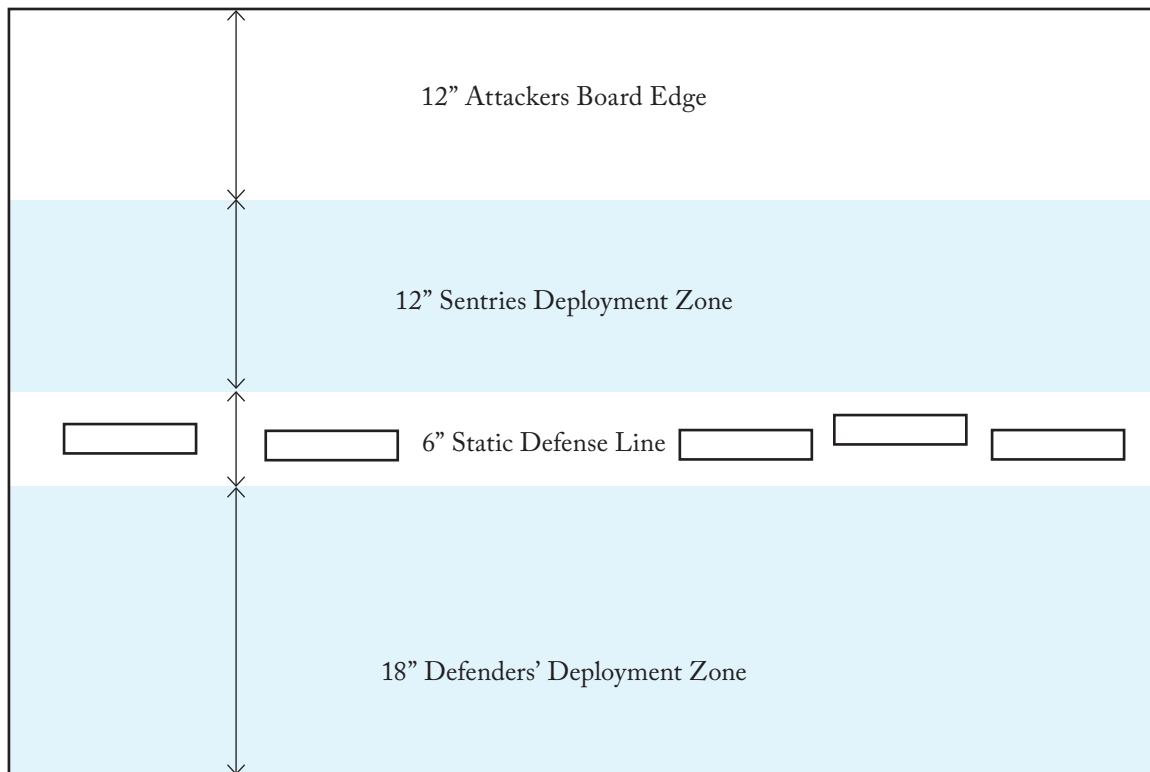
The defender sets up his string of sentries as described below, and the rest of his force is set up in inactive formations behind his line of defenses (either in bunkers, around campfires, in their tents catching some sleep, etc)

The defender has up to 6 sections of razor wire/tank traps at his disposal.

The defender also has a string of sentries set up in front of the line of defenses:

Sentries

Orks: 12 Grots
IG: 10 Guardsmen
SoB: 8 Battle Sisters
Tyranids: 8 Termagants
Eldar: 8 Guardians
Space Marines: 6 Marines
Chaos Marines: 6 Marines
Dark Eldar: 6 Warriors
Tau: 10 Fire Warriors or 8 Kroot (players choice)
Necrons: 6 Warriors

At the start of the player controlling the sentries turn , both players roll a dice for each sentry model. The player that rolls highest can move the sentry the distance indicated on the dice in any direction. If the rolls are tied then the defender moves the sentry.

Sentries do not have any squad coherency rules and operate independently.

Sounding the alarm: At the start of the game, the defending forces are not expecting combat. Instead they are resting, eating, servicing equipment, talking about girls/bug-eyed monsters back home, etc.. Because of this, only the sentries will be active to start with.

Until the alarm has been raised, sentries move as described above and none of the defender's other units may move or fire. The alarm can be raised in several ways.

