



Planet Fall

A BFG Medusa V Introduction & Scenario

By Nick Schindler

++++Transmission begins++++
++++Authorisation confirmed++++

Greetings Inquisitor,

As you will be aware, anomaly 004835 (The Van Grothe Rapidity) has begun to expand at an alarming rate. Explorator teams have been dispatched to the vicinity though I have of yet failed to obtain a report detailing any definitive information we speculate that recent expansion phenomena within the gothic sector is a likely cause. At this point I regard it as of utmost importance to deploy additional ships to the region as the current garrison is stretched thin along the perimeter allowing the possibility of enemy forces infiltrating the jump zone without our knowledge.

Ships within the sector have reported a number of disturbing incidents in recent months. Outposts on the fringe of the sector recorded weapons signatures less than a light year from the Medusa system; subsequent investigation by escorts accompanying the Endeavour and Reliant recovered biological matter as well as the wreckage of what appears to be Tau hull plating. DNA analysis has confirmed that the beings responsible were forward elements of hive fleet Kraken. Cleans teams have been dispatched to outlying planets in the region. Of greater concern than the presence of tyranid elements is that the Tau have sought to venture this far into our space. We can no doubt expect to see encounters with them in the near future though if they continue to combat our enemies as well they may prove a useful distraction allowing our fleets time to mobilise and rearm.

Sightings have also been reported by our way stations of the Desolator class battleship Tezench's gift. Last sighted in the vicinity of Alura Prime shortly before the incident known as the plague of change the ship is known to carry war master Gelith Marvel of the Thousand Sons. The Gift and any accompanying ships are to be treated with extreme prejudice and all efforts should be made to cleans it from the system.

Of the Eldar we have seen suspiciously little, though this was not to be unexpected given their space faring nature. If they have a deployment on the planet's surface as you have stated inquisitor they did not make planet fall from orbit I can assure you, nor will they receive aid from there. A Rogue trader by the name of Carvel revealed after several hours of persuasion therapy that he has recently had dealings with an unnamed eldar vessel linked to the corsair fleet Asuryan's Whim. The fleet is a known ally of the

Ulthwe craftworld and we can only presume that they are here in support of their vile kin on the planet's surface.

It is likely that these ships are present to provide support for and re-supply ground forces on Medusa V. This cannot be allowed to happen, as it will greatly hamper both the fight on the surface and any orbital evacuation effort. The blockades around Medusa V must be maintained, none can be allowed to pass. Orbital defence platforms are present but will not be enough to stave off a determined attack. It is my advice therefore that a permanent fleet be held back to garrison the planet in a high orbit as well as additional reserve elements in close proximity that could provide a counter attack if necessary.

The Emperor protects.

Thought for the day: What need has man for land if he controls the skies?

++++Attachment Closed++++

With the up coming Fall of Medusa V campaign many of you will be readying vast armies, stealthy kill teams, secretive inquisitor warbands and even mighty titan legions but lets not forget, non would have left their home planets were it not for the vast array of space fairing killing machines that roam the stars.

The setting for this summer's campaign provides countless opportunities for battle fleet gothic games from small skirmishes as Eldar raiders try to prevent imperial reinforcements from reaching the planet to full blown clashes of the two greatest fleets in the galaxy as the forces of chaos attempt to push through the imperil blockade around the medusa system in order to fulfil the prophesies and see Medusa V as a dark and treacherous new daemon world.

With so much going on the surface of Medusa V its not surprising that many forces are having to call on some support from above. All armies need supplies and in enemy controlled space replenishing those is never easy. This scenario details just one such re-supply attempt to beleaguered forces on the planet's surface. It can be used as part of an overall battle fleet gothic campaign or as a one off to supplement your games of 40k perhaps effecting how well one army is supplied during a campaign turn leading to access to extra units or possibly limiting the force organisation chart for the next campaign turn if the run was unsuccessful.



SCENARIO: PLANET FALL

Forces

Imperial: The imperial blockade around Medusa V is present to bolster the defensive capabilities of the planet's orbital stations and pursue any disengaging enemy fleets. The player may spend up to 750 points on a standard imperial fleet. In addition to this Medusa V itself has up to 250 points of orbital defences.

Raiders: Any attacking force from Eldar to Orks could potentially be attempting to re-supply their forces on the ground. The attacker may take up to 1000 points from the appropriate fleet list.

Battlezone: The game takes place on a 4' by 4' table with a single planet in the centre. Due to the rapid expansion of the Van Grothe Rapidity large dust clouds have been pushed through the system. 1D3 dust clouds roughly 10cm in diameter will be present anywhere 30cm away from the planet.

Set Up: Imperial forces must deploy within 25cm of Medusa V while attackers move on in the first turn from a random board edge (roll a scatter dice to determine which edge this will be).

First Turn: The attackers get the first turn and must use it to move on to the table from their table edge.

Special Rules: The attacking forces intend to make planet fall, dropping troops or supplies in reinforcement of ground troops. To do so a ship must spend a whole turn in low orbit of the planet (within 2cm). For every turn a ship spends in low orbit doing nothing the attacker gains a point (see victory conditions). A ship can only spend one turn in contact with the planet per hit point. Ships with attack craft may still deploy the attack craft during planet fall or may instead gain one extra point.

Game Length: The game lasts for 8 turns at which point the attackers automatically break off or until one of the fleets is totally destroyed.

Victory Conditions: Normal victory points do not apply. Instead the imperial side gains one point at the end of the game for every ship that is at half hit points or above and 1 point for every enemy vessel crippled or destroyed. The attacking side gain points as detailed in the special rules section, they also gain a point for every imperial vessel destroyed or crippled.

ABOUT THE AUTHOR

Nick Schindler is a big BFG fan and ran this very scenario here at Warhammer World at the recent 40K Dark Stars campaign.