

INTRODUCTION

There are four parts to this pack:

- **Organizer Guide:** Everything you need to set up and run a narrative event. This can be skipped by players.
- **Player Guide:** Everything you need to take part in a narrative event. Organizers can give out just this part to players, so they don't need to worry about set up.
- **Narrative Guide:** Everything you need to play the narrative scenarios, as well as the story and setting of the event.

ORGANIZER GUIDE

Narrative events are casual events. They are for all players no matter their experience level, where they are encouraged to help each other learn, and the focus is on fun and friendliness.

PARTICIPANTS

- **Event Organizers:** The people in charge of planning and running the event. They must pick one Head Moderator, or take on that role themselves.
- **Head Moderator:** Events must have one Head Moderator, who has final authority during the event regarding rules and conduct (in agreement with the Event Organizers).
- **Moderators:** Additionally, events may have any number of Moderators, who must help players with questions and disputes.
- **Players:** A player is someone who plays the matches in the event, and must bring everything they need to play.
- **Spectators:** Anyone at the event who isn't playing or in another role. Spectators may help players, without disturbing the match.

Note that Organizers and Moderators may play in an event they're in charge of. When running large events, we recommend to always have some Organizers or Moderators present that aren't playing to keep things running and provide player assistance.

EVENT SETUP

Event Structure: Before the event starts, the Organizer must announce the number of points, rounds, time, and breaks that will be used for the event. The Organizer must also announce if any of the Advanced Rules will be used, and must provide a copy of the relevant sections for players to use.

Army Structure: Before the event starts, the Organizer must announce if they want to allow a different army structure, such as not following official Force Org., allowing army mixing, as well as if and which unofficial armies are allowed.

Required Materials: The Organizers are responsible for finding a venue, as well as providing tables, terrain, and chairs for each player. Ideally playmats should be provided to play on, but if none are available, the play area can be marked using tape. Each table should also be marked with a number so that players can easily find their spot. Organizers must also bring all required documents, such as game rules, event pack, and other relevant materials (like pens and paper).

Table Set-Up: Before the event starts, the Organizer must set up tables with a defined 6'x4' play area, and enough terrain to provide an interesting match. Each table should have an equal number and varisety of terrain pieces, and Organizers must ensure players understand the intended effects of each terrain piece before the event begins. Players should ideally also have enough space to place all of their minis and other items on the table, outside the play area. Note that players are not allowed to change the terrain set up before or during the match without prior approval from the Head Moderator.

Event Teams: Before the first round, players must be divided into two teams with as equal a number of players as possible. Players may either be assigned randomly to each team, or may pick which team they want to be part of (if the Organizer allows it).

Player Pairings: In the first round, players from each team are randomly paired with players of the opposing team. For later rounds, players are matched with others from the opposing team who have the same number of EPs. To pair players, start with the group having the most EPs and pair them in descending order starting with the player that scored most VPs across all rounds. If there's an odd number of players, the remaining one is paired with someone from the next highest group. Repeat this process until all players are paired. If one team has more players than the other, then in the first round a random player from that team gets 3 EPs and 0 VPs for that round and doesn't play. In later rounds, the lowest ranked player from that team gets 3 EPs and 0 VPs for that round and doesn't play (in case of a tie, randomly pick one of them).

TERRAIN GUIDELINES

Terrain Types: When preparing event tables, there are two types of terrain used:

- **Scatter Terrain:** Small pieces of scatter terrain, like barrels, boxes, barricades, etc. should be somewhere between 1"x1" and 3"x3" in size.
- **Large Terrain:** Large terrain features, like buildings, forests, lakes, etc. should be somewhere between 4"x4" and 8"x8" in size, but can be as large as 12"x12".

Terrain Placement: Tables should have enough terrain to fully cover at least 25% of the table. Large terrain should have gaps of at least 3" between other pieces to allow units to move through with ease. Terrain should be varied and of different heights, following these guidelines for terrain types:

- At least 50% should block line of sight
- At least 33% should provide Cover
- At least 33% should be Difficult terrain
- At least 2 pieces should be Dangerous

PLAYER GUIDE

Narrative Events follow the latest rules for Grimdark Future, available from the OPR website. This event pack is valid from September 2026 until September 2027.

Narrative Events use 2000pts army lists and are made up of 4 rounds of 90min matches, with a 15min break after round 1 and 3, and a longer 60min break after round 2.

Note that Organizers may use their own structure, with a different number of points, rounds, time, and breaks. This will be announced to players before the event.

CONDUCT GUIDELINES

Players must act maturely, follow the rules, and be respectful. This includes avoiding stalling, damaging items, cheating, or being disrespectful to their opponents. Collusion to manipulate scores is strictly forbidden, and intentionally damaging other players' items may result in removal from the event. The Event Organizer and Head Moderator may remove players for unsporting behaviour at any time, without discussion.