Spotting distance: A sentry will spot any enemy model that is within his spotting distance at the end of any turn. This distance is equal to his initiative characteristic in inches.

Vehicles: If the attacker deploys any vehicles or bikes on the table then the sentries will spot them at the end of the turn. this does not apply to vehicles kept in reserve, unless they enter the board on subsequent turns.

Weapons fire: The alarm is raised if the attacker fires any weapons except sniper rifles. If the sentry survives being hit by a sniper rifle he raises the alarm.

Close combat: A sentry that is attacked in close combat will raise the alarm if he survives to the end of the turn. If the sentry is killed in close combat the the noise of the fighting may raise the alarm anyway. Roll a D6, on a 4+ the fighting was heard or the sentry screamed out and the alarm is raised. A unit which kills a sentry may only consolidate D3.

Bodies: If a sentry is killed do not remove the model. Instead, leave it lying in position. If another sentry aproaches within his initiative distance of a dead sentry then he will find the body and raise the alarm.

Note that all defending models count as sentries for purposes of sounding the alarm, they just can't move.

After raising the alarm all sentries are removed: they go to ground, run away or move to rejoin their units and take no further part in the game. The defender then takes a turn immediately, moving and fighting as normal with his remaining forces.

The attacker begins the game with the first turn, by moving onto the table. The attacker and defender will be determined by the campaign organizer.

Game 2 - Sabotage

1500pts
Random game length.

The attacker is determined by the league admin.

Weather: Because of the recent torrential rains, the ground is waterlogged in areas. When moving a unit, roll a D6, on a 1 or 2, the unit finds themselves moving into a particularly sodden patch of ground and counts as moving through difficult terrain. Vehicles treat this as dangerous.

Terrain: The game should be played with terrain similar to mission 1, so forests, the occasional rocky outcropping or ruined building. However, only 25% of the board should be covered.

Attacker's brief: Having scored an early victory, you go on the offence to strike the enemy while he is down. You are attacking a vital series of ammo dumps, fuel dumps, or a series of communications equipment that, if captured, will seriously hamper your enemy in the future.

Defender's brief: You have been dealt a set-back and you must stop the enemy's advance before your retreat becomes a rout. You have regrouped around an ammo dump/fuel dump/ communications equipment to keep them from enemy hands while you wait for reinforcements.

Attacker's Deployment Zone

24" No-Mans Zone

Defender's Deployment Zone
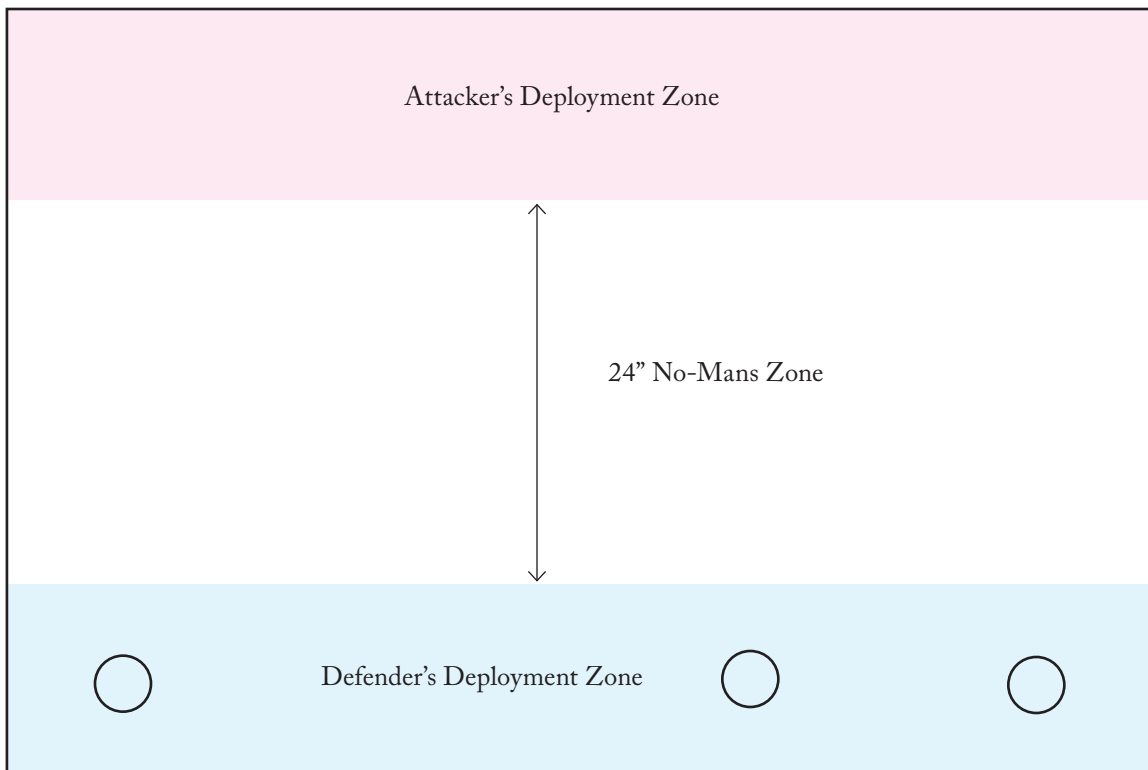
The defender has 3 objectives, be they ammo or fuel stockpiles, communication equipment or food, placed anywhere in his deployment zone.

