

# THE CORSAIR GAMBIT PART III

LEGIONS IMPERIALIS  
NARRATIVE EVENT PACK

**MAXIMAL*****FIRE***



**Troublemaker Games**





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## **The Throne Reclaimed**

On the world of Nabad-Paleae, forge-throne of the venerable Titans of Legio Maximal, a cache of ancient archaeotech long buried and long forgotten—was unearthed during routine mining operations. Capable of shifting the very balance of the Horus Heresy, its discovery ignited a conflagration that spread across the Corsair Cluster within days.

The Loyalist forces, driven to the brink during the opening engagements, rallied for a desperate counteroffensive. Aided by long-awaited Titan reinforcements, they launched a brutal assault on Thalasias Maxima, the great forge-city and seat of Legio Maximal, held by Traitor forces. Though their ranks were thinned and their engines bloodied, the Loyalists wrested control of the city in a pyrrhic victory that gave them their first true foothold in reclaiming the world.

Emboldened, they struck next at the city of Caldera, launching a covert assault beneath the cover of night. But what awaited them was no mere entrenched garrison. The Traitors had turned Caldera into a charnel house—its once-vast civilian population butchered in dark rituals to fuel warp sorcery. The streets roiled with manifestations, preying on Loyalist and Traitor alike, heedless of allegiance. Yet the Loyalists, driven by renewed courage, shattered the enemy lines and purged the corruption from the city.

Their campaign then pressed onward toward Obsidian Hearth, the fortress-city hosting the last remnants of the archenemy. On the treacherous salt flats of the Pale Sea, the Loyalists clashed with the Archenemy beneath skies split by lightning and in saltstorms that flayed steel and skin alike.

Now, with the tide finally turning, the Loyalist host begins its siege of Obsidian Hearth. But victory is far from assured. A virulent strain of scrapcode, unleashed from the magma forges and macro-scrapyards of Crucible Reach, now disrupts war engines and armoured elements alike. As the conflict reaches its climax, both sides gather their strength for the final, brutal reckoning.

## Event Details

**System:** Warhammer: The Horus Heresy - Legions Imperialis

**Army Size:** 3000 points, following all rules from the 'Mustering Your Army' section of the Legions Imperialis rulebook

**Board Size:** 60" x 48"

**Number of Games:** 2

**Tools of War:** Attendees are expected to bring their army, dice, a tape measure, their Army List and all relevant rules publications.

**Army Restrictions:** 3D Printed miniatures are allowed, however, players may only use models that have also been officially released by GW, by the time of the event.

Army lists are chosen as normal, but **a list may take no more than two different sets of Legiones Astartes rules.**

This is a **non-competitive** narrative event. There is an expectation that players bring a list that is balanced, and most importantly, **fun for your opponents to face.** Ensure you take a list that you are comfortable playing a full 5 turn game with (a list with many formations may not be suitable for the time limits set).

## Venue Details

Entoyment Wargaming and Hobby Centre  
Unit 2  
Fleetsbridge Business Centre  
Upton Rd  
Poole  
BH17 7AF  
01202 929449

## How to find us

We are located first left after exiting the Fleetsbridge Roundabout. There are also local bus and train connections.

## Refreshments

Tea, coffee, cold drinks and hot and cold food is available to purchase from the instore cafe.

## Parking

There is ample parking on site – **please do not park in front of other units on the Business Centre**, but instead please use the overflow communal parking area to the left of the centre as you drive in.



## Introduction

Welcome to 'The Corsair Gambit: Part III', a Legions Imperialis narrative event set in the nebulous Corsair Worlds Cluster.

With the Forge-Throne of Nabad-Paleae reclaimed and the vaults of lost archaeotech nearly plundered, the Loyalist forces now press their advantage. Legio Maximal once more stands with the Imperium, and the world is a vital stronghold in Loyalist hands.

But the Archenemy has not been idle. Entrenched in their remaining bastions, the traitors have prepared for the coming storm. Every advance will be bought with blood and broken steel, and the path to victory winds through fire, ruin, and relentless defiance.