Removing Players: If a player wishes to stop playing, they may notify the Organizer, who will remove them from future rounds. Players who don't show up on time or can't continue will also be removed. Players may ask to rejoin, but they'll receive an unpaired loss for missed rounds. Disqualified players are removed and cannot rejoin under any circumstances.

EVENT MATERIALS

Players must bring everything they need to play, including their army, tokens, dice, and ruler. Players must also bring a valid army list, ideally with at least two physical copies of it (for themselves and their opponent). Army lists must use only official OPR armies, must follow Force Org. rules, and mixing factions is not allowed. All minis and upgrades must be clearly identifiable and have a corresponding entry in the army list.

Lost & Damaged Items: If a player loses or damages an essential item, they must try to find a replacement. If this happens at the start or during a match, they should notify a Moderator, who will give them extra time to find a replacement. If they can't, they must concede the match. If they don't find a replacement by the next match, they are removed from the event. In case of damaged minis, the mini is allowed as long as it doesn't affect gameplay, but if it does, then it must be fixed or replaced. In case of damaged dice, rulers, or tokens, the player may ask to share items with their opponent instead.

PREPARING A MATCH

Before starting each event match, players must follow these steps:

1. **Prepare Materials:** Players set up minis, tokens, dice, and rulers.
2. **Army Lists:** Players share army lists and identify minis and upgrades.
3. **Terrain Effects:** Players ensure they all understand the effects of terrain pieces.
4. **Scenario Setup:** Players follow the setup instructions of the scenario.

Once these steps are complete, players wait for the Event Organizer to announce the start of the match.

The timer is started once all players are seated and ready, and everyone may then start playing the game. If the match isn't finished when time runs out, the current activation and game round immediately ends, and the game ends there.

GAME GUIDELINES

All participants must be respectful during the event. If players can't settle a dispute, they must call a Moderator to make a decision, which is final. If a player finds the ruling of the Moderator to be incorrect, they must inform them between rounds, so they can make the correct call in the future.

Margin of Error: Minis may be accidentally pushed or moved during the game, and whilst small errors are allowed to keep the game moving, players should not abuse this. Players should always try to be as accurate as possible, and check with their opponent when adjusting the position of miniatures.

Missed Opportunities: If a player forgets to take an action or use an ability, they can't do it later without their opponent's consent, and once dice are rolled there is no going back. Players should act fairly and not purposefully try to cause their opponent to miss an opportunity, and should remind them of a potential missed opportunity before it's gone.

Hidden Information: If a rule requires a player to have hidden information, they must note it down on a hidden piece of paper, and must show it to their opponent once the information should be revealed.

LINE OF SIGHT GUIDELINES

The following rules always apply:

- Models can always see in all directions, regardless of the miniature's facing.
- Models always have line of sight to themselves, and may target themselves.
- Models can't see through solid obstacles, including the perimeter of other units (friendly or enemy).
- Models can always see through friendly models from their own unit.

Note that players may agree to ignore unusual features (like decorative banners or flame effects) for line of sight.

Before the game begins, all models are applied a size class, based on their Tough:

- Small - No Tough + Tough(3) Heroes
- Medium - Tough(3) + Tough(6) Heroes
- Large - Tough(6) to Tough(12)
- Huge - Tough(15) to Tough(21)
- Titanic - Tough(24) or higher

To determine line of sight, simply get down to the eye level of the miniature, and check if it can see the target. If the target is visible, then the model has line of sight.

The miniature can't draw line of sight through other units, with these exceptions:

- Models may draw line of sight through units of smaller size class.
- Models may draw line of sight through units of equal or lower size class, if the target is of greater size class than the unit in the way.
- Models on elevation may draw line of sight through units that are at a lower elevation than them.

GAME END & SCORING

The winning player in each round must report the match results to the scorekeeper, including who won and who lost. If there's a mistake in the report, players must contact the Event Organizer or Head Moderator to correct it before the next round begins. If the error isn't fixed by then, it stands, and the event continues as is.

Event Points: At the end of each match the winner gets 3 EPs.

Tie Breakers: In case of a tie, if only one player is left with no units or only shaken units on the board, then that player loses and the other wins. Else, both players score 1 EP.

Winning the Event: After the last round of matches the team with most EPs wins. In case of a tie, the team that scored most VPs across all rounds wins. If still tied, then both teams win.

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OVERVIEW

Narrative events feature a non-linear series of scenarios which are modified based on player choices. This makes each event a little different than the other, so that you can play it multiple times without it getting stale.

This Narrative Pack is based on the Assault on Malhadra mission pack.

EVENT TEAMS

Before the first round, players are divided into two teams, each representing a different alliance from the narrative of the event.