The defender also receives 3 sections of tank traps/razor wire to represent the hastily set up barricades to defend the valuable objectives.

The attacker can choose one of the following times of day to attack:

Dawn: first turn is night fight
Dusk: last 2 turns are night fight

Attacker's objectives:

Primary: 15VP for the majority of objective controlled.

Secondary: Eliminate defending units. 10VP for destroying all enemy troops choices.

Tertiary: 5VP for killing your enemy most expensive (by point value) unit.

Bonus: 1VP for each enemy HQ choice killed.

Defender's objectives:

Primary: Repel the attackers. 15VP for the majority of objective controlled.

Secondary: Eliminate attacking units. 10VP for destroying all enemy troops choices.

Tertiary: 5VP for killing your enemy most expensive (by point value) unit.

Bonus: 1VP for each enemy HQ choice killed.

Game 3 = Bunker Assault

The attacker is determined by the league admin.

Attacker: 1850pts
Defender: 1500pts
Random Game length.

Attacker receives first turn.

Terrain: The attacker must rush across a desolate no-man's land of craters, abandoned barricades, and small copses of splittered trees. No man's land should be mostly berift of terrain.

Attacker's brief: Taking advantage of your opponent's confusion and hoping to put him to rout, you assault a string of fortifications, hoping to break through and cause panic behind enemy lines.

Defender's brief: On you back foot, but far from down, you regroup around a line of fortifications.

The defender has 3 bunkers to place in his deployment zone. He also has 3 strings of tank traps/ razor wire.

Attacker's Deployment Zone

24" No-Mans Zone

Defender's Deployment Zone
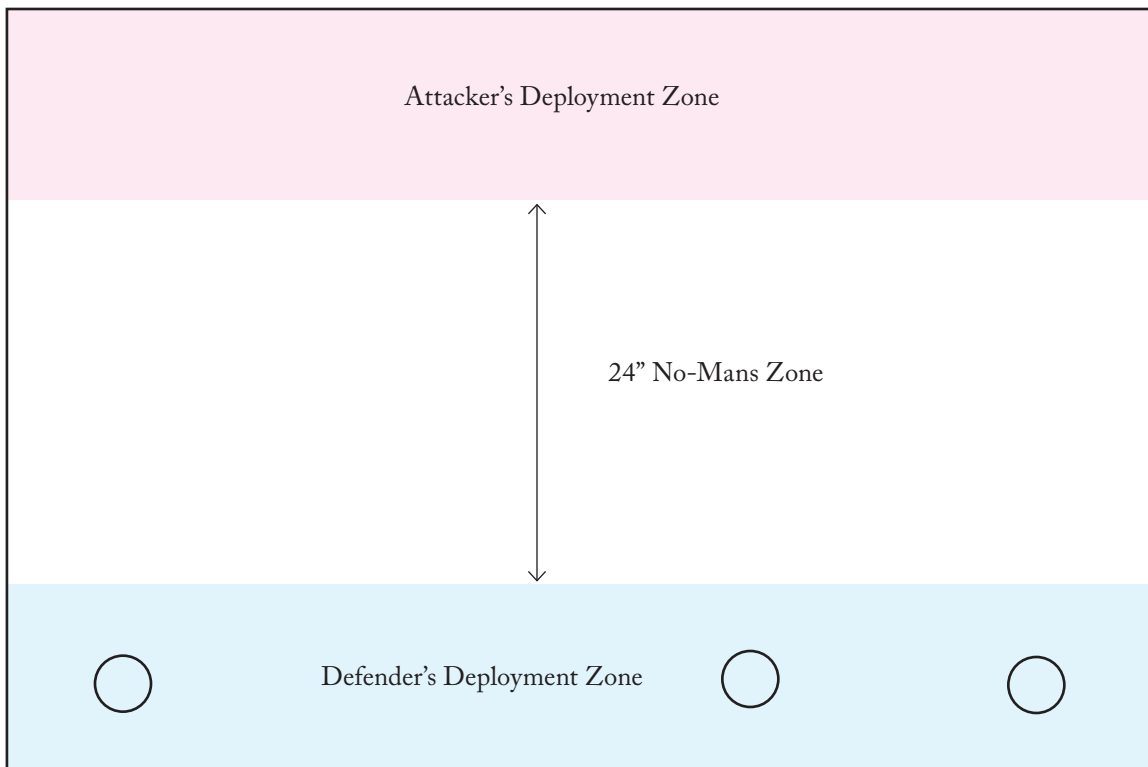
Bunkers: Armor values are as follows
Front: 13
Side: 13
Rear: 13