## Narrative Features

To represent the evolving Narrative within the Corsair Cluster, some additional game effects have been applied to each round, which are found in these different categories:

**Battlefield Feature:** These rules are in effect from the start of the game, and represent the gruelling conditions that await your forces on the battlefield. Unless otherwise stated, these effects last until the end of the game.

**Strategic Anomalies:** These are secret events that are provided on printed cards, hidden within sealed envelopes specific to each Mission. Strategic Anomalies are revealed and applied immediately after the Initiative Phase of Round 2.

**Victory Bonuses:** An overall Traitor or Loyalist victory in a mission will introduce a beneficial effect for the winning side in the subsequent mission. These bonuses will be announced by the TO before the start of the next game.

## Schedule:

08:45 - 09:00	Registration
09:00 - 09:15	Briefing
09:15 - 13:00	Mission 7
13:00 - 13:45	Lunch
13:45 - 17:30	Mission 8
17:30 - 17:45	Debrief





# MISSION 7

## SCRAPCODE ARRAY

*"The Machine-God speaks in new tongues—beautiful, screaming logic.*

*I see now... the Ommissiah was always a lie of flesh."*

- Magos Deltan-Vyr, moments before succumbing to scrapcode.

### Deployment

In this Mission, models from either armies may not be deployed within 8 inches of any **Objective Marker**. This includes alternate deployments, such as **Deep-strike**, **Infiltrate** and **Outflank**.

### Corrupted Cognum Array

Each **Objective Marker** represents a towering Cognum Array, corrupted by an especially unstable scrapcode strain, equally liable to burn itself out than to buckle under the targeted fire of the Loyalist forces.

At the end of both the **first and second** rounds, after scoring, make a dice roll to randomly determine one of the **Objective Markers** and remove it from the battlefield.

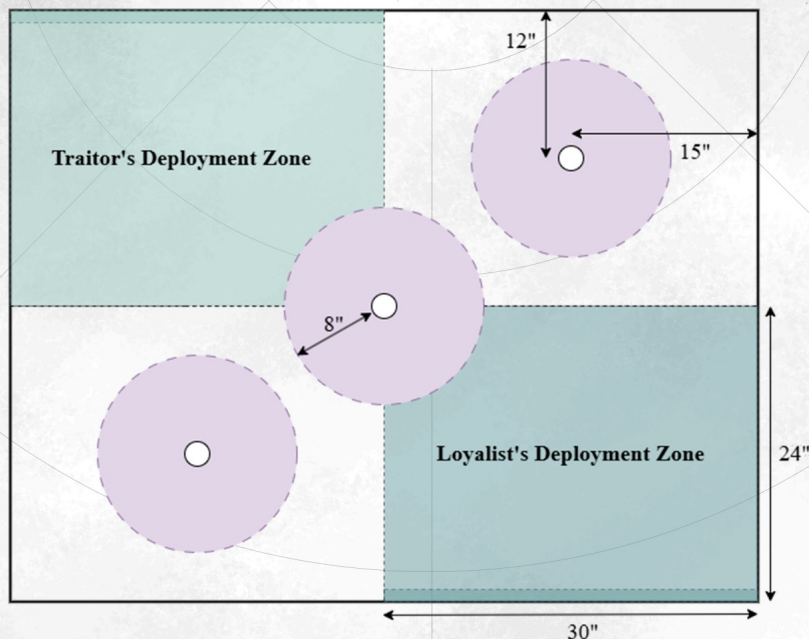
### Scoring

At the end of each round, players score:

- 3 VPs for each **Uncontested Objective Marker** that they control.

At the end of the battle:

- 7 VPs if they control the last remaining **Objective Marker** on the battlefield and it is **Uncontested**.



**Location:** Crucible Reach, Nabed-Paleae

### Battlefield Feature: Dead Metal

*Most structures in the scrapyards of Crucible Reach are comprised of discarded hab-blocks, ruined starship hulls and the various detritus of a galaxy at war.*

Whenever a **Structure** is **Garrisoned**, make a dice roll.

On the roll of a 1, the Structure collapses. Follow the rules for **Collapsing Structures** on page 73 in the Legions Imperialis Rulebook.



# MISSION 8



# ==REDACTED==

This is a preview pack available in digital before the event.

You will receive a professionally printed version of this event pack on the day, including the redacted missions.