



HIVESTORM LAUNCH EVENT MISSION

# THE GREAT GUN FIRES

Volkus' capital hive city, Hive Fissilicus, is dominated by the Massif Ballistus, known also as the Great Gun. This colossal ordnance rises from the city's heart, a mechanical behemoth from Humanity's distant past. Whenever it is fired, the fumes and recoil released lay waste to those areas beneath its atmosphere-scraping barrels.

This mission is designed to be played using the game sequence and the Transmission crit op from the *Kill Team Core Book*. In this mission, your kill teams must extract crucial intelligence scattered during a previous battle, but the irreversible hymnals of firing have already begun to echo throughout the city. Your kill teams must seize their objectives and exfiltrate before the gun's destructive recoil reduces your area of operations to a wasteland of corpse-strewn rubble.

**'MASSIF BALLISTUS DATA-BEACONS LIT.  
ALARUM STATUS CONFIRMED. MOBILISING  
17TH THETAN DRAGONS. AIRBORNE IN  
TWO MINUTES...'**

- Calculus Mobilatis vox-log,  
Aerodrome 7-44-Bombast





## MISSION RULES

**Facing the Firing:** In the Set up the Battle step, randomly determine one neutral killzone edge to also be the Massif Ballistus killzone edge.

**The Great Gun:** A different mission rule is applied during each turning point, as specified below:

### Turning Point 1: Hymnals of Firing

The operation of the Great Gun is laced in mysticism and ritual. These arts are maintained through each holy Day of Firing. When such a day dawns, the populace of Volkus are led in song by the priesthood of the Adeptus Ministorum, the voices of billions heralding the impending firing of the Great Gun. The shrines of the Massif Ballistus echo with chanting and prayers that build to a fever pitch as the firing approaches. In these last moments, operatives rush to complete their mission with heightened urgency and motivation.

Add 1" to the Move stat of operatives until the end of the turning point.

Add 3" to the distance requirements of **SUPPORT** rules until the end of the turning point (e.g. 'select one friendly operative within 6"' would be 9" instead). This is not cumulative with the Comms Device universal equipment.

### Turning Point 2: Calm Before

The chanting halts and prayers fall silent. The eyes of the faithful turn upwards to the sky-scraping barrel in awestruck anticipation...

No additional rules.

### Turning Point 3: Devastating Report

As the Great Gun's twin barrels erupt, a storm of searing gases are unleashed upon the city below. Ash and fire explode across the battlefield, searing exposed flesh and stunning everyone in the vicinity.

In the Ready step of the Strategy phase, inflict D3+1 damage on each operative that doesn't have intervening Heavy terrain within its control range between it and the Massif Ballistus killzone edge (roll separately for each).

Then, each operative that doesn't have intervening Light or Heavy terrain within its control range between it and the Massif Ballistus killzone edge gains one Shockwave token. Friendly operatives with a Shockwave token cannot be activated or perform actions until each friendly operative without a Shockwave token is expended. Whenever an operative with a Shockwave token is expended, remove that token.

### Turning Point 4: Aftershock

The ground shakes violently beneath the operatives' feet as the Great Gun's subterranean mechanisms absorb the terrifying recoil of the Massif Ballistus. Even the most agile of warriors are driven to the soil by the force of these quakes.

Subtract 2" from the Move stat of operatives. Whenever an operative performs the **Dash** action, roll one D6: on a 1, they stumble and can only move up to 1" during that action.

The battle ends after four turning points have been completed.

## MISSION ACTION

### INITIATE TRANSMISSION

1AP

- ▶ One objective marker the active operative controls is transmitting until the start of the next turning point.
- ◆ An operative cannot perform this action during the first turning point, or while within control range of an enemy operative.

## VICTORY POINTS

At the end of each turning point after the first:

- If friendly operatives control any transmitting objective markers, you score 1VP.
- If friendly operatives control more transmitting objective markers than enemy operatives do, you score 1VP.