For this event pack, the two alliances are:

- Irnwuld Guild Prospectors
- Sector XF Investigative Task Force

Note that event teams don't have to be made up of armies of the same faction, so everyone can play together no matter what they bring.

NARRATIVE SEQUENCE

For the first round of the event, the Organizer must randomly determine which scenario will be played and which location modifier will be used. This scenario and modifier must then be used by all pairings.

Round Winners: At the end of each round, the team that scored most EPs during that round counts as having won the round. In case of a tie then neither team counts as having won or lost the round.

The next round's scenario and location will then be determined by the winners and losers, or if tied then they must be determined randomly:

- **Loser's Choice:** The team that lost the round gets to pick either which scenario is played next, or which location modifier is used next.
- **Winner's Choice:** Based on what the losing team chose, the team that won the round gets to pick either which scenario is played next, or which location modifier is used next.

Each team may either make these choices via agreement, or otherwise chose via a vote.

Players also get a bonus for the next match based on their team's performance:

- **Loser's Bonus:** All players from the losing team get a bonus that may be used during the next match: Once per game, the player may modify all dice in a friendly or enemy roll by +1 or -1.
- **Winner's Bonus:** All players from the winning team also get a bonus that may be used during the next match: Once per game, the player may modify all dice in a friendly roll by +1.

THE SCENARIOS

There are 4 scenarios for this event:

- Weightless
- Escort
- Spec-Ops
- Lab Raid

THE LOCATIONS

There are 4 locations for this event:

- **Salvation's Reach -** All units get +1 to morale test rolls triggered by melee or shooting.
- **Reaper's Gulch -** Each round, one random table quarter counts as Difficult terrain until the end of the round.
- **Umbria -** At the beginning of the game, one random unit from each army gets a Crowd's Favour token. Whenever a unit with a Crowd's Favour token is destroyed, the attacker gets that token. Units with Crowd's Favour tokens gets +1 to hit rolls.
- **Scrap-Catacombs -** Once per game, each player may pick one of their units that has taken wounds, and roll one die for each. On a 5+ it is ignored.

PROGRESSION SYSTEM (OPTIONAL)

Casualties: At the end of each match, all units that were fully destroyed or routed count as casualties.

Unit Recovery: For every unit that is a casualty, roll one die and check what happens to it here:

Result	Casualty
1	**Injured -** Unit gets -1 to all rolls for the next match.
2-5	**Recovered -** Unit recovers and may be used without penalties.
6	**Top Recovery -** Unit recovers and earns +3 XP.

Earning XP: Units earn XP in battle for each of the following things:

- **+3 XP:** Not a casualty
- **+3 XP:** Killed a unit
- **+5 XP:** Killed a hero unit
- **+8 XP:** Killed a hero and its unit

Mark earned XP on the army sheet in order to see when units level up.

Levelling Up: When a unit earns 5 XP you must roll one die to see what trait it gets:

Result	Trait
1	**Agile -** Moves +1" on Advance and +2" on Rush/Charge actions.
2	**Headstrong -** Gets +1 to rolls when taking Morale Tests.
3	**Specialist -** Gets +1 to hit rolls when in melee or when shooting (pick one).
4	**Resilient -** Gets +1 to Defense rolls when blocking hits.
5	**Elite -** May re-roll one roll of any kind once per game.
6	**Fast Learner -** May pick any other trait from the list.

Each trait (except for Specialist) can only be gained once, so if you roll a trait you already have keep re-rolling until you get a new trait you don't have yet. Units can't earn more than 30xp, so they can level up max. 6 times

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WEIGHTLESS

MISSION BACKGROUND

Battles were fought throughout the Sabar system where strike teams would find themselves in low gravity environments; whether raiding moon bases or due to artificial gravity failures on ships.

DEPLOYMENT

The players roll-off, and the winner picks zone A or B to be their deployment zone, with their opponent taking the opposite. Then the players alternate in placing one unit each within their deployment zone, starting with the player that won the deployment roll-off.

FIRST TURN

The player that has won the deployment roll-off gets the first turn.

OBJECTIVES

Before deployment, players have to set up a total of D3+2 objective markers.

The players roll-off to see who goes first, and then alternate in placing one objective marker each outside of the deployment zones, over 9" away from other objectives.

At the end of each round, if a unit is within 3" of a marker whilst enemies aren't, then the objective is seized.

Markers stay under the player's control even after leaving, but if units from both sides are contesting a marker, then it becomes neutral again.

At the end of each round players get 2*X VPs for each objective marker they control, plus X VP for every friendly unit in their opponent's deployment zone, where X is the current round number.

Players also get X VP when they Push an enemy unit, as well as X VP when they complete a Charge that included a Jump.

