

Planet: Agathis Prime**Location: Near the Cicatrix Maledictum****Discovered: Unknown Date.M42**

A scream, heard across the universe and into the Warp, announced the arrival of Agathis Prime. It was as if realspace itself was crying out in pain at the planet's arrival. The minds of nearby Psykers were overwhelmed with a chorus of voices heralding the return of Agathis Prime, causing confusion and chaos for the nearby planets. A once empty place in space was now filled with the sudden mass, causing shifts in the local galaxy as it exerted gravity upon the area. Ships were pulled into a sudden well, crashing upon the surface along with nearby asteroids and moons. Once reality settled around the new planet, the galaxy returned to its normal state, the psychic scream of its rebirth still echoing in the minds of all. In the ensuing weeks, long range scans, investigative probes, psychic divinations, and all manners of observation turned upon this world.

Time reveals the planet to be one lost during the Age of Darkness, popping out now into realspace once more. But for what purpose? After a month back in realspace, broadcasts begin from the planet itself, in every language, on every frequency, through every means of possible communication. To all who hear it, it is a siren song. Singing of all the things you could desire, waiting for you down on the planet's surface. Whether compelled by the broadcasts, or by other means, every faction seeks to discover what this planet offers... And what dark secrets it might hold.

Mission 1: Landing Party

The landing craft breaks free of the ship and heads down towards the surface. It has been decided a small force will make an initial landing and set-up a landing site for follow-on forces. All scans of the planet itself have brought back no usable data so until the landing party can provide information it is decided that a larger force deployment would be unwise. As the craft enters the atmosphere all scanners and sensors are immediately scrambled as the thick atmosphere swallows it. Minutes pass as the pilots continue a steady descent, desperate to get some reading or visual confirmation of the planet's surface. Soon, the craft breaks through the thick atmosphere and the planet is revealed. A dense fog covers most of the surface with very little peaking above it. The only features that can be seen above the fog are a few peaks of mountains and the tops of structures. The craft banks and heads down into the fog. A flyover reveals a larger clearing that would provide a good operating base, as the craft drops you off there is movement on the other side. A firefight ensues...

List Building:

Each player will bring a 500 point army that CANNOT include any Vehicles. The landing parties are small and mobile forces.

Deployment:

Dawn of War

Mission:

Players will place one objective in the center of the battlefield; this is the location where the landing beacon must be placed. At the end of 5 rounds, whichever player controls the middle objective secures the landing zone for their faction is the victor.

Mission 2: Ambushed Patrol

A command post is set up as more landing craft come down on your beacon. Limited scans indicate the source of the broadcast is in the nearby city, only the peaks of which were seen on descent. A larger force is committed to scouting out the area and begin identifying who, or what, is sending the message that still can be heard over the comms. After a few hours of travel the city emerges from the fog. Far above the normal buildings grow semi-organic skyscrapers that rest upon spindly supports. Those massive, bulbous constructs stretch into the sky held aloft by mere fibers and needles. Towers that defy the laws of physics loom into the fog above, leaning and climbing their neighbors to reach ever higher. The scans indicate that somewhere in the heart of this twisted city lies the source of the broadcasts. As the scouting force carefully makes its way into the city the scanner picks up another contact, a relatively similar sized force just beyond sight. Before the scouting party can react, the scanner starts rapidly beeping with other contacts, many of them, from all directions...

List Building:

Each player will bring an army as described in the Special Rules section that CANNOT include any Lords of War. You may have landed forces but the larger constructs of war are still coming.

Deployment:

Hammer and Anvil as modified in the Special Rules section.

Mission:

It is a race to the center of the city, and the awaiting beacon that called you here. Players place one objective marker in the center of the battlefield, this is the Beacon. The player to reach the center of the city first and complete the Capture the Beacon action is the victor. If no player completes the action, the player with the most OC within 6" of the Beacon is the victor.

Capture the Beacon: In the Movement Phase, select one unit from your Army within 1" of the Beacon that is not Battle-Shocked, has Remained Stationary or made a Normal Move, and has not Advanced, come in from Reserves, or made a Fall Back Move this turn. This unit is not eligible to Shoot, Declare a Charge, Fight, or use any Stratagems until the action is complete. The action is completed at the end of your next turn, so long as the unit that started the action is still within 1" of the Beacon and is not Battle-Shocked or in Engagement Range of enemy units.

