

THE
CORSAIR GAMBIT
PART II

LEGIONS IMPERIALIS
NARRATIVE EVENT PACK

VERSION 1.2

MAXIMAL FIRE



Troublemaker Games



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The Fall of Nabed-Paleae

On the planet of Nabed-Paleae, forge-throne to the venerable titans of Legio Maximal, a discovery of lost archaeotech capable of tipping the balance of the Heresy was unearthed during routine mining operations. The once silent worlds of the Corsair Cluster erupted into fierce battlefields over a matter of days, with fleets ensnared by the Nebula's tumult and ground forces engaging in conflict over myriad worlds.

Initially, the Traitor forces descended on the forge-throne's moon, Thraxium Prime, to redirect its formidable macro-batteries from the traitors' drop elements to instead point into the void, creating a deadly gauntlet for the loyalist relief fleets as they plunged into the cluster's outer edges.

Using this initial push as a smokescreen, a covert Traitor force led by the diabolists of the Word Bearers initiated dark rituals on the mining world of Caelixis. Fueled by the blood of the planet's innocent civilian population, warp rifts began tearing across the landscape, threatening to unravel the very fabric of reality and unleash the horrors of the Warp upon the worlds across the Cluster.

Loyalist forces, bolstered by the elite warriors of the Silent Sisterhood, launched a desperate counter-offensive to disrupt the rituals. Despite their valiant efforts and eventual success in halting the Traitors' foul plans, their intervention came too late to save Caelixis. The planet lay ravaged, its surface scarred by the chaotic energies unleashed by the corruptive dark magic.

The final showdown on Nabed-Paleae was a cataclysmic clash of titanic proportions. Traitor forces, bolstered by their dark rituals and the might of their war engines, overwhelmed the beleaguered loyalists. The battlefield echoed with the roar of war machines and the screams of the dying as the traitors secured the coveted caches of archaeotech.

With their victory secured, the forces of the archenemy await the arrival of their relief fleets, poised to cement their dominance over the Corsair Cluster and bring this conflict to a swift and brutal end...

Event Details

System: Warhammer: The Horus Heresy - Legions Imperialis

Army Size: 2000 points, following all rules from the 'Mustering Your Army' section of the Legions Imperialis rulebook

Board Size: 60" 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. Legiones Astartes detachments may **only be composed of a maximum of two Legion rules**, with the option to take a third as an Allied Detachment.

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**.

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 II', a Legions Imperialis narrative event set in the nebulous Corsair Worlds Cluster.

The vanguard fleets of Traitor forces have managed to wrest control of Nabed Palae, Forge Throne of Legio Maximal and a valuable strategic strongpoint. Yet, it is the deep and hidden vaults of the planet that are its real value, relics of the long past that have potential to change the balance of the Horus Heresy for whomever extracts their secrets.

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 - 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 4

RECLAIM THE THRONE

"In the ashes of their defeat, these misguided whelps will understand the true power of the Dark Gods. Nabed Palae is more than a world; it is a nexus of the warp's will. Let them come and see their end carved in the iron of our faith!"
- Zathariel Voss, Diabolist of the Word Bearers

Deployment

In this Mission, the Traitors are considered to have control of the battlefield and must deploy all of their Detachments within the Traitor's deployment zone. The Loyalists must deploy all of their Detachments in Reserve. Detachments which cannot normally begin the battle in Reserves gain the Outflank special rule, unless that Detachment is an Infantry Detachment that does not have any Dedicated Transport units, in which case it gains the Deep Strike special rule instead.

Instead of determining Secondary Objectives as normal, both players automatically have the *Control the Battlefield* Secondary Objective.

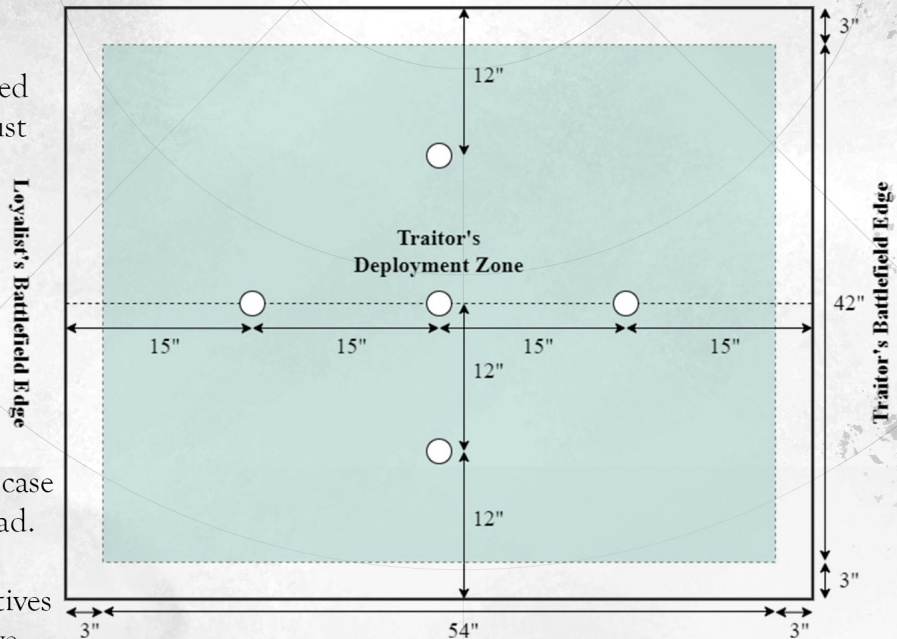
Scoring

At the end of the second and each subsequent round:

- The Loyalists score 3 VPs for each Uncontested Objective marker that they control. They score 5 VPs instead if that Objective is the Objective at the centre of the battlefield.
- The Traitors score 2 VPs for each Uncontested Objective marker that they control

At the end of the battle:

- Each player scores 3 VPs for each Uncontested Objective marker that they control.



Location: Nabed-Paleae (Forge Throne)

Battlefield Feature: Titan Manufactories

Titan Detachments that are contesting an Objective may re-roll all hit rolls with their ranged weapons during **First Fire** and **Advancing Fire** orders.

Traitor Titan Detachments must arrive on the battlefield via Outflank.

Loyalist Titan Detachments must arrive on the battlefield via Deep Strike.

MISSION 5



==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 6



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