

## **Warp Skein Conflict, Part 1 – Keys of Fate**

*Amongst the waste of empire*

*Amid offal and filth*

*The keys lie therein*

*To spill the warp's wealth*

### **Premise**

Your detachment has discovered the site of powerful alien artifacts that must be recovered at all costs. There is a catch. Based on reports from similar sites in the sector, you know that once you make your approach, the clock begins ticking before the site self-destructs, vaporizing the battlefield. To make things interesting, there's an enemy force rushing in as well.

### **Special Rules**

- Deepstrike
- Biometric Alien Artifacts The alien artifacts are enigmatic biometric devices. Others before you died learning that the devices have to be activated by a living being's touch.
- Force field - The force fields protecting the artifacts are impervious to all attacks.
- Bonding with the device – A (non-vehicle) model\* within 2" of the device can attempt to bond with the device during the assault phase. The model forfeits any other assault phase actions, although its unit can still engage in assault actions, provided unit coherency is maintained. The bonding process can be fatal. Any model attempting to bond must survive a single S3 AP1 hit, cover does not apply, but invulnerable saves do apply as normal. There can only be one Tender at a given time. Only if the tender dies can the artifact be bound anew. NOTE: Webway-capable races (Eldar, Dark Eldar, Necrons, Thousand Sons) understand the language of the devices and can activate them without risk.
- Tenders – a Tender cannot engage in any activity but normal movement. It cannot attack, use Psyker powers, etc. Tenders benefit from the force field of the artifact, gaining a 2+ invulnerable save **vs. any wounds**. Because of the high immunity and strange psychic strengthening, being a Tender confers a +2 to the Leadership score of the Tender and Tenders do **not** need to make *All on your own* tests or pinning tests. Tenders are limited by unit coherency, as appropriate.
- Force field EM disruption - the artifacts play havoc with vehicle operation. At any time, if a vehicle that gets within 6" of an artifact, or vice versa, it will immediately count as immobilized and shaken until there are no artifacts within 6". No wargear allows mitigation of these results. Once there is no longer an artifact within 6" the deleterious effects immediately abate. This has the additional implication that a model bonded to an artifact cannot ride in a vehicle. Bikes and jump packs are sufficiently simple and battle-hardened that they continue to function adequately. Basically, anything with an Armor Value goes haywire within 6" and, yes, that does make the artifact a potential weapon against vehicle units.
- Voluntary withdrawal – any unit that is not already falling back may decide to voluntarily withdraw at the end of a close combat (assuming they are not falling back already) or at the start of the movement phase. A voluntary withdrawal confers a +1d6" to normal movement. This replaces normal movement. Because the unit is moving recklessly fast, they still suffer the negative effects of falling back.
- Self-Destruct - when the game ends, the battle field will be vaporized along with anything left on it. Because the game length is limited by a ticking alien bomb, **no army-specific abilities to affect game length apply**.

\* - bikes and jump packs **are** valid models. Non-living machines, e.g a gun drone, aren't.

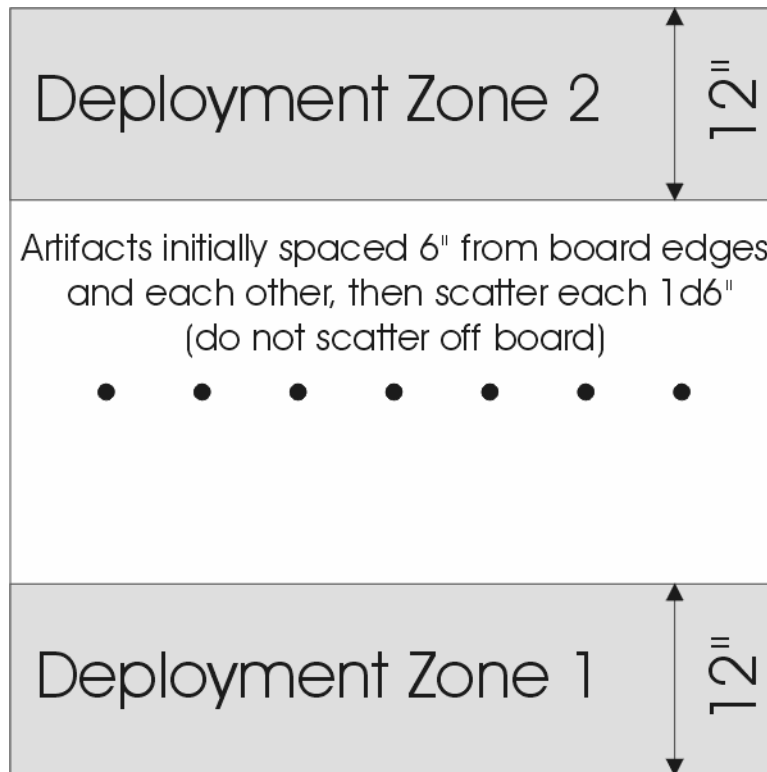
## Board setup & Deployment

**Board Size** - 4' x 4'

**Game Length** – Variable game length

**Fall Back / Leave** – Any edge area within your deployment zone is valid.

### *Deployment Zones*



1. Roll one die, the higher roller chooses which deployment zone to set up in, and they set up first, positioning their models within 12" of their board edge.
2. The other person sets up, positioning their models with 12" of their board edge.
3. Roll one die, the higher roller chooses whether or not to go first.

### *Army-specific Benefits*

- Space Wolves 13<sup>th</sup> Company, *Power Tap* - Rune Priest may harness the power of an artifact and use *The Gate* to leave the battlefield with an artifact, provided he is within 2" of the artifact. The Rune Priest and any unit he is attached to also leave the field of battle.
- Ulthwé Strike Force, *Burn the Wraith* – The Ulthwé Strike Force is adept at webway technology, but these artifacts possess an unusual amount of power. An artifact may be carried through a *Wraithgate*, but if the Tender is not a Warlock or Farseer, then there is a 50% the gate is destroyed in the process. Roll a d6; on a 1-3, the gate is destroyed. If the Tender is a Warlock or Farseer, then there is no effect on the *Wraithgate*. The Tender and its unit, if any, are also removed from play as they fall back through the *Wraithgate*.

## ***Victory Conditions***

There are two objectives to strive for:

1. Obtaining the alien artifacts – 200 VP per artifact removed from the board
2. Surviving – You get the VPs for all of your surviving troops, including those that fall back off the table for any reason.