

# PHASE I: LAST STAND ON KHYMARA-17

The following is a Warhammer 40,000 Apocalypse mission which incorporates elements of the rules for Bastions and Defences from the Warhammer 40,000 Planetstrike expansion, and requires these terrain models or appropriate stand-ins.

*In 907.M41 the bulk of the Executioners Chapter announced their arrival in the Badab War by conducting a massive surprise attack on the lunar outposts of the Khymara system. For the small defending garrison taken from the Howling Griffons Chapter this proved a dark hour indeed and the slaughter was great. Despite the Howling Griffons stalwart resistance the outposts fell one after the other before the Executioners' onslaught.*

**Recommended Points & Players:** This mission is intended as a moderately-sized Apocalypse game in which the defenders must make a desperate last stand against a superior force. In the case of larger games it is recommended that an even number of players is used by each side to control the forces in play, in order to speed up the game and facilitate ease of play.

The Loyalist defenders are recommended to use a force of between 3,000 to 6,000 points in total.

The Secessionist attackers should have a force roughly 50% larger than the defenders (so between 4,500 and 9,000 points accordingly).

## SET-UP

Set the board up as per a standard game of Apocalypse with the playing area divided diagonally by a No-man's Land as per pages 20-21 of the Apocalypse Rulebook.

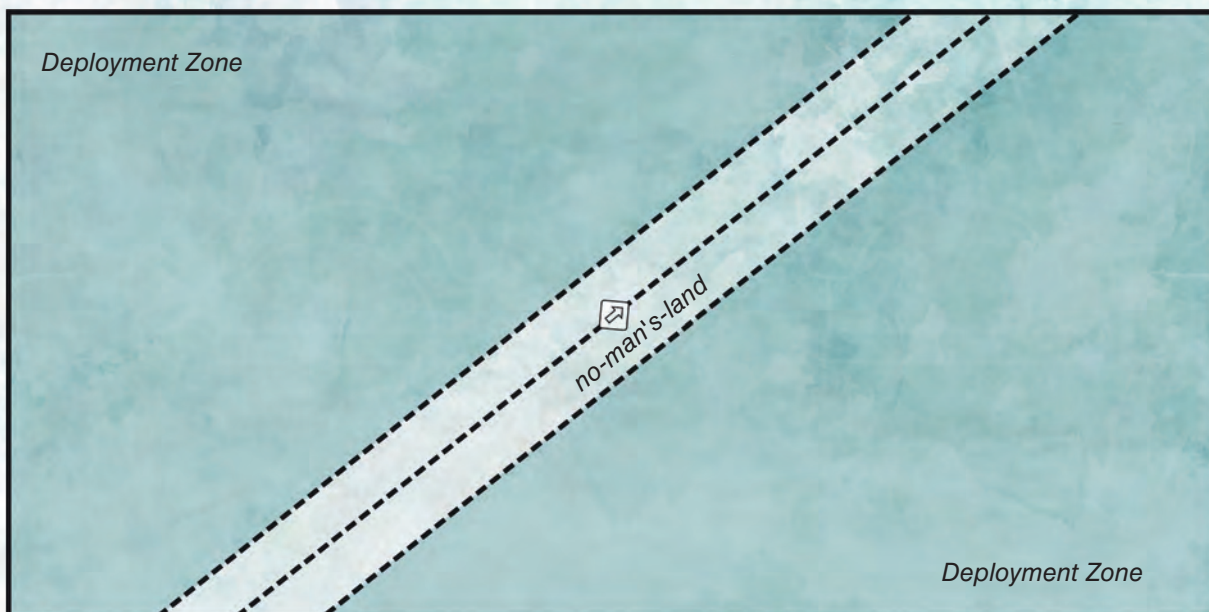
In terms of table terrain, the battlefield should be relatively barren, including only hills, craters, rock piles and perhaps a few structures with a total footprint of around 25% of the total table surface.

Choose table sides, divide forces and set a time limit as normal for an Apocalypse game.

The defender now may place a number of bastions and defences inside their deployment zone. They have 2 points of defences per full 1,000 points of their force, chosen as they wish from the list below:

- Bastion: 2 points
- 12" of Aegis Defence line with an Interceptor gun: 1 point
- Skyshield Landing Pad: 2 points
- Indomitable Fortress: 6 points

The forces now deploy as per a standard game of Warhammer 40,000 Apocalypse.



### **VICTORY CONDITIONS**

Each Bastion or other defensive structure (or section in the case of an Indomitable Fortress) counts as an objective in the game. These objectives can be claimed by having an infantry unit (other than an Independent Character) occupying them or their ruins, and no enemy unit surviving within 6" of the structure or its ruins.

The side in possession of the greatest number of these objectives at the end of the game is victorious.

### **SPECIAL RULES**

The Cold Void and Hungry Stars special rules from the Boarding Actions rules in Imperial Armour Volume 9 are used in this game in order to reflect the airless atmosphere and low gravity of the Khymaran dust moons. In addition any extra Apocalypse special rules from Imperial Armour Apocalypse II may be used as desired.

### **STRATEGIC ASSETS/NOTES**

Each side may pick a number of Strategic Assets equal to the greatest number of players per side (to a maximum of three).

### **GAME LENGTH**

Five game turns should be played as normal. At the end of the fifth turn, one player should roll a D6 and on a 1 or 2, the game ends, on any other result a sixth and final turn is played.

#### **Playing as part of the Badab War Campaign:**

When played as part of the Badab War Campaign (see Imperial Armour Volume 9), this mission is worth four campaign points to the victor and nothing in the case of a loss or draw contributing to the results of Phase I of the Badab War campaign.