Each bunker is equipped with one defense weapon. (Auto defense, BS2, S5 AP - Heavy 3, twin-linked)

A bunker has 3 structure points which are removed on any penetrating hit. After the third SP is removed, treat the bunker as a wreck.

Troops inside the bunkers may be targeted as normal, but will receive a 2+ cover save.
Troops on top of the bunkers receive a 3+ save (cannot be improved) from the armoured parapet.

Template/Blast weapons affect all models inside bunker.

Attacker's objectives:

Primary: Destroy the bunkers. 5VP for each destroyed.
Secondary: 10VP for destroying all enemy troops choices.
Tertiary: Enemy commander killed. 5VP

Bonus: 1VP for each enemy HQ choice killed.

Defender's objectives:

Primary: Destroy the assaulting forces, 4VP for each enemy unit destroyed (to max of 15 total VP).
Secondary: 10VP for destroying all enemy troops choices.
Tertiary: 5VP for having at least 1 bunker that is not destroyed.

Bonus: 1VP for each enemy HQ choice killed.

Game 4 = Retreat (rearguard)

The attacker is determined by the league admin.

Attacker: 1850pts
Defender: 1250pts
Random game length.

Terrain: You will need something to represent the impassible terrain, either some blue cloth for a massive ravine with a river at the bottom, or a collection of steep cliffs/hills. Either a bridge or mountain pass crosses this area which is bereft of cover save for a few hastily constructed barricades. On either side of the impassible terrain, place hills of forests as normal.

Attackers brief: You have them now! As you rout the enemy and give chase they form a rearguard to stem the flow. Break through this and their disorganized force will be your to destroy.

Defenders brief: Bruised but not beaten, you start a tactical withdrawal, leaving a rearguard (of expendables) to allow the bulk of your force to fall back and regroup.