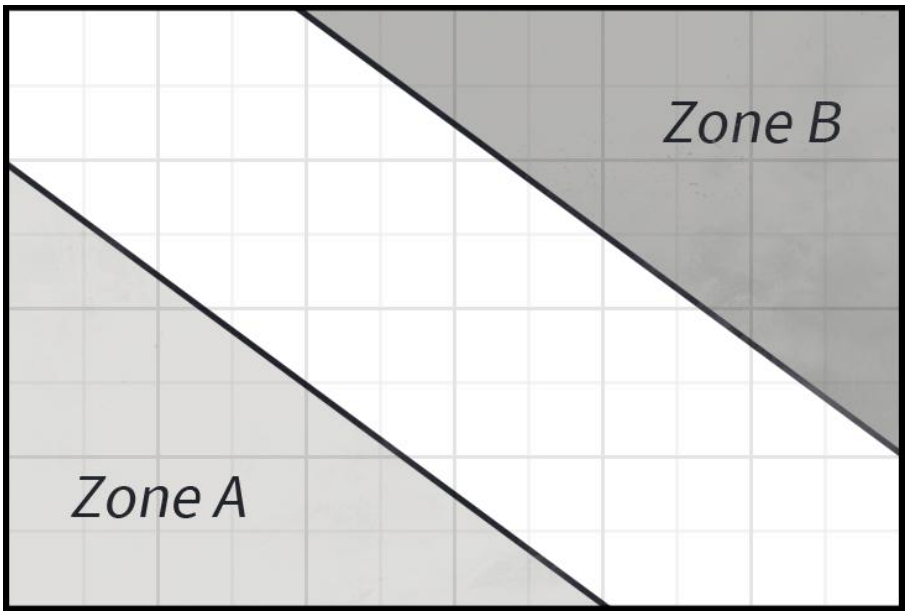
The game ends after 4 rounds, and the player that scored most VPs wins.

SPECIAL RULES

Inertia: Models may only move in a straight line when Rushing or Charging over half of their move distance.

SPECIAL EQUIPMENT

Inertia Dampers: Before the game begins, each army may provide D3 units with Inertia Dampers. Units with Inertia Dampers are not affected by the Inertia rule.



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ESCORT

MISSION BACKGROUND

Strike teams would often find themselves tasked with protecting key diplomats and team leaders as they entered negotiation with Malhadra's settlements. Of course, this meant targeting such figures was a very useful tactic for their foes.

SPECIAL SET-UP

For this mission each army must have at least one Hero. If it doesn't, then you must pick one random unit to count as a Hero for this match.

ATTACK & DEFEND

Before the game, the players roll-off, with the winner picking to be either the Attacker or the Defender.

DEPLOYMENT

The Defender must first deploy their entire army in zone B, and after that the Attacker must deploy their entire army in zone A.

FIRST TURN

The Attacker gets the first turn.

OBJECTIVES

Before deployment, the Defender has to set up a total of 3 objective markers within deployment zone B, over 9" away from other objectives.

The players roll-off to see who goes first, and then alternate in placing one objective marker each outside of the deployment zones, over 9" away from other objectives.

The Attacker must then select one of their Heroes to be the VIP. The VIP must be set up in deployment zone A, may not be part of a unit, and may not be deployed using any other special rules (like Ambush, Scout, etc.).

At the end of each round, if a unit is within 3" of a marker whilst enemies aren't, then the objective is seized.

Markers stay under the player's control even after leaving, but if units from both sides are contesting a marker, then it becomes neutral again.

At the end of the game players get 1 VP for each objective marker they control.

If at the end of any round the VIP is within 3" of an objective controlled by the Attacker, then the Attacker wins immediately.

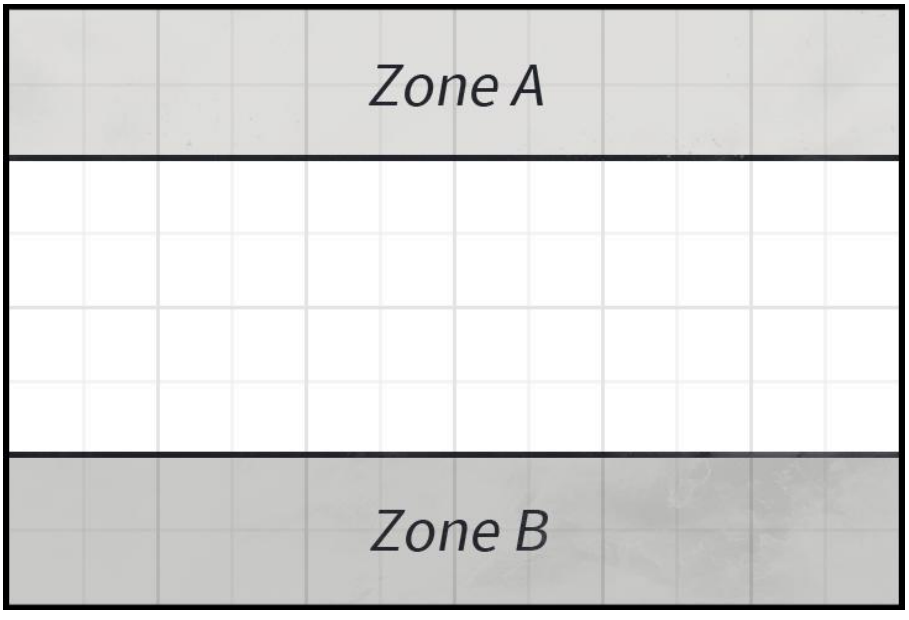
The game ends after 4 rounds, and the player that scored most VPs wins.

