



Battle Over Kotel

A New Narrative Campaign

By Wesley Vickers

The Campaign is based around a single battle, a planetary invasion of a fictional loyal imperial planet named 'Kolot'. The campaign/battle is split into 5 separate missions and each mission increases in points value as things get closer to Kolot. Additionally each mission gets slightly harder for the attacker as they get closer to the final mission of the battle but with the element of surprise on the attackers side the early missions are much harder for the defender with things gradually getting easier for the defender. The defending forces are the Imperial Navy and the attacking forces could be any of the Empires many enemies (as I was careful to be obscure about the attacking race within the story). All players begin the campaign with a print out to battle 1 which begins the story and details the scenario, from there any attacker can challenge any defender to play mission 1. If the defender wins then the attacker must challenge someone new to the same mission until he is successful and the winning defender gains 'defence points' (as on results sheet). If the attacker wins the mission then the defender gets zero 'defence points' and the attacker gets a new print out of the next part of the story and can move on to the next mission. Any defender may be challenged to defend a mission unless that attacker faced the defender in his previous mission.

The winning attacker player will be the first one to successfully complete battle 5 of the campaign and when this happens all 'defence points' are frozen and added up. Whichever defender has the highest 'defence point' total is the winning defender.

BATTLE 1 – CONTACT

The escort class ship Avenger had a dynamic form. At her stern were huge cylinder shaped engines packed closely together. These engines could extrude unbelievable levels of flamed heat enabling the vessel to not only travel at colossal speeds but additionally enabled her to maneuver with spectacular grace and precision. Her prow took on the appearance of a domed arrow beaded shape and within this dome were two relatively small slits that sunk into the vessel ominously. Lights dotted the Avenger's hull around the central stem of the ship while some of these lights flashed on and off slowly in rhythmic unison. The huge ship seemed to slowly drift leisurely around the out skirts of the Kolot System.

Onboard the main bridge of the Cobra class escort Avenger Captain Kabar sat lazily in his command chair gazing dreamily out through the main view port towards the planet Kolot. He looked in wonderment at the planets deep blue oceans and at the varying greens and browns of its continents.

"Its amazing to think that there are millions of people down

BATTLE 2 – HOLD THE LINE

The Avenger raced forward sliding easily between the debris that only a minute ago was the Sword class vessel Valentine. The Cobra escort shields were flaring up continuously in small areas towards the front of the ship as an enemy vessel bombarded it with gun battery fire. The shields were a total collidascop of light blue and purple colour as the enemy shells detonated harmlessly against them. Suddenly amongst the light blue colour of the shields came two great orange flashes that

there getting on with their everyday lives isn't is Speakman?" he said to his communications officer who was leaning over his computer terminal feeding data into the navigation computer banks. Speakman took a moment to respond and then turned to look at his Captain's broad facial features and began to reply "If you say...". He was cut off mid-sentence by a small casual bleeping sound coming from his consol.

"Erm, sir I have several unknown vessels slowly moving in toward Kolot, no wait. They have changed to a new vector taking them directly towards us and are increasing speed".

Kabar flinched and sat up quickly in his chair, "I want them identified now! Extend sensors to maximum range get me a ship transponder code lieutenant Ford". Ford's fingers flew over his controls in an instant.

"Well?" said the Captain as he stared in his sensor lieutenant's direction. "They are not imperial Captain, I can't give you more detail than that at this range" Ford said to his Captain in a worried sounding voice.

Captain Kabar ran his hand gently over his mouth and cursed "Speakman contact Kolot and relay the situation and open me a channel to the rest of the patrol task force".

"Done" came the reply.

"This is the Avenger we have picked up several none imperial vessels heading towards us; patrol group is to gather at coordinates 24590-33134-96758 immediately. All vessels prepare for contact".

Game Requirements

- The length of this game is 6 turns.
- Attackers use a maximum of 750 points.
- Defenders use a maximum of 500 points.
- No scenery used in this battle (deep space).
- Deployment is 30cm onto the board and 30cm away from flank edges.
- Defenders must deploy in a dispersed formation (cant setup 15cm within another ship or squadron).
- Deployment order will be standard rules.
- First turn is decided by whoever rolls highest on a D6.
- Sunward edge is always to the left of the defenders deployment zone.
- Game will be won or lost on victory point conditions.
- A defensive victory will give the defender 3 defense points.
- An attacking victory will allow the attack to move onto the second battle.

contrasted against the blue dramatically as two projectiles flew out of the Avenger's two ominous looking slits in its prow.