The defender has chosen an easily defended spot, a bridge, a mountain pass, or something similar to place their rearguard.
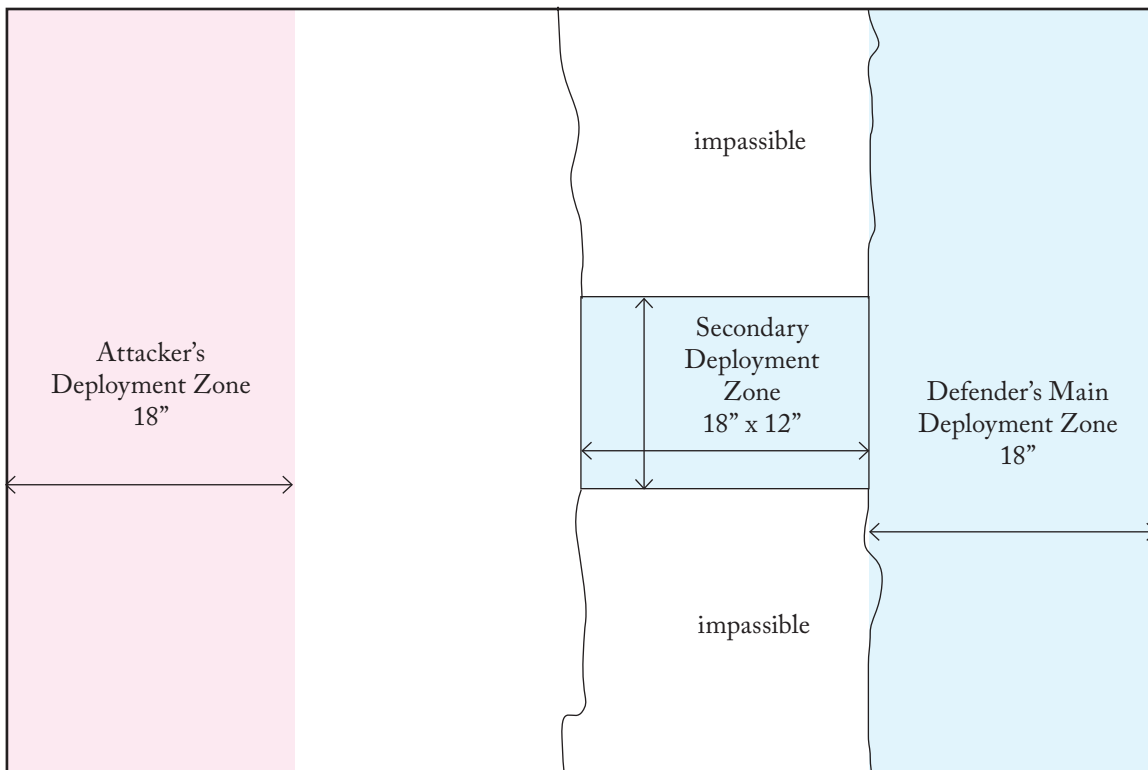
The defender has a main deployment zone, but may also place troops on the bridge/mountain pass. The bridge/mountain pass is their secondary deployment zone.

The defender may place up to 3 barricades/tank traps in the secondary deployment zone prior to deploying.

Attackers objectives:

Primary: 15VP if the defender's force is wiped out.
Secondary: 10VP get at least one unit into defenders main deployment zone
and all surviving units into defender's main or secondary deployment zone
Tertiary: 5VP for killing the enemy commander.

Bonus: 1VP for each enemy HQ choice killed.

Defenders objectives:

Primary: Survive. 15VP for having at least one unit alive at the end of the game.
Secondary: 10VP for killing the enemy's troops.
Tertiary: 5VP for killing the enemy commander.

Bonus: 1VP for each enemy HQ choice killed.

Game 5 - Overextended

1850pts.
Random game length.
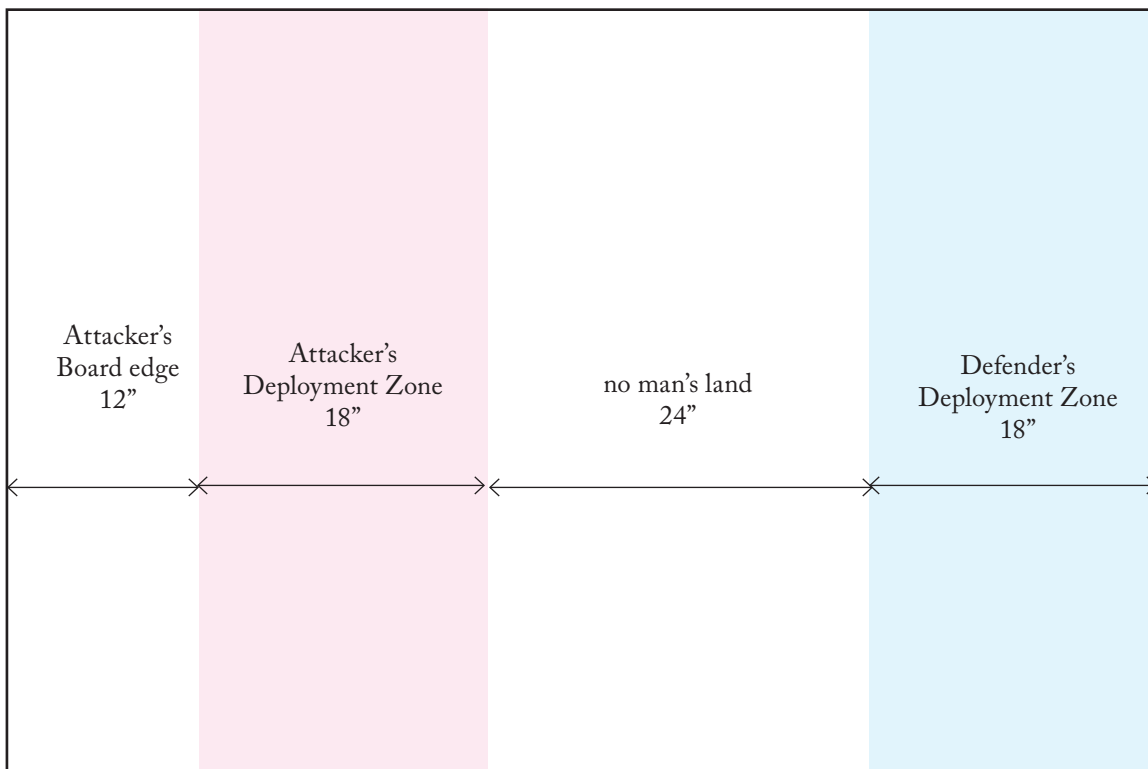
The attacker is determined by the league admin.

