Godwyns Hope – Tactical Overview
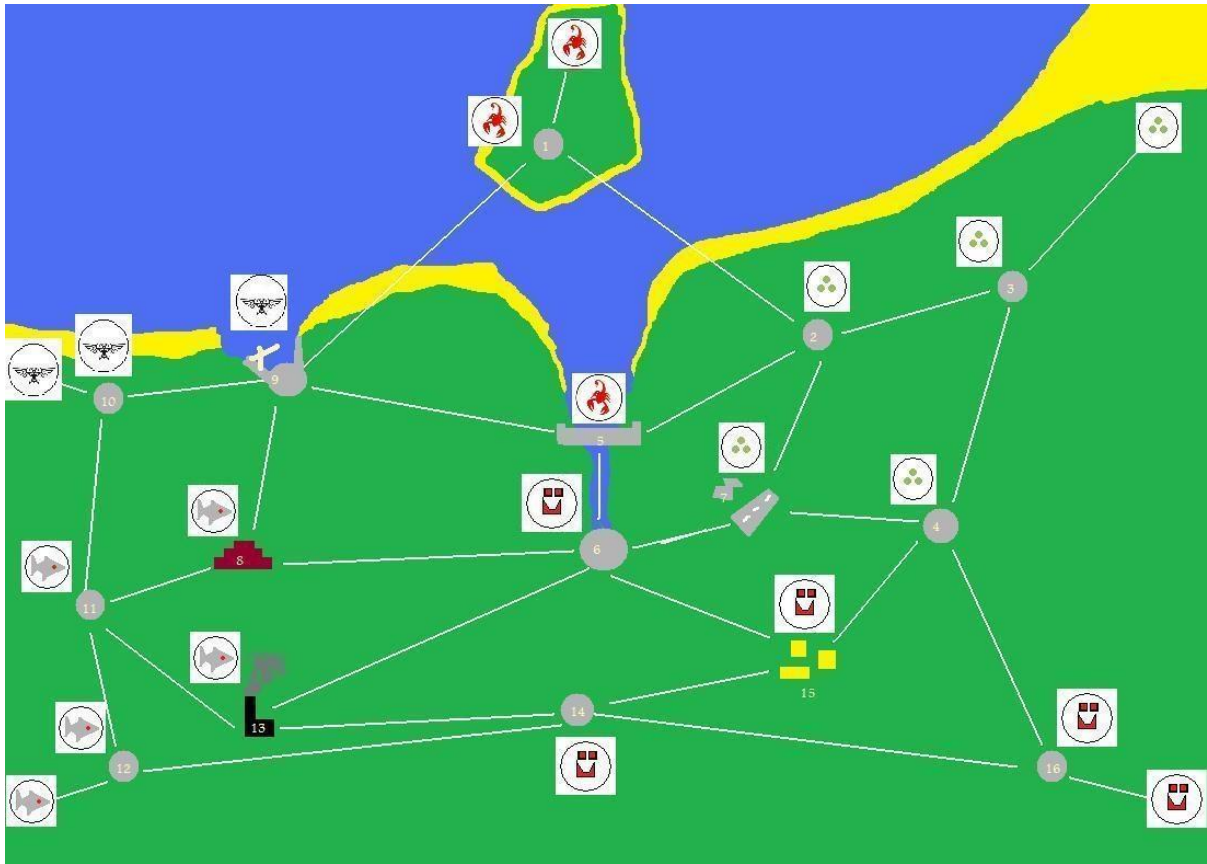

Godwyn's Hope
Segmentum Pacificus
Pop. 84 Million
Des. Agriworld with secondary mining exploitation
839.M40

Godwyn's Hope is a small, unremarkable backwater on the outer rim of the Segmentum Pacificus. Primarily it is used as a stop off point for rogue traders looking to explore the Halo zone and beyond as well as subsector level trade.

Late in M40 PDF forces around the planetary capital of Imperator City came under attack from small guerrilla forces staging hit and run raids on patrols. At first this was attributed to local anti Imperial groups but as units sent to investigate soon discovered this was not the work of young, rich idealists but something far more sinister. Evidence of worship to the Ruinous powers was discovered as the mangled bodies of cult victims were discovered.

Planetary officials arranged an immediate purge of all outlying regions and PDF squads with Arbites support swept out from the capital. Early signs were good as chaos worshipping cells were routed out and the emperor's justice delivered.
A few months later and what had started as routine patrols hunting insurgents had turned into a small scale conflict.

As more and more troops were called into combat against an ever more audacious foe the planetary governor called for aid and a detachment of the Kriezkurg 4077th under the Command of Field Marshall Anderssen were rerouted to quell the uprising.

After initial successes the Kriezkurg 4077 suddenly found themselves under heavy attack and as the weeks went past it soon became clear that the dread legions were active on Godwyn's Hope.