"Torpedoes away Captain, both looking good" Ordnance officer Brakken said to Captain Kabar of the Avenger. The Captain who was now out of his command chair and giving out endless orders to his crew on the command deck waved a hand to acknowledge Brakken.

"Our shields aren't going to stand up to this barrage from that cruiser for very much longer! Give me more power to the engines

we have to out maneuver their gunners it's the only way were going to last longer than..." KLAABOOOOOM!!! The whole vessel shook intolerably for a few seconds, brilliant white sparks splashed out from consoles and computer equipment. The lights on the deck went out leaving only blackness for an eternal seeming moment. Then power returned and lights and consoles came back on. Kabar picked himself back up off the floor and looked over at his engine coordinator, "dammit man give me more power now!" The engine coordinator sat with his back to Kabar and didn't move. The Captain strode over to his control area and flung his chair around to face him with one powerful motion. Engine coordinator Drake sat their eyes wide with a single drop of blood crawling down the side of his temple where the shrapnel had smashed into his face. Kabar turned his head slowly towards the rest of his crew, "Get the patrol group out of here Speakman before were all dead. We have to fall back regroup. We have to hold the line to give reinforcements a chance to reach the planet in time to defend it"

The Imperial task force in unison changed heading and retreated back towards the planet where they could link up with more ships. Many of the ships were scorched with black or blazing wildly with flame and fire. They had to fight on; they had to hold the line.

Game Requirements

- The length of this game is 6 turns.
- Attackers use a maximum of 750 points.
- Defenders use a maximum of 750 points.

BATTLE 3 – IT BEGINS

Kolot's only moon was an inhospitable place unable to support life. The only settlement upon the entire surface of the moon was a large military airbase. The airbase was built deep into the ground so that it could with stand almost any barrage that could be thrown at it.

"This is Quasi base to Quasi flight 1. Please report and feed in all sensory data your recording to the rest of the fleet, over" came the message over flight lieutenant Picards comm.-unit.

"Roger that command, all data being fed now. Its like a firework show out there, our vessels are in full retreat and in hot pursuit by hostiles. Estimated time of contact is 2 minutes command, get ready, over." Picard said into his mouth piece.

"Thanks flight 1, turn around and head on back to the rest of the battle group, over and out". The agile looking flight of fury interceptors suddenly turned back on them selves with all the elegance their shape suggested they were capable of.

The battered patrol group had managed to hold the enemy fleet back long enough for reinforcements to be assembled from Kolot's two great battle stations. The battle was not over; in fact the main battle had not even begun. The Avenger was leading the rest of the patrol group back towards the main imperial force. The ship was battered, her shields were down to 24% and her ordnance had long since run out. Her crew was running for their lives.

"Captain Kabar you couldn't have held them off longer man? We needed more time to assemble more ships we don't have enough here to stop them yet". Captain Kabar stood on his bridge teeth gritted, uniform torn, face blackened and hands cut.

"With all due respect Admiral Terbit, no we have already gone beyond what is expected of us!" Kabar was not in the mood to listen to the idiot Terbit who had been appointed admiral to this fleet purely by family contacts. Speakman had to give into his erg to smile at the man.

"Something funny Speakman?" Kabar smiled back seeming more relaxed now.

"No sir" he replied to his captain. The Captain walked over to his ordnance officer who was cradling an injured arm,.

"Brakken do we have anything left at all in our reserve supplies?"

- No scenery used in this battle (deep space).
- Deployment for the attackers is 30cm onto the board and 30cm away from flank edges.
- Deployment for the defenders is 30cm away from flank edges and between 60cm onto the board but no less than 20cm. Attacker can choose 3 ships/squadrons that he can change the facing direction of with a scatter dice.
- Deployment order will be standard rules.
- First turn is decided by whoever rolls highest on a D6.
- Sunward edge is always to the left of the defenders deployment zone.
- 1 Defending cruiser will start the battle with D3 damage chosen by the attacker (do not roll for critical hits). This damage cannot cripple a ship so if a ship has 4 hit points and the attacker rolls and gets 2 damage, the worst that can happen to the ship is 1 damage (2 hits would cripple the ship).
- 1 Defending cruiser will start the battle crippled chosen by the attacker (do not roll for critical hits). The minimum amount of hit points to cripple the ship will be used.
- Game will be won or lost on victory point conditions.
- A defensive victory will give the defender 3 defense points.
- An attacking victory will allow the attack to move onto the third battle.