Terain: Set up terrain as normal with the usual 25% coverage. Think edge of city, so choice is pretty free, either urban, woodland or a combination of the two.

Attackers brief: With the enemy in retreat you hunt them down mercilessly, harrying them at any chance you get. But, it seems to be a feint as you come across a large force, as you wait for your army to assemble and reserves from along the line to assemble, they attack.

The attacker starts the game with half of his force in reserves. The other half must be deployed on the table at the start of the game (yes, even you daemons).

Defenders brief: Having been forced back, you regroup with the bulk of you battleforce. The attacking forces pause and while they are strung out from the chase, you attack.

Defender receives first turn.

| Attacker's Board edge 12" | Attacker's Deployment Zone 18" | no man's land 24" | Defender's Deployment Zone 18" |

Objectives:

Primary: 15VP for largest precentage of enemy army destroyed.
(find percentage of army destroyed, each side compares losses, whoever had fewer losses, wins.)
Secondary: 10VP for killing the enemy commander
Tertiary: 5VP for killing a target of cjoice.
(each general chooses a "unit of choice," killing that unit will net you the VPs.)

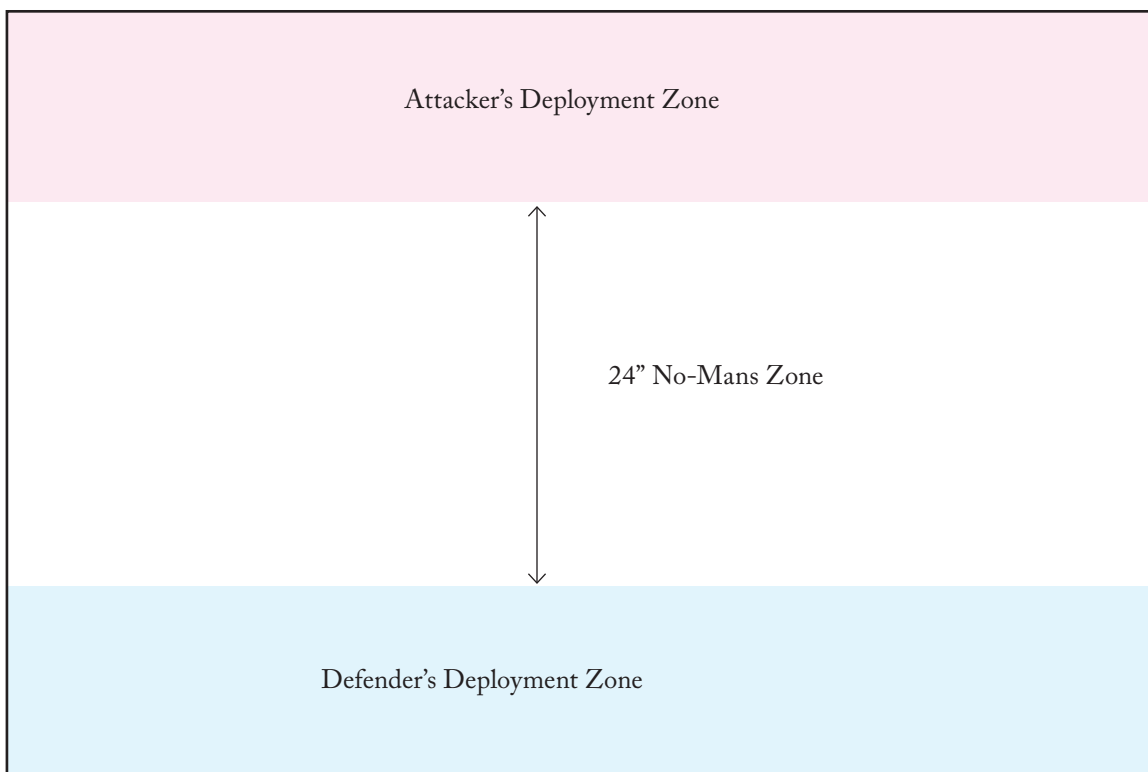Bonus: 1VP for each enemy HQ choice killed.