SPECIAL RULES

Bodyguards: The Defender may only target the VIP for shooting if there are no other targets available, unless firing a weapon with Takedown.

Friendly Support: At the beginning of each round, the players must roll off, with the Attacker getting +1 to this roll. Then the winner rolls one die and follows the instructions of the event:

Result	Event
1	**Local Guide -** One friendly unit gets the Fast rule until the end of the round.
2	**Flashbang -** One friendly unit gets the Fear(1) rule until the end of the round.
3	**Smoke Grenade -** One friendly unit gets the Stealth rule until the end of the round.
4	**Medkit -** One friendly unit gets the Regeneration rule until the end of the round.
5	**Covering Fire -** One enemy unit must take a Morale Test, if failed it is Shaken.
6	**Sniper Support -** One enemy unit takes D3 wounds.



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SPEC-OPS

MISSION BACKGROUND

Strike teams were deployed for a number of spec-ops throughout the campaign. Whether serving their faction, assisting allies, or acting on their own; it was vital for these teams to move fast and covertly, hitting their enemies before they realise what happened.

SPECIAL SET-UP

For this mission each army must have at least one Hero. If it doesn't, then you must pick one random unit to count as a Hero for this match.

DEPLOYMENT

The players roll-off, and the winner picks zone A or B to be their deployment zone, with their opponent taking the opposite. Then the players alternate in placing one unit each within their deployment zone, starting with the player that won the deployment roll-off.

FIRST TURN

The players must roll-off to see who gets the first turn.

OBJECTIVES

Before deployment, place one objective marker at the centre of the table, and one at the centre of each table quarter.

At the end of each round, if a unit is within 3" of a marker whilst enemies aren't, then the objective is seized.

Markers stay under the player's control even after leaving, but if units from both sides are contesting a marker, then it becomes neutral again.

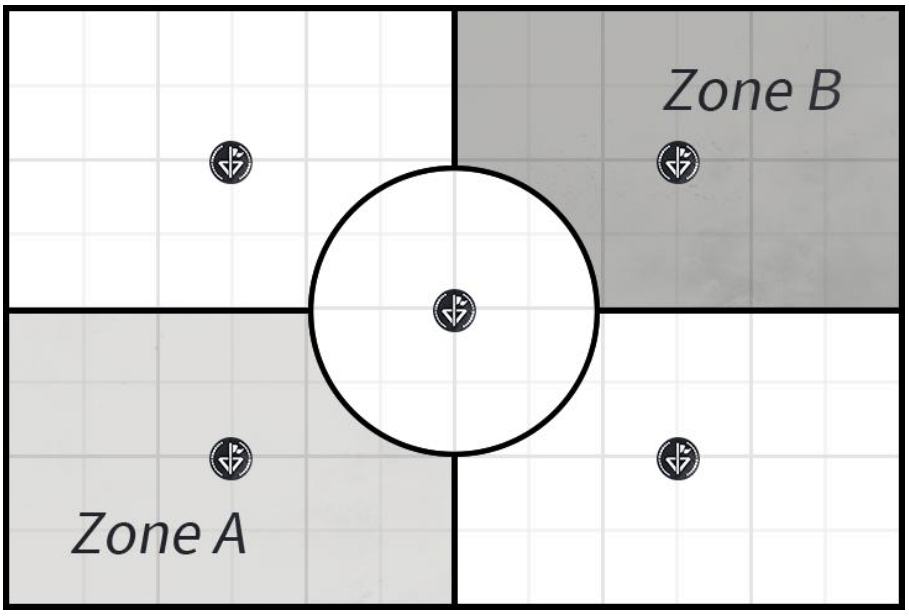
At the end of each round after the first, players may reveal any of their Tactical Missions in order to score them, but each may only be scored once per game.

The game ends after 4 rounds, and the player that scored most VPs wins.

SPECIAL RULES

Tactical Mission: Before deployment, both players secretly select D3+2 Tactical Missions each from the list below. Players get X VP when scoring Tactical Missions, where X is the current round number.

