

# THE CORSAIR GAMBIT

## LEGIONS IMPERIALIS NARRATIVE EVENT PACK

VERSION 1.2



Troublemaker Games



BATTLE  
**BLING**   
GAMING ACCESSORIES



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## Foreword

Well, we finally did it. From the early days of Maximal Fire both myself (Johnny) and Alex have wanted to run a narrative event, and (finally) with the release of Legions Imperialis, we have a setting where we could take a combined arms conflict and hopefully make something cool with it.

At the time of writing, Legions is a very new game, so we didn't want to go too chaotic with the missions. You'll notice that there are alterations to the existing scenarios you can find in the Rulebook with a few "tweaks" to add that narrative flavour we all know and love.

So from myself, Alex and the rest of the Maximal Fire team, thank you for joining us, and we hope you have a great time ruthlessly fighting your way through the myriad worlds of the Corsair Cluster. Finally, it goes without saying, but always remember to go big, go loud and go maximal.

## Event Details

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

**Army Size:** 1500 points, following all rules from the 'Mustering Your Army' section of the Legions Imperialis rulebook

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

**Number of Games:** 3

**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. Due to this being a non-competitive narrative event, we will not be restricting specific units or detachments. **There is an expectation that players bring a list that is balanced, and most importantly, fun for your opponents to face.**

## 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', a Legions Imperialis narrative event set amidst the nebulous Corsair Worlds Cluster, the home to the titans of Legio Maximal and a region now drowned in the destruction of the Horus Heresy.

Lost Archaeotech, rumored to be able to shift the balance of the Heresy, has been found on Nabad-Paleae. Forces from the myriad warring factions of the conflict descend upon the system, seeking to retrieve the technology from the heavily fortified Forge-throne.

## 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. The TO will tell you which round to open them in.

**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 - 12:00	Mission 1
12:00 - 12:45	Lunch
12:45 - 15:15	Mission 2
15:15 - 15:30	Break
15:30 - 17:45	Mission 3
17:45 - 18:00	Debrief



# MISSION 1

# TAKE THE MOON

*"As we stand upon this moon, our bastion in the void, we do not simply defend a lifeless rock. We hold the line against the encroaching darkness, a bulwark in the stars themselves. Each crater and ridge, sanctified by our blood, becomes a testament to our resolve. Let the traitors come, let them witness the unyielding strength of our legions.*

*In the name of the Emperor, we shall endure, and this moon shall not fall."*

- Lord Marshall Matteus Eliotar

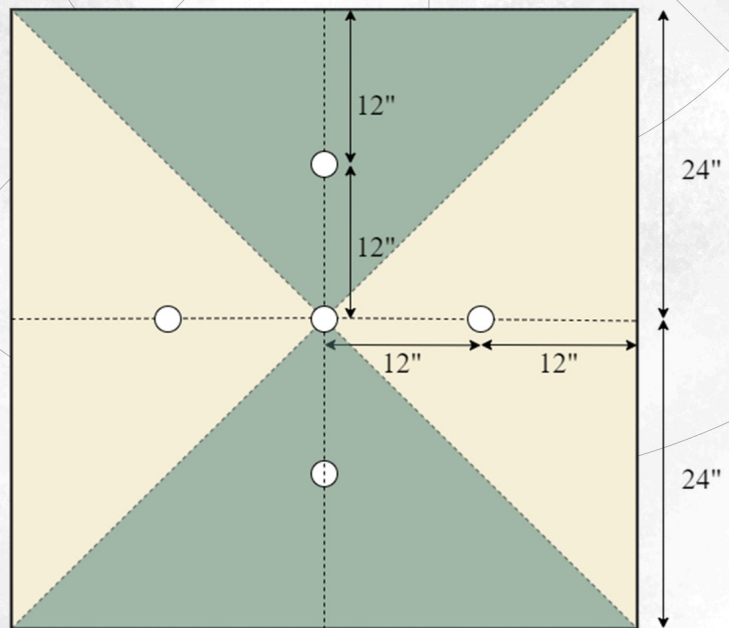
## Deployment

During the deployment step, all models must be deployed at least 3" away from any previously deployed enemy models.

## Scoring

At the end of each round, you score:

- 2 VPs if you control the Objective marker in your deployment zone and it is Uncontested.
- 7 VPs if you control the Objective marker in your opponent's deployment zone and it is Uncontested.
- 4 VPs each for any Uncontested neutral Objective marker you control; the Objective marker in the centre of the battlefield is counted as a neutral Objective. If you control two or more Uncontested neutral Objective markers, and one of these is the Objective in the centre of the battlefield, you gain an additional 4 VPs.



**Location:** Thraxium Prime (Defence Moon)

## Battlefield Feature: Defensive Installations

Each Objective Marker on the battlefield represents a Defensive Installation equipped with a Shield Generator. Models wholly within 3" of an objective marker count as benefitting from the effects of **Shield Generator (5+)** (pg.95 Legions Imperialis Rulebook). This Save can only be made against Hits scored by models more than 3" from the Objective Marker.

Once the hidden **Strategic Anomaly** comes into effect during the battle, the shields collapse and models can no longer benefit from this **Battlefield Feature**.



# MISSION 2

**==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.



# MISSION 3

**==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.



# PATREON SUPPORTERS

## PRINCEPS SENIORES

Another Alpharius

McFloss

Dan Princeps

Colin Dick

Doug Chamberlain

Jim - Twisted Titanicus

Nathan Addison

HairyBob\_Submariner

Dan@DarkRustMiniatures

Stewart Mccoll

Erik Salazar

Des Brennan

Will Robinson

Grimbarian Phil

Diredrin

Callum Dickie

Matt Button

Simon - @EssexWargamer

Clive Griffiths

Jon Horsham

## PRINCEPS

Thomas McGee

MonstersAbound

Logan Karcewski

Roland Lucas

Wright Oliver

Bradley Dunn

Christopher Smallwood

apologist

Josh Transue

Ninpocho

Samuel Morgan

Robert Murray

Lee Grundy

Mecha-Shiva

Matt

Oliver Spry

## MODERATI

Miles Cheverton

Thomas Vavasour

Madman

Paul Tomlins

emma sweet

John Wallace-Howell

Ryan Parry

Alan

Andy

Gary Church

Jeff Nelson

Oli Kenny

Grim Dice Tabletop Gaming

Ballack

Peter Martin

Duggie Douglas

Noah Atkins

Aaron Dembski-Bowden

Jason Rush

Troels Larsen

Rob Kelly

Sarah Young

Richard Willis

Graham Sanders

Chris

Sean Schoonmaker

George Mac