Game 6 = Pitched Battle/Meatgrinder

2000pts
Random game length.

Brief: After the previous battle both sides, retreat, lick their wounds and wait. On both sides, a scouting team discovers a weakness or their CO orders them back to the line. While the troops on the line realize there is little to be gained, orders are orders, and they must followed. So back over the boards they go.

Terrain: Lean towards urban but forests are still fair game.

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|                Attacker's Deployment Zone             |
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|                          |                            |
|                   24" No-Mans Zone                    |
|                          |                            |
|                          ↓                            |
+-------------------------------------------------------+
|                                                       |
|                Defender's Deployment Zone             |
|                                                       |
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Objectives:

Primary: 15VP for largest precentage of enemy army destroyed.
(find percentage of army destroyed, each side compares losses, whoever had fewer losses, wins.)
Secondary: 10VP for killing the enemy commander
Tertiary: 5VP for killing a target of cjoice.
(each general chooses a "unit of choice," killing that unit will net you the VPs.)

Bonus: 1VP for each enemy HQ choice killed.

Penutlimate Battle = Battle for Beloris Prime

Terrain: This game should be played over a mix of industrial/urban terrain and open grassy terrain with some trees. Think hab units or manufactories with some greenspace/parks.

You have 2 options for the final game.

Option 1:

A large regular game; 1 vs 1
2500pts per player

Objectives:

Narrative Objective TBD: 10VP
Enemy General killed: 5VP
One unit above half strength ends game in enemy deployment zone: 3VP
Enemy unit wiped out: 1VP

Option 2:

Apocalypse; 2 vs 2
2000pts per player
max 1 superheavy (lists will be reviewed for balance of superheavies)

Objectives:

Enemy superheavy kill: 10VP
Narrative Objective TBD: 10VP
Enemy General killed: 5VP
Enemy unit wiped out: 1VP

faq.

1. "no fixed lists" means you don't pick out a 1850 pt "sideboard", and you build your 1000, 1500, and 1850 pt lists from that right? You can freely add new or drop old units for each game?

Correct, you build a list for each mission.

This allows you to make a list that match what you're expected to do in each mission. My hope is that people build realistic lists, that don't maximize on the best unit possible for everything. Like are you really going to have your chapter master showing up to every battle? Fighting in a rear-guard mission? Probably not.

2. Am I reading the experience rules correctly in that units with negative experience pt values still cost more? Wouldn't you just drop such units and draft a new, fresh unit?

nope, negative EXP does not cost you extra.

That chart reads 1000-1999, 2000-2999, etc

3. Do Victory Points add into your experience earned? The experience rules seem to indicate that Victory Points earned count as earned experience on a one for one basis, but that doesn't make much sense. (1, 3, or 7 experience points won't mean much...)

This is an artifact from 3rd edition. Let's run this as:

Mission object VPs, give a unit 50x the EXP points.

IE:
1 VP = 50 EXP
2 VP = 100 EXP
3 VP = 150 EXP
4 VP = 200 EXP

4. Rolling Leadership for Orks Changing for experience - Standard Leadership is 7 - but what if it is a mob of 30? Do the Waaargh rules have any effect? Or just straight up 7's?

I'll rule that they take the test on 7.

But if the mob is lead by a nob with a bosspole, you can re-roll it.