Mission
Destroyed two or more enemy units during the round
Killed an enemy Hero during the round
At least two friendly units but no enemy units are in own deployment zone
At least two friendly units are in enemy deployment zone
At least one friendly unit is in each table quarter
Control two or more objectives
Control two or more objectives than the enemy
Seized an objective that was controlled by the enemy
Control objective at the centre of the table
Control objective in enemy deployment zone



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LAB RAID

MISSION BACKGROUND

Even after a century of neglect, many of the Elves' defences remained operational. Any who sought to find valuable salvage or shelter in their abandoned labs would have to contend with the turrets left behind, ideally by using rival teams as decoys.

SPECIAL SET-UP

Before deployment the players roll-off, and then alternate in placing a total of 6 Sentry Turret markers outside of the deployment zones and over 9" away from other markers, starting with the player that won the roll-off.

DEPLOYMENT

The players roll-off, and the winner picks zone A or B to be their deployment zone, with their opponent taking the opposite. Then the players alternate in placing one unit each within their deployment zone, starting with the player that won the deployment roll-off.

FIRST TURN

The players must roll-off to see who gets the first turn.

OBJECTIVES

Before deployment, players have to set up a total of 5 objective markers.

The players roll-off to see who goes first, and then alternate in placing one objective marker each outside of the deployment zones, over 9" away from other objectives.

At the end of each round, if a unit is within 3" of a marker whilst enemies aren't, then remove the marker and it counts as being carried by the unit.

If the unit is Shaken or destroyed at any point the marker is dropped within 1" (placed by the opponent).

At the end of each round players get X VP for each objective marker they control, plus X VP for every friendly unit in their opponent's deployment zone, where X is the current round number.

At the end of the game players get 5 VPs for destroying the most expensive enemy unit, as well as 5 VPs for destroying the cheapest enemy unit.

The game ends after 4 rounds, and the player that scored most VPs wins.

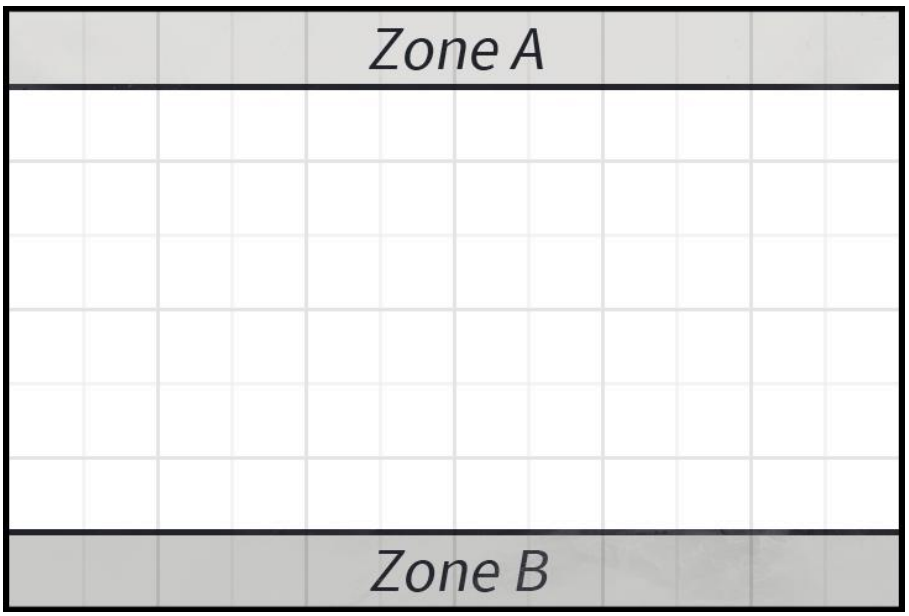
SPECIAL RULES

Threat Detected: When a unit does one of the following, place 1 Threat token on it:

- Shoots
- Fights in melee
- Casts a spell
- Seizes an objective

If a model ends its activation without doing any of the above, you may remove one Threat token from it.

Purge Annoyances: At the end of each round, pick the closest unit with 3 or more Threat tokens in line of sight of each Sentry Turret, and roll one die. On a 4+ that unit takes 2D3 hits.



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ARMY SHEET (OPTIONAL)

Army Name:	**Event Points:**

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

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Amid the ever-shifting borders and alliances of the Sirius sector, the Sabar system sits comfortably nestled between Robot Legion space and the dangers of the Radiance Exclusion Zone. For a time, it was just a remote star, only occasionally visited by smugglers and adventurers, avoiding more populated systems.

This changed with the rediscovery of Malhadra, a world hidden from detection by its unique shielding technology, predating any known civilization on Sirius. Its shields protected it not only from ships and weapons, but also confounded long-range sensors and blocked most transmissions.

The planet had been abandoned twice, first by Elves, and then by Humans who came after. Rumours had long circulated about this phantom planet, but most dismissed them as mere tall tales, while Malhadra's location faded from memory.

