

THE RED HOUR – PHASE III SPECIAL MISSION

The following is a variant standard Warhammer 40,000 Boarding Assault (see Imperial Armour Volume 9 for more details)

With the Salamanders' battle barge Pyre of Glory forced to surrender before the Secessionists, and boarded under honourable flag of truce, the treachery of Arch-Centurion Carnac Commodus and his Astral Claws in their attempt to plunder the ship's gene-seed vaults would prove a turning part in the wider war and a deed that would live on in infamy.

FORCES

The Loyalists have 1,200 points of forces available to them chosen as normal for the Defender in a Boarding Action (see page 147 of Imperial Armour Volume 9.)

The Loyalists have the Defensive Strongpoint Stratagem (centred on the Vault Access Chamber) and two points to spend on other Stratagems of their choice which may be chosen from either the General or Defender's stratagems.

The Secessionists have 1,750 points of forces available to them chosen as normal for the Attacker in a boarding action (see page 147 of Imperial Armour Volume 9.)

The Secessionists have the Interdiction Assault Stratagem and three points to spend on other stratagems of their choice which may be chosen from either the General or Attacker's stratagems.

OBJECTIVES/VICTORY CONDITIONS

This mission has a single objective, the control of the Vault Access Chamber. For the Attackers to gain a victory then they must be in control of this objective at the end of the game or completely wipe out the Loyalist forces, on **any** other result, the Defender is victorious.

SET-UP

This mission uses a 6' by 4' playing area (note this is larger than is normally used for a Boarding Action). At the dead centre of the board, a single structure with a footprint of no more than 6" by 6" should be placed to represent the Vault Access Chamber; this is the armoured entrance to the battle barge's gene-seed vault level. The remainder of the board should be set up as per the Ship Vault terrain entry, (see page 148 of Imperial Armour Volume 9).

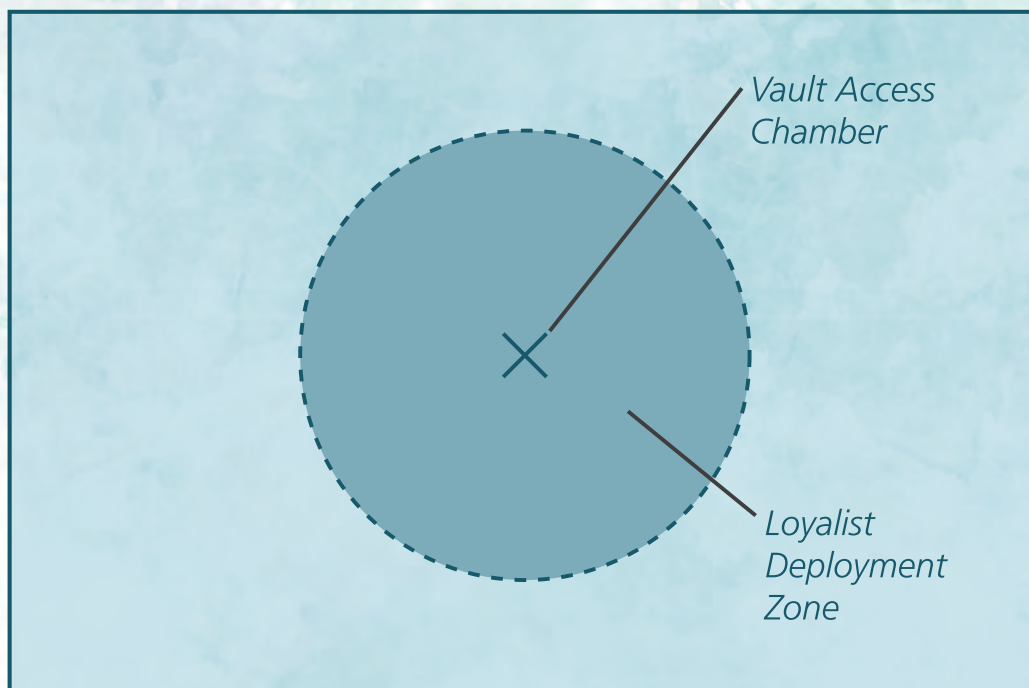
DEPLOYMENT

As usual in a Boarding Action, both sides should divide their forces into two roughly equal groups based on their number of units. Each player must then decide which of their two forces are their spearhead to be deployed first, and which is to be their reserve, to be deployed as reinforcements as the game progresses.

The **Loyalist** player sets up first, deploying their spearhead force into the central area of the table anywhere within 18" of the table's centre point.

The **Secessionist** player then deploys their spearhead forces anywhere outside the loyalist deployment zone as long as they are not within 6" of an enemy model.

Reserves from either side may enter the board from any table edge, so long as they do not end their movement within 6" of an enemy model when they do so. This represents the chaotic nature of the battle which was to follow. The Outflanking rules are not used in this mission, and Deep Striking is subject to its usual restrictions in a Boarding Action game.



THE FIRST TURN

Roll off between the two sides, the highest score claims the first turn. If the Secessionists start the game with more units on the table than the Loyalists, they gain +1 to the roll's result.

SPECIAL RULES

Hazardous Ground, Scoring Units (as per the Boarding Assault Mission)

Catastrophic Damage: Roll for Catastrophic Damage from the start of the second turn onwards (otherwise as normal for the Boarding Assault Mission).

Boarding Assault Stratagems: See previously, (otherwise as per the Boarding Assault Mission)

The Lifblood of the Chapter: Any Loyalist (Defender) Space Marine counts as being Stubborn (as per the universal special rule) within 6" of the Vault Access Chamber

ENDING THE GAME

Roll a dice at the end of game turn five. If a 3+ is rolled a sixth full turn is played, on a roll of 1 or 2 the game ends. The game finishes at the end of turn six otherwise.

Playing as part of the Badab War Campaign:

When played as part of the Badab War Campaign (see Imperial Armour Volume 9), this mission goes towards phase III and is worth 2 campaign points to the Secessionists for a victory, and 3 Campaign points to the Loyalists for the victory. Furthermore if the campaign style you are using is 'Type 1: Faithful to the Story' then Arch-Centurion Commodus should be taken as a HQ choice for the Secessionists and Master Harath Shen should be taken as a HQ choice for the Loyalists.