

THE GREAT CRUSADE

The Compliance of Gedren Prime

Friday 23rd October

20:30 to 23:00 'Dead by Dawn'

Negotiations for the surrender of Gedren to Imperial rule have failed. Our noble Emperor has decreed that compliance must be affected within 24 standard hours, and a full invasion force composed of Astartes from every legion is en route through the Emyrean. Covert operations have already begun, with scouting forces working under cover of darkness to remove key defences and prepare for the arrival of the planetstrike forces.

- 1000pt battles, Space Marines vs Imperial Guard
- Games played in darkness, players use torches and laser sights
- Key strategic missions used to prepare battlefields for Planetstrike
- Outcomes change format of following day

Saturday 24th October

9:30 to 12:30 'Planetstrike!'

The recon missions have determined the strength of the Gedren defence forces, and the Astartes commanders are ready to begin the invasion. Heavy resistance is expected – show no mercy. A beachhead must be established and the defensive lines broken before we can move on to secure our primary targets.

- Every player brings 500pts to command in multiplayer Planetstrike
- Strategic assets are deployed by a GM rather than by players

14:00 to 17:00 'The Imperial Truth'

Local resistance has been met by our assaulting battle groups, barring our advance into the centres of population. Intelligence indicates that the Gedren government intends to implement a 'scorched earth' policy and launch devastating atomic weapons against their own cities to prevent Imperial occupation – we must act swiftly! Eliminate all remaining enemy forces and break their communication lines to save the human population.

- Standard 1500pt games of 40k, odd numbers made up with assets
- Overall winning side determines outcome of campaign