Special Rules:

It's an Ambush!: At the end of each Battle Round, the players will roll a D6 for each of their units as they are ambushed by shadowy figures hiding in the city. If the unit being rolled for is a Vehicle or Character, subtract one from the result. On the roll of a 4+, the unit suffers D3 Mortal Wounds.

If you secured the landing zone (Won Mission 1):

You deploy as normal for Hammer and Anvil with your 1000 point army.

If you were forced to retreat from the landing zone (Lost Mission 1):

While unable to claim the first landing zone, your forces stumble upon a second one closer to the city where the beacon is coming from. Having lost some time, you have a choice: you can either Push for the City or Wait for Reinforcements.

Wait for Reinforcements: You wait for your landing craft and bolster your forces before heading into the city. You have 1000 points on the battlefield and deploy as normal for Hammer and Anvil, but your opponent gains an additional CP at the start of the game as they have had time to scout the area.

Push for the City: You gain an advantage and can deploy up to 24" forward instead of up to 18" forward, however, you only have 500 points on the battlefield.

Mission 3: Extraction

The Beacon did not offer what was promised, this much is clear as the forces that captured it scream and convulse. Soon, their bodies are wreathed in unholy energy and their cries turn into silence. The wave of sickly energy rapidly flows out of the Beacon crashing against all in its path. What survives of the scouting party makes their way back to the landing zone retreating from the abmushing forces as they are hounded by the screams of those left behind as they are assimilated. Approaching the landing zone, the comms light up. The landing zone has been overrun with those things. A mass extraction has been called, landers and craft are already leaving as the fortifications are being overwhelmed. With no way to break through the enemy forces the scouting group finds another clearing and sends out a distress signal for extraction. Acknowledgement is received; the position has been set as a secondary extraction zone but it will take time for a lander to find it. Almost immediately after contact is broken with command, you hear it. *"We are coming for you," the screams echo in your mind and override your comms.* The only way to survive is to hold out until extraction...

List Building:

Each player will bring an army as described in the Special Rules section.

Deployment:

Described in the Special Rules section.

Mission:

They are clawing at your mind, you can feel it behind your eyes. It calls for you to come home, to join it. You must get off this planet before it is too late. If the Defender has one unit remaining in their deployment zone after 5 Battle Rounds, they are the victor.

Special Rules:

If you captured the Beacon (Won Mission 2):

Your mind has been overwhelmed, you hear only the song of The Siren commanding you. You are the Attacker in this scenario and deploy wholly outside of 22" of the center, in the zone marked in red on the map below. The Siren commands one thing, none shall escape! You have 1000 points on the battlefield in addition to any units gained from "Wait... I recognize them!" special rule and do not benefit from any of your Army or Detachment rules. Instead, your units gain the following abilities:

The Siren's Song: At the end of each Battle Round, roll a D6 for each model destroyed in a unit, one unit at a time. For each 5+, a model is returned to the unit being rolled for with 1 Wound remaining as The Siren invigorates it with life once more. If the unit has no models remaining on the battlefield roll a D6, on a 6 a single model in that unit comes

back to life with full wounds as close to where it died as possible while being outside of Engagement Range of enemy units.

Of One Mind: The Attacker's units never need to take Battle-Shock tests and can only have Universal Stratagems used on them.

Wait... I recognize them!: The Attacker adds to their forces, at no cost, all of the models and units lost by the Defender during the previous scenario (if the Defender does not have extra models to loan to the Attacker, reasonable proxies can be used). However, these units start the battle at Half Strength and count as part of the Attacker's forces. In addition, they gain the following ability: If a Defender's unit is within 6" of this unit, they must immediately take a Battle-Shock test at -1 to the roll as the horror of recognition sets in.

If you did not secure the Beacon (Lost Mission 2):

You escaped the city and are now defending your extraction zone for dear life. You are the Defender in this scenario and will deploy wholly within 9" of the center, in the zone marked in green on the map below. You managed to pick up some stragglers along the way and reinforce your depleted units. You start the battle with 1000 points on the battlefield.

Shut that Damn Thing Off!: To try and tune out the voices scratching at your mind you have turned off all long range comms. Nominate one Character from your army to be your Commander of the defending forces. The Defender can only use Stratagems if their unit is within 6" of the Commander.

Reinforcements!: At the end of the Third Battle Round, you may return one whole destroyed unit to your army. A unit returned this way keeps their upgrades but loses any attached Characters. The returned unit comes from Strategic Reserves but may use any battlefield edge. These units can enter closer than 9" but may not enter within 1" of enemy units.