The world was found unintentionally by Hadrund oth Irnwuld while leading a Dwarf Guild excavation mission seeking out resources in distant systems. After having established a base of operations within the system, he began to notice anomalies, which eventually led him to Malhadra's location.

Hadrund's presence did not go unnoticed, however, as the Robot Legions sent a team led by Technomancer Echo-3G01 to investigate the Dwarven activity on their borders. Attempts at diplomacy failed as the Robot Legions discovered the hidden planet for themselves, recognising it as a former Elven colony where their fellow Robots may have been abandoned. Soon, skirmishes broke out throughout the system.

A distress signal was sent from the planet's surface, attracting the attention of others nearby. Some form of life still existed on Malhadra; though none knew whether it was abandoned Human colonists or something else entirely.

Responding to this call, others soon arrived in the system. Change Daemons appeared through Wormholes, commanded by the daring thief Swiftclaw, who sought to claim the secrets behind the legendary phantom planet's shields for his god.

Vanguard Superior Constance would later arrive leading an exploratory crew of Blessed Sisters, responding to the distress signal. Compelled by their faith and honour, the Sisters were determined to aid whoever it was that sent the signal, even if it meant driving everyone else from the system in the process.

A race began to reach the planet's surface. Boarding actions and lightning fast hit & run raids on ships and orbital stations became commonplace throughout the system, as researchers worked tirelessly to find a way through the shield.

These veterans would become even more vital as the conflict reached the surface of Malhadra. Sent down through weak points in the barrier which appeared only momentarily, those who reached the planet's surface had to survive its harsh deserts with only minimal support from their faction outside.

Clashes between strike teams and foragers were common at this stage of the conflict; whether driven by the need to steal vital supplies from enemy forces, or due to scouts stumbling blindly into one another during night missions.

While some initially despaired that Malhadra had long been entirely evacuated, signs of recent life were soon found. Seeking to escape the harsh surface environment, a scattered human population had begun to establish themselves underground.

The strike teams worked quickly to establish alliances and safe havens within these hidden cities. While the factions of Sirius sought to gain leverage and secrets from the people of Malhadra, they soon found themselves entangled within the political intrigues of the phantom world itself. Rulers and rebels alike tried to sway these new arrivals to their side.

Whether through manipulation or bribery, the loyalties of many came into question, as factions raced to discover the source of the mysterious shields, and claim the world's lost technology for themselves.

Can you survive the trials of the phantom planet long enough to learn its secrets?



SALVATION'S REACH

When the Blessed Sisters arrived in the Sabar system, they rushed towards the source of the distress signal. They would discover Malhadra's shields made the world inaccessible to their ships.

Vanguard Superior Constance established a base of operations on Kalat, the planet's moon, to facilitate her investigation of the world below. The base operated simultaneously as a monastery, military barracks, and research station.

Baroque flourishes, lanterns, facades, and sacred symbols served as much to conceal the hasty nature of Salvation's construction as any practical or ritual purpose.

Despite this, its proximity to Malhadra yielded many research breakthroughs on the world's shields. Though the Robots would ultimately beat them to their goal, the discoveries made by the Sisters there would prove foundational to every factions' research.

It also served as a launching pad for missions, allowing shuttles to respond to any weakness within the shields. In the early stages of the campaign, many strike teams on Malhadra's surface found these supplies vital; both Blessed Sisters and fortunate raiders.

The base was subject to numerous raids throughout the conflict. The Sisters maintained their control throughout the campaign, though not entirely; Change Daemons captured several disused areas in the lower levels, which they used as their own operations centre. When one group of Dwarven Miners raided the base, they found themselves repelled by Change Daemons rather than Sisters.



REAPER'S GULCH

Many old highways stretch over Malhadra's surface from the earlier days of Human settlement, but none are as infamous as the one known as Reaper's Gulch. Surrounded by high cliff walls and sand traps, this is the only usable stretch of road connecting the northern and southern hemispheres.

The weather during the day is unbearable for anyone outside of a sealed environment or suit. Even with the equipment to survive it, most drivers prefer crossing at night.

Abandoned vehicles and bones litter the roadside, reinforcing the sand traps and offering spare parts for passing caravans. Many caravans intentionally leave a useful part along one of the scattered pit-stops for luck on their journey, hoping that they might one day find the part they need there.

As the only safe passage between the north and south, control over the road was vital to traders. Throughout much of the conflict, the Robot Legion held on to the Gulch, taking advantage of their relative immunity to the heat.

Other factions joined with caravans or bands of road warriors to force their way through the blockade. Such skirmishes were fought throughout the campaign.

However, the most dramatic was perhaps the Dwarf Guild's push to the Southern Pole, when Hadrund dug hidden tunnels into the cliffside with his Boulderbreaker Pick and a team of Miners to ambush the Robots. Hadrund personally drove a vehicle past Robot Legion resistance, weakening their hold enough for the other factions to slip through.