Were desperate here". Brakken was a good man to have in a tight situation like this.

"We can use our obsolete torpedo models, although im not sure if these will detonate or not sir".

"Get them loaded Mr.Brakken were about to need them, the battle begins"

Game Requirements

- The length of this game is 6 turns.
- Attackers use a maximum of 1000 points.
- Defenders use a maximum of 1000 points.
- Needs a Moon for scenery (deployed closer to defenders board edge).
- Deployment for the attackers is 30cm onto the board and 30cm away from flank edges.
- Deployment for the defenders is 30cm onto the board and 30cm away from flank edges. 3 vessels will be setup in the center of the board facing away from the enemy (chosen and deployed by defender).
- Deployment order will be standard rules.
- First turn is decided by whoever rolls highest on a D6.
- Sunward edge is always to the left of the defenders deployment zone.
- 3 attacking cruisers (chosen by the defender) must roll on the critical hit table before the battle.
- All retreating defending ships (deployed in center of board) are crippled if a cruiser or have no shields and armour value 3+ if an escort.
- All defending retreating ships and all attacking ships must reload ordnance before they can use any in the battle.
- There is an airbase on the moon (used by defender only). Rules for the Airbase are below.
- Game will be won or lost on victory point conditions.
- A defensive victory will give the defender 2 defense points.
- An attacking victory will allow the attack to move onto the fourth battle.

Airbase

Type – Defense

Armour – 6+

Shields – 1

Hit points – 2

Turrets – 2

Hangers – 8 squadrons of fighters or bombers

BATTLE 4 – COUNTER ATTACK

“Admiral Terbit I have multiple signals flashing up all over my display panel. There friendlies Sir!” the communication officer of the imperial mars class heavy cruiser Defiance said. An explosion rocked the vessel for an instant; the admiral didn’t even seem to register the impact that had just taken down one of his ships void shields.

A transmission filled the entire bridge, “Admiral Terbit your situation looks dire, this is Admiral Griffiths nice to be here”.

“The situation is indeed bad admiral we have almost had to fall back to our battle stations, I suggest a regroup and counter punch with our combined fleets”.

The Cobra class escort Avenger flew in formation with the White Pride, another cobra class escort. Both ships were stripped of their shields and both ships were running a gauntlet of death. Duel pairs of torpedoes blasted out from each of the ships towards an enemy escort. The torpedoes were smooth looking cylinder shapes with red hot burning fire spurting out the rear of them. The fire danced about in the vacuum of space in a never ending display of beauty. The torpedoes themselves swayed and bobbed up and down, left and right as they rocketed between the space from the Cobras towards the enemy escort Indomitable.

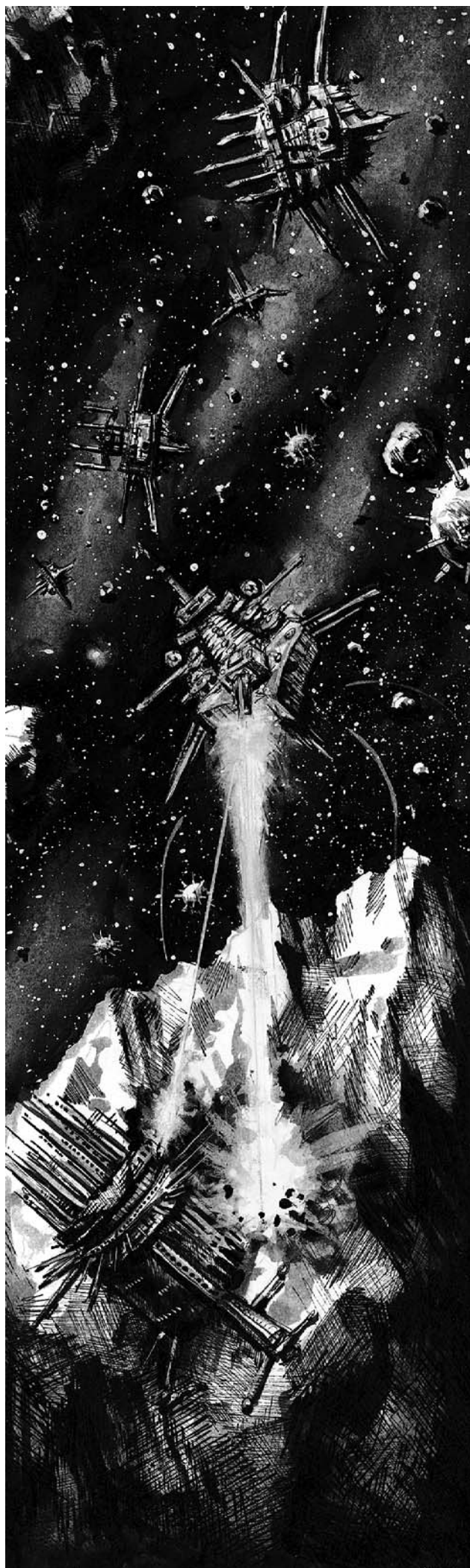
The torpedoes slipped straight through the Indomitable’s shields as if they weren’t even there. A duel set of light lit up on her hull and then dimmed back down again. A white gas began gushing out into space from a section of the ship but apart from that the vessel appeared undamaged and continued its barrage on the Defiance’s shields which were beginning to falter. But then the second pair of torpedoes slipped through its shields and detonated just short of the escort’s hull. The gushing of the gas intensified as a result. Just then a new light spread from within the ship, an explosion from inside! The blaze ignited the gas and in an instant the gushing of gas turned into a fireball of flame.