5. What is the Tau Vehicle Leadership Value? I'm guessing 7 from that table. Necrons...probably 8?

Yes

6. Do jump infantry roll on the "Infantry" table or the "Bike/Cavalry" table? What about jump packs?

Infantry

7. Hardened Fighters -- effectively this gives the unit Stubborn, am I correct? (since other modifiers for Ld are gone)

Yes

8. The 'points cost' increase due to XP only applies to when you're building the list, right?

Yes

9. If unit X breaks enemy A in assault, they get +100 XP. If A later regroups, and then later unit Y also breaks them, does Y *also* get +100 XP?

Yes

10. If an IC is killed, they still only lose 100 XP, right?

Yes

11. How do your mission VPs match to the XP bonuses? e.g. I would expect achieving the 7VP is worth more XP than achieving a 1VP objective.

Add a multiplier of 50. So one VP is worth 50 XP, and so on.

12. What are sentries for Tau and Necrons? Let me suggest 10 Fire Warriors or 8 Kroot (player's choice), and 6 Necron Warriors.

13. WTF. Can we change the "beyond the call of duty" amount? Seriously. 5-15xp. So in literally a hundred games that MIGHT matter.

50-150

14. In the first mission, does all the attacker really need to do is just cross the center line?? Because Kult of Speed Orks, Drop-Pod Marines, Dark Eldar, Mech Eldar, Blood Angels, Out-flanking Ravenwing (!!) and Mech Guard are going to RAPE FACE if any of them are the attackers. I'd recommend altering it to A) crossing into the defender's deployment zone and being alive at the end of the game, or B) going off the opponent's table edge.

I see what you mean, it is a bit easy, almost a instant win for the attackers.

I like B) going off the opponents table edge.

15. I also disagree with the load-out changing causing XP loss. I see that it's a restriction to en-courage non-tailored lists, but on the other hand it isn't very fluffy.

Tau are big on tailoring their suits for the enemy, Dark Eldar spend hours selecting their weapons of choice like a fine wine suited for their mood and palate, Tyranids evolve to best overcome their foes, etc. I would propose either a "point-flex range" i.e. changes within 5 points don't require a LD test, and/or allowing "free" options for squads to be changed without penalty.

Some of the other rules, like some of the mission rules and XP gaining, definitely feel archaic and out of touch with 5th edition. I like the ideas, but I feel they need 5th-edition modernization.

I like this and I think it shows that each squad would have a general weapons knowledge.

changes within 10 points don't require a LD test, and/or allowing "free" options for squads to be changed without penalty.

16. Sentries: Rules say that when the sentries raise the alarm "the defender takes a turn imme-diately". This is confusing. Do the sentries disappear at the end of the turn they raise the alarm, and then the defender goes, or does the attacker's turn really end right then and there?

The attackers turn REALLY ends there and the defender mobilizes.

17. Beginning the game: Rules say "the attacker begins the first turn by moving onto the table". Does the attacker not deploy in his zone at the beginning of his turn, or does he move his normal distance from his table edge?

Attacker does not deploy and moves on to the board at the start of his first turn.

Crossing the defense line: Does the attacker score as soon as a member of one of his units break the line, or does 50% of the unit have to cross?

Amended to moving off the defender's table edge.

18. We've changed Mission 1's attacker objective to getting units off the defender's table edge, while Mission 2 still uses the "get units into the defender's deployment zone" objective. Do you want to leave it as is?

I say Mission 2 changes to end the game in the defenders' deployment zone.

19. Dedicated transports: Rulebook says they don't take up FOC slots but count as separate units in all other ways. So, can we assume that they
--count as an attacking unit crossing the line, and their passengers count as a second unit?
Yes

--count as units destroyed for mission objectives?
Yes

--gain experience points and receive rolls on the vehicles table, as do their infantry passengers?
Yes

--If a unit is fleeing at the end of the game, does it count as destroyed?
If the unit the dedicated transport was bought for is fleeing, no it does not count as destroyed.

20. If an ork mob led by a Nob with a bosspole gains the Resolute battle honor (reroll failed morale checks), do the orks still have to take battle honor, since it duplicates an ability they already paid for? If they accepted Resolute and wanted to lose their bosspole, they might be penalized for an equipment change.

I say that if a unit already has a comparable rule, you can reroll it.

21. This may be a foolish question but, can units that deepstrike, deepstrike? For Mission 1, I mean.

Not for mission 1.