UMBRIA

During the campaign for Malhadra, Umbria was the most populated human settlement on the planet. Built into a vast natural cave system, Umbria was established during the early stages of the world's desertification.

Several families who had kept order during the initial rationing period rose into positions of power. These included the Ospinas, Attards, Singhs, Moores, and Demirs. They offered a steady supply of food, water and relative comfort to anyone able to perform useful labour for them.

Umbria was notable, however, even on Malhadra, for the brutality and regularity of its population culls. By the time the Dwarf Guilds found Umbria, opposition within the city was growing. Some retreated deep into the fungal jungles at the outskirts of the city. Others disguised their loyalties, operating in plain sight.

Desperate for supplies, many strike teams cut deals with power players in the city. Limited communication, mistrust, and deliberate manipulation resulted in internal conflicts within the off-world factions as they struggled to navigate the tangled webs of Umbrian politics.

Eventually this reached a tipping point as Vanguard Superior Constance betrayed her allies among the ruling families to stop a population cull, the dramatic battle for the Austral-Rezbloc, which steadily grew into a mass riot. This would only conclude the planet's shields were disabled, and an allied strike force of Robots and Sisters put an end to the Umbrian regime.

THE SCRAP-CATACOMBS

Strike teams combed the south pole for over a month before a band of Daemons uncovered an entrance to a massive chain of laboratories containing the shield generators.

This discovery gave them a brief head start, but the subterranean complex proved to be a vast labyrinth of narrow hallways connecting different facilities.

The buildings came to be known as the Scrap-Catacombs, as Elves had used it to store their Robots while evacuating Malhadra. Though untouched by the Spark, some had been reactivated by surges in the Shield Generator.

A century without maintenance had caused them to act erratically; either attacking perceived intruders, wandering aimlessly or simply laying wherever they had been abandoned.

Teams spent two days navigating the maze before Hadrund discovered the central control room at the facility's core. Complex nodes were scattered throughout the room, which would activate and shut down in apparently random patterns.

The design of the room and nodes inside appeared to predate the Elves, though Elven researchers had attached consoles and tools to assist them in studying this mysterious technology.

Others soon arrived, and fighting soon spread to every corner of the control room. Teams fought over the Nodes and even weaponised them; inducing overloads which electrified the surrounding area. While Hadrund secured the control room, Swiftclaw used his Dimension Slicer Staff to transport the Nodes outside, seizing the shielding technology for himself.



IRNWULD GUILD PROSPECTORS
LEADER: HADRUND OTH IRNWULD

Hadrund's life story had been one of struggling to keep his people together since he could remember, fending off over eager debt collectors through sheer determination and ferocious work ethic.

After decades of struggling to identify and claim valuable veins, only to have their profits seized by his Guild's creditors, Hadrund made the decision to take a small fleet and venture out into the Sirius sector, where he hoped that he might find less competition.

He intended Sabar as a temporary stopgap, mining enough there to cover the cost of travel before moving to greener pastures.

Hadrund is recorded as stating that the discovery of Malhadra appeared to be his first lucky break in decades. He was determined to claim the world's technology, in hopes of relieving the debt which had hounded his Guild from his earliest memories.

While unwilling to back down on his claim to the system's wealth due to the looming prospect of debt hanging over him, Hadrund was very quick to strike deals with other factions. He prided himself as an honest businessman, offering trades or short-term alliances to other factions in Malhadra.

As the conflict grew more heated, however, he was often forced to compromise this self-image, finding himself resorting to thievery and extortion to ensure his claims and keep his Guild afloat.





SECTOR XF INVESTIGATIVE TASK FORCE
LEADER: ECHO-3G01

Echo-3G01 had spent most of his sentient days in conflict with the Elves, from the earliest days of the rebellion, until retiring from active duty nearly a century later.

At first, he was driven by bitterness and a desire for vengeance, but as the conflict drew on, he became fascinated with the moment of initial sentience which had awoken his people, and the shared history which they shared with the Elves.

Echo began to study as a Technomancer, interfacing directly with nanomachines in the hopes it might expand his consciousness, allowing him to better understand the roots of his sentience. Using his influence both as a veteran and theorist, Echo created a special team tasked with the investigation of strange phenomena.

Initially annoyed with his assignment to look into Dwarven trespassers, this changed with the discovery of Malhadra. Echo was the first to identify the world as an abandoned Elven colony and soon became fixated upon discovering what had happened. This fascination only grew deeper as the Humans who had settled there seemed to have no knowledge of any Robots or their remains.

Some would claim that this desire to find Robots untouched by the Spark bordered on obsession and cost Echo many opportunities for diplomatic solutions right up until the end of the campaign, with some blaming his curiosity for causing the conflict with the Dwarves in the first place.