Aerial Onslaught

Story-led mission sequence

Play 5 games over 12 weeks

Starts Sunday 13th April

Format:	Narrative Campaign
Duration:	12 weeks
Game System:	Kill Team
Number of Games:	Five
Location:	**Black Dragon Games** 17 Burton Street, Melton Mowbray, LE13 1AE
Game Master:	Richard *(listed as "Richard" on the Discord server)*

Narrative Campaign

Narrative events are all about telling a story!

This campaign is aimed at new and veteran players looking for a casual, narrative play experience. The narrative missions in this campaign are accessible to players of all skill levels.

The results of each mission will determine which mission is played next, progressing one side closer to an ultimate victory at the end of the campaign. The results of this campaign will set the scene for our next Warhammer 40,000 narrative day, thereby affecting the outcome of our Tarsak IV grand narrative.

Preparation

The Story So Far

The Tarsak system has spent a century alone, trapped within a warp storm and beset by the horrors of the Empyrean. But now the storms have abated and the people of Tarsak IV are reunited with their beloved Imperium, mere days before the arrival of a Tyranid Swarm.

With the arrival of a crippled T'au fleet, the awakening of a Necron Tomb and the continued spread of Chaos corruption, Tarsak IV is fighting for its survival.

Elite Kill Teams have been dispatched to secure vital forward operating bases ahead of the main advance. The outcome of their missions could make the difference between success and failure for the factions vying for control of critical regions on Tarsak IV.

Your Kill Team

Players must field the same faction in all games, but you may vary the operatives that you field from one mission to the next.

Equipment

The following equipment can only be selected by your Kill Team if you bring models for it: Ammo Cache, Razor Wire, Barricades (light, heavy or portable), Comms Device, Mines, Ladders, Smoke Grenades.

Painting and Modelling

Painting Requirement:
All models and equipment must be painted to "Battle Ready" standard and based.

Conversions and Kit-bashing:
We love conversions and kit-bashing! Please ensure that all miniatures accurately represent the weapon loadout on their datacard (i.e. What You See Is What You Get). Custom miniatures and barricades should be the same size as the model they are representing.

Rules

This event uses the following rules sources:

- The Rules (Kill Team Core Book)
- Airborne Assault Mission Pack (Hivestorm Dossier)
- Volkus Compound Mission Pack (Brutal and Cunning Dossier)
- Universal Equipment (Hivestorm Dossier)
- Tac Ops (Approved Ops Card Pack 2024)
- Core Rules Update Log (Warhammer Community website)

All of these rules sources are available in-store for customers to use

Teams & Missions

Teams

Players will be divided into two teams:

- **Invaders** will attempt an airborne assault to secure key strategic sites
- **Occupiers** will attempt to hold their territory and drive back the attackers

Missions

The campaign will compose of 5 rounds, in which each participant will play 1 mission against a member of the opposing team:

- Rounds 1 to 3 will play through the Airborne Assault Mission Pack from the Hivestorm Dossier.
- Round 4 and 5 will use the Volkus Compound Mission Pack.

Schedule

Session Zero: Players will meet for an in-person campaign briefing and to choose teams. The gamemaster will assign pairings for the round 1 missions (which may be played at this session).
This session will take place at Skirmish Club on 13th April. The gamemaster will brief any players who cannot attend separately.

Rounds 1 to 5: Participants will have 2 to 3 weeks to play their game for each round. The gamemaster will assign new pairings after each round based on the results of each mission (while avoiding pairing players against the same opponent, where possible).
Games can be played anywhere; Skirmish Club at Black Dragon Games on Sunday afternoons is an excellent time to get together.

Narrative Day: There will be a Kill Team narrative event day after the campaign has ended, giving players a chance to get together to continue the stories of their Kill Teams (or try a different team!).
This will be an optional event which can be booked separately.

Killzones

All missions will be played on the Killzone Volkus terrain set, with the addition of the Brutal and Cunning set for rounds 4 and 5.

Tac Ops & Victory

Tac Ops

- In Rounds 1 to 3, players will select a Tac Op for each mission (after selecting equipment).
- Players may select any of the 12 Tac Ops from the Approved Ops Card Pack 2024.
- Players will **not** score Victory Points for completing Tac Ops.
- Players will gain 1 ***Ruse Point*** for every 2VP that they would have scored for their Tac Op.
- The type of Tac Op completed determines the type of ***Ruse Point*** acquired: **Seek & Destroy**, **Recon**, **Infiltration** or **Security**.
- In rounds 4 and 5, ***Ruse Points*** can be spent on the Ruses on page 71 of the Brutal and Cunning Dossier according to their type:

Ruse Point Type	Offence Ruses	Defence Ruses
Seek & Destroy	Preliminary Bombardment	Razor Wire Perimeter
Recon	Surprise Attack	Command Station
Infiltration	Night Assault	Stockpile
Security	Breaching Charges	Booby Traps

Mission Results

Report your mission results (including number and type of ***Ruse Points*** scored) on the *#kill-team-campaign-results* channel on Discord.

Narrative mission write-ups are also very welcome!

Victory Conditions

Campaign victory will be determined by how many bases each team has successfully defended in round 5, with the results of rounds 1 to 3 determining how far the Invaders have progressed into the Occupiers territory.

The results of this campaign will set the scene for our next Warhammer 40,000 narrative event day.