At this turn of events further reinforcements arrived in the form of the Red Scorpions chapter although their refusal to form a cohesive force with the Imperial Guard caused problems from the start.

Unbeknownst to both sides a detachment of loyalist Astarte's from the Warp Sharks chapter were already present on Godwyn's Hope. They had tailed the renegade warband to the planet as they continued the search for the renegades that had destroyed their homeworld and decimated their chapter.

Once the ruinous powers had revealed themselves the Warp Sharks went into action and set about hunting the renegades.

As a final twist Imperial Astropaths detected a huge surge in the warp and suddenly a huge rift was torn in the space above Godwyn's Hope as an Ork armada came careering into realspace. Such a move is suicidal inside the gravity well of a star system but this didn't seem to bother the Orks as the commnets were drowned out with the bellowing of Orks as their rokks smashed through the imperial blockade and impacted on the surface. Thousands died as Rokks smashed into the imperial fleet on their suicidal runs to the surface.

As is the way with Orks the damage wasn't just measured in starships, the very space around Godwyn's Hope screamed in agony as the brutal rift that was opened refused to close and the Imaterium streamed in. Any ships that could flee did as the planet was finally cut off from all aid.

All the forces were now trapped on Godwyn's Hope until the rift was calmed.

For the forces left on the planet it became a desperate struggle to survive made worse against the maddening backdrop of the warp. Fuelled by spells from the chaos sorcerers no commander knew who to trust and became increasingly isolated with their forces....

Inquisitor Xander Belial

GODWYNS HOPE - INQUISITOR DISPATCHES

DISPATCHES – WEEK ONE

- **WARP SHARKS MOVE FROM THEIR DROP SITE IN THE SOUTH WEST AND GARRISON THE REFINERY.**
- **KRIEZKURG 4077TH MOVE FROM THEIR COASTAL BARRACKS IN THE WEST AND GARRISON THE CITY OF REDFORD.**

- RED SCORPIONS MOVE FROM THEIR DROP SITE ON THE NORTH OF RECLUSIUM ISLAND AND GARRISON THE OLD TOWN.
- CHAOS SPACE MARINES ARE SEEN TO INFEST THE GOVERNERS MANISION IN THE EAST
- GHAZGHULS WAAAGH MOVES UP FROM THE ROKK SITES IN THE SOUTH EAST AND INHABIT THE PLAINS

DISPATCHES – WEEK TWO

- KRIEZKURG 4077™ MARCHES INTO THE PORT OF ST. SEBASTIAN AND COME UNDER BOLTER FIRE.
- RED SCORPIONS ATTEMPT TO SECURE A BEACH HEAD AT THE PORT OF ST. SEBASTIAN ENCOUNTERING HEAVY RESISTANCE FROM IMPERIAL GUARD UNITS.
- THE PDF GARRISON AT FORT MACHARIUS GO SILENT. IT IS BELIEVED THAT THE AREA IS NOW UNDER THE INFLUENCE OF THE DREAD POWERS.
- UNNERVED BY THE DISTURBING SILENCE TO THE NORTH GHAZGHUL THRAKKA HEADS WEST AND FORTIFIESS THE SCRAP SETTLEMENT
- WARP SHARKS KEEN TO STAY UNNOTICED MOVE NORTH INTO THE RUINS OF THE ADMINISTRATUM HUB.

DISPATCHES WEEK THREE

- AFTER A BITTER SKIRMISH THE RED SCORPIONS SECURE A BEACH HEAD AT THE PORT OF ST. SEBASTIAN. RUMOURS ARE RIFE THAT COMMANDER CULLN WAS SERIOUSLY INJURED IN ATTACK. THESE RUMOURS APPEAR TO BE BACKED UP BY THE RED SCORPIONS DECISION TO HEAD EAST AND TAKE THE IMPERATOR BRIDGE
- SECTOR WIDE BLACKOUTS ARE REPORTED AS THE FORCES OF NECROSIOUS MOVE WEST AND INFEST THE POWER STATION.
- IN A SURPRISINGLY CAUTIOUS MOVE FOR ORKS GHAZGHKULL THRAKA CONSOLIDATES HIS GAINS IN THE BORDER TOWNS.
- ULYSSES TEMPESTA CONTINUES TO REMAIN ANONYMOUS AND MOVES HIS WARP SHARKS SOUTH TO TAKE THE CHEMICAL WORKS.
- FIELD MARSHALL ANDERSSEN IS FURIOUS WITH THE RED SCORPIONS FOR THE ATTACK ON HIS FORCES AT THE PORT OF ST. SEBASTIAN AND DECLARES THEM TRAITORS. AFTER REGROUPING AT THE TOWN OF REDFORD HE COMMANDS HIS FORCES TO RETAKE THE PORT. HUNDREDS OF UPLIFTING PRIMERS ARE HANDED OUT TO HIS FORCES.

