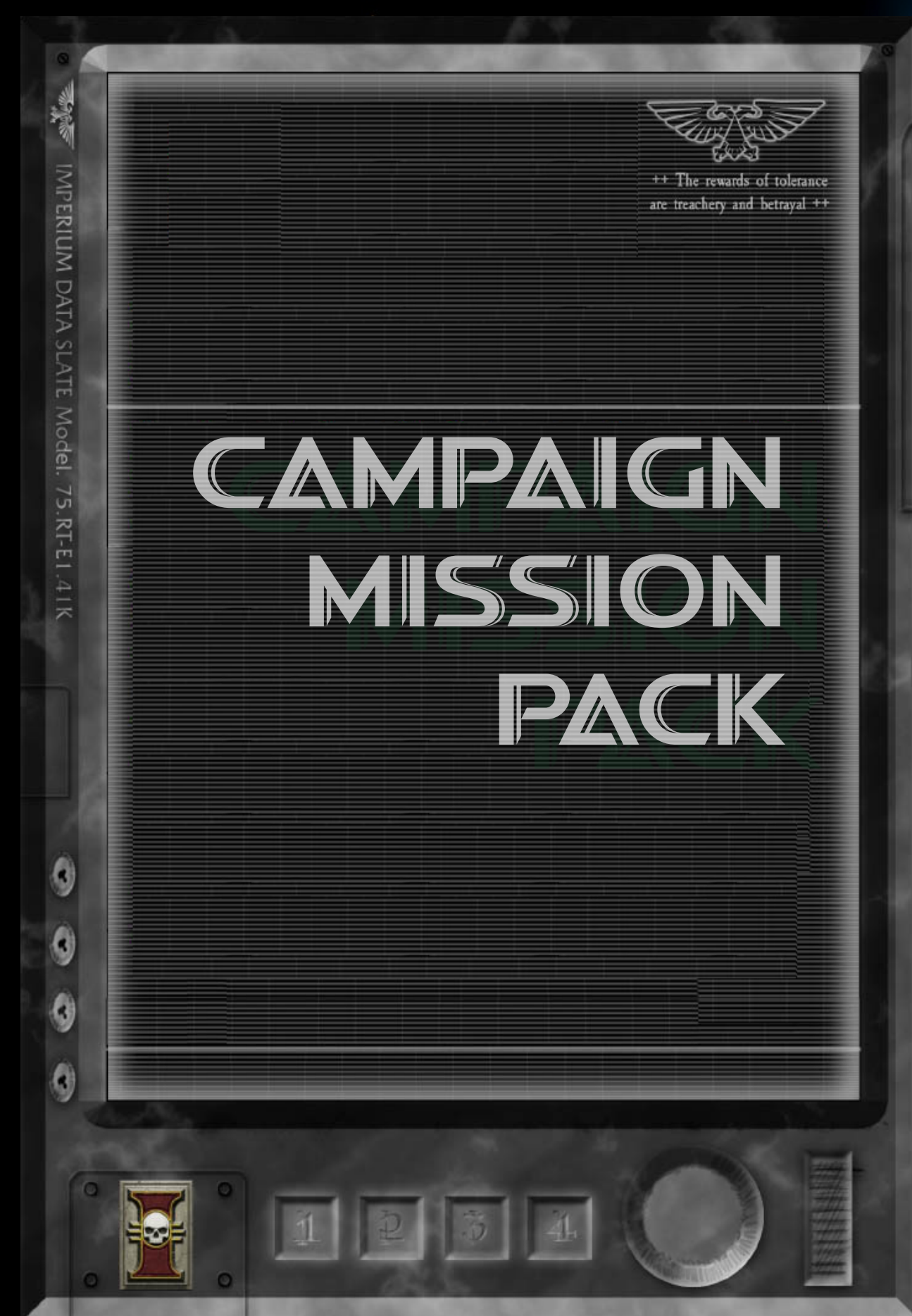


# ASSUALT ON NEVILLE SECONDUS

A **SPRUES** & **BREWS** WARHAMMER 40,000 CRUSADE



IMPERIUM DATA SLATE Model. 75.RI-EI.41K



++ The rewards of tolerance  
are treachery and betrayal ++

# HELLO! AND WELCOME TO OUR FIRST CRUSADE!

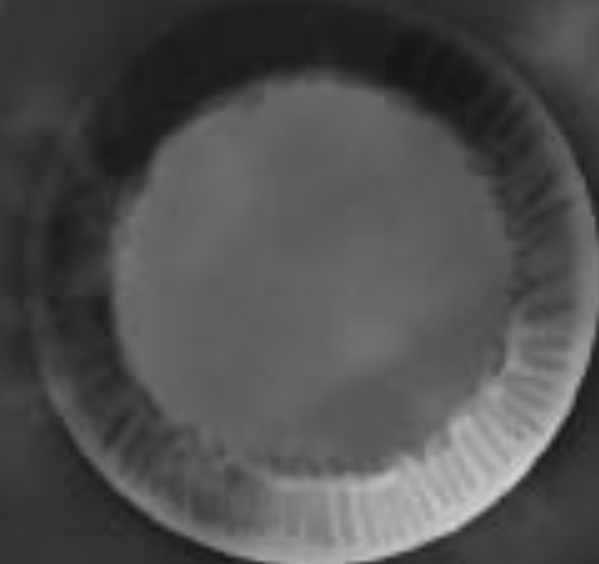
FOR A WHILE NOW THE TEAM HAVE BEEN  
DISCUSSING STARTING A CAMPAIGN, AND  
FINALLY HERE IT IS!