“The Indomitable’s forward momentum is slowing Captain, there’s fires spreading through its decks. Its out of the battle sir its crew are evacuating the ship”.

The captain looked at Mr.Ford, “Excellent shooting Brakken looks like those torpedoes are still working; bring us to a new heading to group with the rest of the counter attack”.

Game Requirements

- The length of this game is 6 turns.
- Attackers use a maximum of 1000 points.
- Defenders use a maximum of 1250 points.
- Needs a Moon for scenery (deployed closer to attacker’s board edge).
- Deployment for the attackers is 30cm onto the board and 30cm away from flank edges.
- Deployment for the defenders is 30cm onto the board and 30cm away from flank edges.
- Deployment order will be attackers setup everything first.
- First turn is decided by whoever rolls highest on a D6.
- Sunward edge is always to the left of the defenders deployment zone.
- 3 Attacking cruisers (chosen by the defender) must roll on the critical hit table before the battle.
- 3 Attacking cruisers take D3 damage before the battle (chosen by defender). Do not roll for critical hits.
- 2 Defending cruisers will begin the game crippled (chosen by attacker).
- All attacking ships must reload ordnance before they can use any in the battle. Defending ships must reload ordnance on a 5+ before they can use any in the battle.
- The Airbase counts as destroyed.
- Game will be won or lost on victory point conditions.
- A defensive victory will give the defender 1 defense points.
- An attacking victory will allow the attack to move onto the fifth and final battle.



BATTLE 5 – THE DEFENSE OF KOLOT

“Fall back towards -- ring defenses and prepare -- a -- stand there we -- hold them off -- faith in the emperor --”. The voice rang out through the communication unit onboard the Avenger. “You heard the admiral fall back towards our battle stations, it’s the only place we might be able to win this engagement from now” said Captain Kabar.

The Avenger swung around slowly following in the White Pride’s wake. The Avenger was limping badly with huge smoke trails pluming out from one of its main engines. Both escorts caught up with Admiral Terbit’s Mars class heavy cruiser Defiance in only a few seconds, it was obviously in trouble and crippled. Fires that were the size of one of the cobra’s themselves roared on the outer surface of the cruiser and tiny fighters and bombers zoomed around the capital ship like insects. The tiny bombers peppered the ships hull continuously and the fires increased.

“Bring us away from the Defiance please its not going to last much longer” Kabar said loudly.

The small escort edged away from the capital ship slowly. The White Pride began to do the same maneuver following the Avenger’s example. An unexpected beam of energy probed out from a nearby enemy ship and struck the Defiance on the side. The enormous vessel split apart and debris flew out around the shell of the vessel. The lance of energy stopped and was replaced by a detonation that engulfed the entire capital ship and the White Pride along with it. The explosion cloud spread out and out and then imploded back in towards the epicenter of the blast.

“We’ve lost the Defiance and the White Pride sir,” Ford told his Captain.

“Terbit is dead, it looks like things are looking up after all” Kabar said to himself.

“Transmission coming in from Admiral Griffiths,” said Speakman.

“This is Admiral Griffith’s assuming command of the defense; continue to fall back towards Kolot and its outer ring defenses. We can hold off the enemy from there using the battle stations and orbital platforms”. The faces on each of the bridge’s crew were heavy and defeated looking.