DISPATCHES WEEK FOUR

- HELL RAZORS AND OTHER MENACING FLIERS ARE SEEN IN THE SKIES OVER IMPERATOR CITY. RUMOURS THAT THE SPACE PORT HAS FALLEN TO THE FELL LEGIONS APPEARS TO BE TRUE.
- HUNDREDS OF REFUGEES ARE SEEN SWARMING OUT OF IMPERATOR CITY AS THE FORCES OF GHAZGHKULL THRAKKA MOVE IN. PDF FORCES ARE WOEFULLY OUTCLASSED AND THE CITY FALLS WITHIN DAYS. THRAKKA DECLARES HIMSELF THE GRAND OVERLORD OF GODWYNS HOPE.
- THE ORKS OCCUPYING THE CAPITAL CITY ARE SPARED FOR THE MOMENT AS ULYSSES TEMPESTA UNCOVERS RUMOURS OF ANCIENT AND POSSIBLY XENOS RUINS IN THE JUNGLES. THE WARP SHARKS DISAPPEAR INTO THE JUNGLES TO INVESTIGATE.
- AFTER A LONG, GRUELLING BATTLE FIELD MARSHALL ANDERSSENS FORCES FALL BACK FROM THE PORT OF ST. SEBASTIAN. ALTHOUGH THE IMPERIAL GUARD INFLICT HEAVY CASUALTIES THEY CANNOT REST TOTAL CONTROL OF THE AREA FROM THE RED SCORPIONS. HOWEVER FORTUNE SHINES UPON THEM AS IN THE FOLLOWING DAYS IMPERIAL GUARD RECON UNITS CONFIRM THE WITHDRAWAL OF ENEMY FORCES FROM THE AREA. MOVING QUICKLY ANDERSSENS FORCES MOVE IN AND SECURE THE PORT. ANDERSSEN ISSUES A PLANET WIDE BROADCAST IN WHICH HE ISSUES THE FOLLOWING STATEMENT. "WITH ENOUGH BODIES I COULD CHOKE THE EYE OF TERROR IF NEED BE".

- **DURING THE HEAVY FIGHTING COMMANDER CULLN IS AGAIN FORCED INJURED FROM THE FIELD OF BATTLE. THE RED SCORPIONS LOSE THEIR GRIP ON THE AREA AND WITHDRAW TO RALLY THEIR FORCES. RATHER THAN GET BOGGED DOWN IN A WAR OF ATTRITION FOR A MINOR OBJECTIVE, CULLN LEAVES THE SHATTERED PORT TO THE GUARD FORCES. HE CAN NO LONGER IGNORE DISTURBING REPORTS FROM THE EAST AND PREPARES TO INVESTIGATE THE RUMOURS OF CHAOS MARINES OCCUPYING THE GOVERNORS PALACE.**

RULES

Random roll off to decide starting nodes (in red) and then move one adjacent node per campaign turn. First turn will move in a clockwise direction every campaign turn.

There are sixteen nodes of which 6 have bonuses attached and 5 base nodes.

A base node can only be attacked by a player holding the capital (node 6)

You will need 3 rosters.
3000 main list. From this you will need to create armies of 1000, 1500 and 2000 points.
2500 planet strike attack list.
2500 planet strike defence list.

Once submitted these lists cannot change.

If a node states 'roll' the following applies. D6 1-4 standard, 5-6 battle missions.

1 - Reclusium Island. 4x4 City fight
2 - Power station. 6x4. Roll.
3 – Governor's Mansion. 6x4. Roll.
4 – Fort Macharius PDF Garrison. 6x4. Roll.
5 – SPECIAL. Imperator Bridge. 6x4. A huge bridge crossing the Soritas river. Its the only viable crossing point for large army formations. Owners of this tile get +1 to all reserve rolls.
6 – SPECIAL. Imperator City. 6x4. The capital of Stygies IV, most of it lies in ruins but it is still vast enough to safely shelter an entire battle group and it's central park area is an ideal landing zone. A player in control of this node can assault and enemy base node.
7 – SPECIAL. Imperator Space Port. 6x4. A small still serviceable airfield. Ownership of this node will mean your enemies will suffer -1 to all reserve rolls.
8 – SPECIAL. The Ziggurat. 6x4. Ancient pre human ruins that in the time of the coming of the warp storm has started having strange affects on troops. An army in control of this node can nominate one unit to enter and converse with the spirits within. Roll a d6, on a 1-5 that unit will remain stubborn whilst his army holds the node. On a 6 the unit will become fearless.
9 – The Port Of St. Sebastian. 6x4.
10 – Redford City. Cityfight. 6x4.
11 - Aministratum hub. 4x4 City fight
12 – XTD33 Ore Refinery. 6x4
13 – SPECIAL. Chemical Works. Although hugely damaged there is enough material left to create some especially volatile mixtures including fuel. You may nominate one vehicle in your army that once per game may roll a d6 extra movement.
14 – Scrap Settlement. 6x4.
15 – SPECIAL. Border Town. 6x4. An outpost for the miners and grox herders. It has an excellent medical facility. Anyone owning this node may hospitalise one elite unit per campaign turn that loses 50% of it's starting number. They will not be available for the next campaign turn but they will return with any elite bonuses intact.
16 - Wilds. 6x4. Roll.