WE ARE REALLY EXCITED TO GET STARTED  
AS THIS IS OUR FIRST CAMPAIGN IT WON'T  
SPAN A LARGE AMOUNT OF GAMES AND  
WILL FEATURE JUST THE TEAM, HOWEVER  
WE HOPE YOU WILL FIND THIS MISSION  
PACK FUN AND PERHAPS YOU'LL PLAY  
ALONG AT HOME!

WE HOPE TO DO BIGGER AND MORE  
INVOLVED COMMUNITY CAMPAIGNS IN THE  
FUTURE

THANKS AS ALWAYS FOR YOUR SUPPORT!

DAVE  
ON BEHALF OF TEAM SPRUES & BREWS





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## **CRUSADE / ARMY CONSTRUCTION RULES**



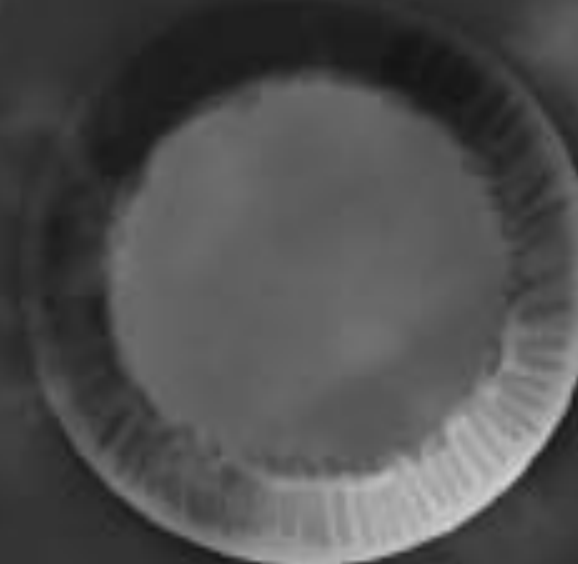
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### **GENERAL CRUSADE RULES**

- YOU CAN NOT USE THE RE-ROLL STRATAGEM**
- ARMY AGENDAS CAN BE USED**
- UNLESS STATED OTHERWISE, FIRST TURN IS DECIDED BY A ROLL OFF, WINNER CHOOSES**
- ANY UPGRADE/BATTLE TRAIT MUST BE ROLLED FOR, UNLESS AN OPTION REFLECTS THE NARRATIVE (GM DECISION)**

### **ARMY CONSTRUCTION**

- NO SPECIAL CHARACTERS OR LORD OF WARS CAN BE USED UNTIL FINAL BATTLE OF THE CRUSADE (UNLESS STATED OTHERWISE)**
- INITIAL ARMIES CANNOT START WITH RELICS OR WARLORD TRAITS**
- PSYKERS HOWEVER CAN CHOOSE POWER FROM CODEX AS NORMAL**
- MULTIPLE DETACHMENTS CAN BE USED**



***Neville Secundus was once home to the 772nd Regiment of the Dragoons, a well organised unit of Imperial Guard. Whilst the planet had no major resources, the Dragoons used the planet as a base, and could be deployed to other nearby planets quickly when needed.***

***When the Rift struck the signals from Neville Secundus fell silent. A nearby Hereticus Inquistor named Tarn Fellhand was sent to the planet to investigate. He was last heard from as he entered the planet's atmosphere. Then...radio silence...***

***Whilst the High Lords wanted to know what had happened on the planet, several other conflicts born after the great rift were revealed caused eyes and interest to go elsewhere.***

***Years have now passed, and this question rears it's head once more***

***What happened on Neville Secundus?***

***The next form of life to arrive and make a home on this planet was not from the Imperium.***

***Attracted by the landscape, an Expedition from the Leagues of Votann have made planetfall and intend to drill and dig into the planet.***

***They also discover what's left of Imperium architecture, in particular a Astra Militarum base, of which they wish to investigate.***

***The Votann waste no time, and before too long they have established a force on the planet.***

***Our attention moves to a mining operation, 100 miles from the Votann's main operating hub, close to the Wallander Mountains...***

# Mission One: This Place Is Cursed

## 50PL Armies: Leagues of Votann Vs Daemons of Chaos

*As the Votann traverse the mountains close to the base, they come across a hollowed out chamber, filled with structures from a time long passed. Most of the roof has collapsed, leaving the area open to the elements. At the end of the vast space is a wall covered in chaos text and imagery of daemons. In the centre of the wall is what appears to be some kind of star gate. Taking no chances the Khal, Freya the Fierce, assembles a small force to enter the area, in case the expedition find more than just artefacts.*

*As the team investigate the portal, it suddenly let's out a eerie scream. The portal comes alive, as chaos energy swirls within its centre. Suddenly daemons step out of the portal, foul odour floods the space, as the sound of the expedition team bring ripped apart echoes around the chamber.*

*'Daemons! Open fire and retreat!' commands Freya*

## Mission Special Rules

Ancient Evil: Cannot Autopass Morale

### Deployment

The Votann force deploys within 16" of the centre of the board

The Daemons deploy with 12" of the board edge on the right hand side

### Endless Evil

To represent the sudden chaos rift, the following rule is also in effect.

At the end of the Daemon players command phase, any Chaos Daemon units killed in the previous turn reappear. Roll a D6 for each unit. On a 1 or 2 they arrive on the north board edge. A 3-4 they appear on the Daemon deployment line. Finally on a 5-6 they arrive on the southern board edge. These units can move as normal in the movement phase.

# Objectives

Votann: Escape!

The Votann must escape the chamber by awaiting a drop ship to pick them up.

The Votann must hold out in their deployment zone.

50% of the Votann must be alive in their deployment zone at the end of Turn 5 to win.

Chaos Daemons: Prepare a New Garden

The Daemons must prevent the Votann from escaping with 50% of their force to win.

## End of the Game

At the end of the battle, 50% of the Votann army must have escaped the chamber.

Any other result is a victory to the Daemons.