“Gentlemen it has been an honor captaining this ship and working alongside brave men like yourselves. Whatever happens now I would like to thank each and every one of you, it has been a pleasure. Prepare yourselves for the defense of Kolot!” Captain Kabar whispered.

Game Requirements

- The length of this game is 6 turns.
- Attackers use a maximum of 1500 points.
- Defenders use a maximum of 1500 points.
- Needs a Planet, 2 battle stations, 3 orbital platforms for scenery (deployed closer to defenders board edge and around the planet).
- Play on a 6’ by 4’ board length ways (short edge to short edge).
- Deployment for the attackers is 30cm onto the board and 30cm away from flank edges.

- Deployment for the defenders is 90cm onto the board, no less than 30cm onto the board and 30cm away from flank edges.
- Deployment order will be defenders setup everything first.
- First turn will be the attackers.
- Sunward edge is always to the left of the defenders deployment zone.
- 4 Attacking cruisers (chosen by the defender) must roll on the critical hit table before the battle.
- 1 attacking cruiser will start crippled before the battle (chosen by defender). Do not roll for critical hits.
- 3 defending cruisers will begin the game with D2 damage (chosen by attacker). ROLL FOR CRITICAL HITS.
- All ships must reload ordnance before they can use any in the battle.
- There will be two battle stations (rules below).
- There will be three orbital platforms (rules below).
- There will be three planetary battery emplacements (rules below).
- Game will be won or lost on victory point conditions.
- A defensive victory will give the defender 2 defense points.
- The first attacking victory in this scenario will result in that player being the Attacking winner of the campaign. At this point all defense points will be totaled and whichever defender has the highest defense points will be the defensive winner.

Planetary Battery Emplacements

Type - Defense

Armour - 5+

Shields - 1

Hit points - 2

Turrets - 2

Battery strength - 5

Range - 60cm

Fire Arc - 360 degrees

Orbital Weapons Platform

Type - Defense

Armour - 5+

Shields - 1

Hit points - 2

Turrets - 2

Battery strength - 5

Range - 45cm

Fire Arc - 360 degrees

Battle Station

Type - Defense

Armour - 5+

Shields - 2

Hit points - 8

Turrets - 4

Battery strength - 10

Lance strength - 2

Range - 45 cm

Fire Arc - 360 degrees

Hangers - 4 squadrons of fighters or bombers



THE END – DEFEAT AT KOLOT

Hulks burned and debris floated through space majestically in a hypnotic dance of beauty. The two great powerful battle stations both lay in ruin; they had taken unsustainable concentrations of firepower that no ordinary ship would have stood up to for longer than a few moments. The Imperial fleet had fought stubbornly but the over whelming enemy forces had eventually over run the defenses. Small vessels were launching from the planets surface in desperate struggles to escape the invasion but the planet was encircled and escape was impossible, ship after ship was annihilated as military firepower exploded against civilian and merchant built ships. Kolot was firmly in the hands of the enemy now and it would be weeks until a second fleet could be gathered to return to this system. Perhaps the population could hold out that long? Captain Kabar did not think so. Even now the remaining Imperial ships including the Avenger were heading away from the planet to escape.

The bridge of the Avenger was silent except for the buzz of machine, the rumble of engine and the sounds of extinguishers on flame. Speakman was behind his console studying the screen motionless, tears in his eyes. Tears for their defeat, tears for the millions abandoned on the planet and tears for his comrades lost

in the battle. Ford sat looking at the corpse of Drake as it was only now being carried from the bridge, Brakken placed a hand on his shoulder and stared down at the lieutenant and doubted if the man would be in any mental state to work on the bridge of a war vessel again, he had seen it so many times before. Kabar was in his private quarters.

He sat there in his specially designed chair constructed to fit his own body shape snugly. He wore a robe that was made from the finest soft silks from across the galaxy. In his left hand he held a crystal glass half filled with a warm sweet amber drink that was soon to be empty and in his right hand he held a silver cube given to him by his mother many years ago before she died. He stroked the smooth object with his fingers and stared into its reflective surfaces, there was no pattern no elegant curves on this simple cube. When she had given it to him she had told him it was not valuable, it was not made by any kind of master craftsman and the metal was of the poorest quality. But she had said that this cube was the most precious possession she had owned because it was full, bursting with the love of her father who had given it to her and now it was filled with the love of his mother and he would never let that love go.

ABOUT THE AUTHOR

Wez is a big Battlefleet Gothic and originally wrote this campaign when he worked at Games Workshop Stoke before he became a school teacher!