If a zone is empty it will immediately be taken over by the occupying force.

Should two commanders attempt to move into zone it will become contested and a battle will be fought randomising the attacker.

Should three or more armies enter the same node players can either fight a multiple battle to see who controls the node or players can roll off gaining +1 for every territory owned. The top two players are considered to have fought of the others and fight for the node as usual.

Should an army move into an occupied node roll as normal but the attacker gets +1
In The event of a draw both forces will withdraw leaving the node neutral.

Special Nodes

Capture and control table objectives

1 - Roll off for game size - 1000, 1500, 2000

2 - Roll off for table edge winner sets up first and takes first turn

3 - Defender can attempt to steal initiative.

The game will last for 5 turn's variable. In the event of a draw both armies will withdraw and neither side will occupy the zone.

Attacking a defended, special node.

Capture and control table objectives

1 - Roll off for game size - 1000, 1500, 2000 - Roll off for the mission parameters as below.

1-3 Surprise attack

The Attackers have managed to get into position to undetected and are set to launch a surprise assault catching the Defenders of guard. The Defender may set up troops and heavy support anywhere on their half of the table. Also troop units may set up within 6" of objectives outside their deployment area.

The Attacker gets first turn moving on from their table edge. Reserves and Deep Strike apply

4-6 Prepared Defence

The Defenders are alerted to enemy forces in the area and have time to dig in.

Defender may set up his whole army anywhere on their half of the table. Also troops may set up within 6" of objectives outside their deployment area. Any unit that doesn't move is considered to be dug in with a 5+ cover save.

The Attacker gets first turn moving on from their table edge. Also realising that they have been detected all efforts of concealment are thrown off as the attackers launch their assault under the cover of an artillery barrage. The Attacker gets preliminary bombardment. Reserves and Deep Strike apply.

The game will last for 5 turn's variable.

Before each mission roll for each sides secondary objective

1-2 Assassinate

Sector command has detected a high ranking enemy officer in the field. Randomly pick one HQ model on the opposing army. That is your target. He may only be killed by infantry shooting or close combat

to count. Psychic attacks and tank shelling are too random to be able to confirm a kill. If the target is in a unit and has hits allocated to him he may remove as many squad members as instant kills with no save of any kind as he has hits allocated to represent his brave soldiers taking the hits, these wounds count for morale tests. The Assasin unit will become elite

3-4 Loot

Place a counter on the opposite side of the table. If a non vehicle unit is in unengaged base to base contact in the end of the game they become elite. Any unit in base to base may move the objective but count as in difficult terrain. Also the unit may not initiate an assault if they moved the objective that turn.

5-6 Plant the Flag

One unit in your force has a banner that they are attempting to place in the enemies deployment zone. It can be dropped and picked up by other units simply by moving over it. The enemy cannot interact with it until it has been placed. If a unit holding the banner breaks then they will automatically drop it. Once it is in the opponents half of the table the carrying unit can elect to place it. Once placed, it can no longer be moved and any friendly unit within 12" will have the Stubborn and Preferred Enemy special rules. Enemy units can destroy the banner by assaulting it; no combat is rolled as the flag is torn asunder! Note a unit cannot assault it and try to engage another unit in assault. Any unit that places the banner or destroy it will become elite.

Elite Status

A unit gains elite status in two ways, either completing a secondary challenge or at the end of every battle a commander can nominate one surviving unit (over 50% strength or if a vehicle it must be mobile) to roll a d6. On a 4+ the unit will gain a roll on the elite table.

If an Elite unit ends a game immobilised, destroyed or under 50% they will lose elite status. If a units is breaking but still over 50% make a single morale check. If passed they retain their status but may not be nominated for an elite role this campaign turn

PLANETSTRIKE AMMENDMENTS

Planet Strike

Even if a Bastion is occupied and functional an attacker will still claim it if they are in contact.

Interceptor guns not mounted on Bastions DON'T count as objectives. They are armour 10 and destroyed on a glancing hit.

The Void shield strategem can only be used on Bastions or other enclosed buildings

The planetstrike barricades cannot be destroyed and are impassable to vehicles. Difficult terrain to all infantry, walkers. Dangerous to bikes + calvery etc. (The defender can change how the walls work but must tell his opponent beforehand. If he doesn't these rules are standard)